



THE GAME MECHANICS™

MODERN PLAYER'S COMPANION VOLUME TWO



by Stan!



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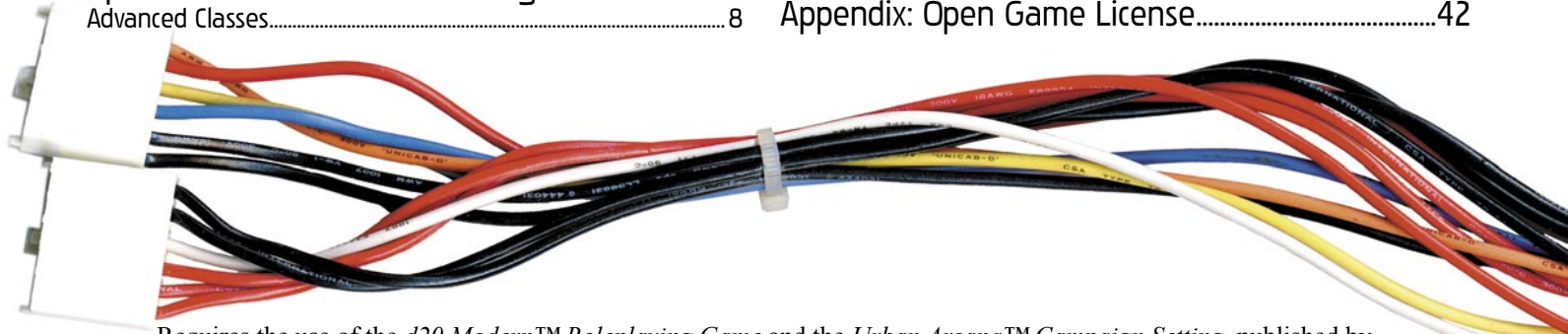
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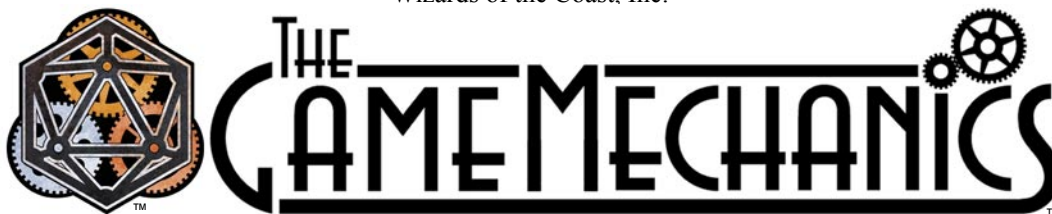
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Requires the use of the *d20 Modern™ Roleplaying Game* and the *Urban Arcana™ Campaign Setting*, published by Wizards of the Coast, Inc.



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Introduction

Well, here we are again.

Welcome to Volume Two of the *Modern Player's Companion* (MPC2 for short). Response to the first book took all of us at The Game Mechanics by surprise. Of course, we created a great product, applying the 20-some years of design experience we as a company possess. What's more, we brought our understanding of the modern d20 System rules, gained through serving on the design teams for both of the existing official Wizards of the Coast products for the game. In other words, we created the book we'd want to buy, with the hope that others who enjoy the game would feel the same as we did.

What is surprising is how many of you there are out there. So many, so vocal, and so supportive, that I set to work immediately designing this follow-up book.

At first, I have to admit, I was a little bit worried that I might not have enough material for a whole other book. I mean, I pretty much said what I wanted to say in the first one. But as I reviewed my notes from the first book (as well as notes I'd scribbled down during one of my modern d20 System games), I found there were lots of things left unsaid.

Although Volume One added new occupations and various class combinations to expand the usefulness of the six basic classes, it didn't really add anything to them. Even more important, since the *Urban Arcana Campaign Setting* had not yet been released, MPC1 only barely touched on magic or psionics. And although the first book presented eight new advanced classes, it didn't contain any prestige classes.

Like the first volume, MPC2 contains material that expands the possibilities available to anyone creating a character for a modern d20 System game. With the exception of a few magical and psionic abilities and classes, the entirety of this book was created with broad applicability in mind. No matter what sort of modern campaign you are playing, you should find plenty of useful material within these pages.

What's in this Book?

Like the first *Modern Player's Companion*, this volume focuses on building and outfitting characters. Chapter 1 contains new talents for use whenever a character gains a level in one of the basic classes. It also has two variant rules—one for multilingual characters and another modifying the way Wealth works. (Be sure you get your Gamemaster's approval before using either of these variant rules.) In Chapter 2 you'll find new advanced classes and prestige classes for making characters with specialized abilities to deal with specific types of threats and situations. Chapter 3 contains new feats, including many that feature noncombat oriented capabilities. Chapter 4 introduces a new type of equipment—books—and presents several new equipment packages to speed up the character creation process. Finally, in Chapter 5 you'll find a handful of new spells and magical items specifically designed for campaigns that feature modern spellcasters.

How to Use this Book

First, check with your Gamemaster to be sure that he approves of the material presented here. (Don't worry, we'll talk to him

on your behalf in a minute.) Then use this volume (along with the first *Modern Player's Companion*) whenever you use your *d20 Modern Roleplaying Game* or the *Urban Arcana Campaign Setting*—when creating a character, leveling up, or deciding what options your character will pursue as he or she gains experience. This book presents options that expand the possibilities for your character and opens up some venues not accessible through any other product.

Some of the material in this book references topics covered in the first *Modern Player's Companion*, but fear not—this book is well over 90% usable on its own. Still, we highly suggest that if you like this material you also buy MPC1. The books are intended to be used in tandem. Also, this book refers to feats, equipment, and other material from the *Urban Arcana Campaign Setting*. To get the most from this product, we recommend that you use that book as well.

For the Gamemaster

The big question on your lips is almost certainly: What will this material do to my campaign?

The answer is: nothing. That is, nothing but broaden the possibilities for your players to exercise their imaginations. The *Modern Player's Companion* is designed with the same principles, decisions, and guidelines that the original designers used. We know this because it is written, edited, and produced by people who were involved in creating both the *d20 Modern Roleplaying Game* and the *Urban Arcana Campaign Setting*. This is material we would have wanted to see in those Wizards of the Coast products if size, cost, time, and other practical matters were not at issue.

Flip through these pages. Look at what you see. We think you'll want your players to use it—because then you can use it for your GM characters, too!

Final Word

Before we get on to the meat of the matter, I want to thank my partners at The Game Mechanics—JD Wiker, Rich Redman, and Marc Schmalz. This enterprise has still only just begun, gentlemen, and with your vision, talent, and commitment, I foresee a bright future ahead for us all.

Thanks also to my editor, Tammie Webb Ryan, and her able-bodied proofreader, Charles Ryan—two people who are more than willing to tell me when I'm flat out wrong. And what more can one ask of true friends?

I'd also like to thank the people who took a chance and bought the first *Modern Player's Companion*. I appreciate your faith, your fellowship, and your feedback. This second volume would not exist if it were not for you.

Finally, I'd like to thank you, gentle reader. Thank you for joining me on this little experiment in broadening the boundaries of modern d20 System games. I hope you find this material useful and that if you have any comments, suggestions, or critiques you'll drop me a note via the message boards at www.thegamemechanics.com.

Now I've gone on for way too long. Let's get to the game!

Chapter One: Characters

It's always about the characters. In movies, television, books, and drama of any kind—including roleplaying games—plots may move the story forward, but characters keep the audience enthralled. Roleplaying games are unique, though, in that they allow the audience to not only be part of the action, guiding the behavior of the characters through various adventures, but also to create the characters themselves. Unlike any other type of drama, the character with whom you associate in an RPG is truly your own, sprung from your own imagination. Perhaps that's why, as d20 System gamers, we spend so much time worrying over the details of our characters—working to get the skills, feats, and other minutia to perfectly mesh with our mental images.

New Class Talents

The basic classes in the *d20 Modern Roleplaying Game* are designed so that from the very beginning players can tailor the details to suit their individual characters. A group could have three Strong heroes, yet each one might have a completely different set of abilities—even at 1st level. This is thanks to the innovation of talent trees.

Fantasy d20 character classes already contained the seeds of this innovation—bonus feats and class special abilities—but for the most part, the progression of abilities within a class was mapped out from the start. This was fitting since the classes represented not only a character's basic skills, but also the niche he or she filled in the game world's society. A fighter is expected to have particular abilities and a monk must undertake her training in a specific order.

The modern world, on the other hand, is much more difficult to categorize into classes based on a character's role in society: There are too many variables and opportunities. It would take several volumes to even begin to present all the potential jobs and vocations a player might desire for his character. The solution is to organize classes by the ability that the character relied upon most heavily and to allow the player to tailor the specific development of that ability based on the character's needs. In other words, talent trees.

The talents presented in the *d20 Modern Roleplaying Game* provide the tools necessary to model just about any type of character imaginable. However, more options create broader opportunities. To that end, we present the following new talents for each of the basic classes in a modern d20 System game.

Strong Hero

The Strong hero has two basic applications of his abilities—raw strength and fighting capability. We present two new talents, one for each application.

Greater extreme effort allows the Strong hero to eliminate the chance of a catastrophic roll while applying his raw strength. This talent belongs to the Extreme Effort Talent Tree.

The effects of the other new talent were previously only available to characters that chose the Soldier advanced class. Improved melee critical belongs to the Melee Smash Talent Tree and allows any Strong hero to take advantage of this ability (although the quickest way to gain it remains through an advanced class).

Greater Extreme Effort: The effort requires a full-round action and allows the Strong hero to take 10 on the check. The +6 bonus gained from advanced extreme effort is also applied.

Prerequisites: Extreme effort, improved extreme effort, advanced extreme effort.

Improved Melee Critical: The Strong hero knows how to strike more effectively and with a better chance of dealing significant damage with a particular melee weapon.

Choose one melee weapon (or choose unarmed melee attacks). When using that weapon, the Strong hero's threat range increases by one. For example, a metal baton threatens a critical hit on a 19–20. With this talent applied to the metal baton, the threat range becomes 18–20.

Prerequisites: Extreme effort, melee smash, improved melee smash, advanced melee smash.

Fast Hero

The *d20 Modern Roleplaying Game* provides only two talent trees for the Fast hero—fewer than those given for most other classes. Here we present a third talent tree that complements the other two.

The talents in the Instinctive Response Talent Tree allow the Fast hero to improve on other feats, talents, and skills she may already possess. In particular, this allows her to gain the improved evasion talent without requiring her to take an advanced class. (She will, however, need to be fairly dedicated to the Fast hero basic class and will not have access to the ability as quickly as she would by taking levels in Infiltrator.)

Instinctive Response Talent Tree

The Fast hero gains the instinctual ability to react quickly and effectively to unexpected danger.

Full Alert: The Fast hero gets a +4 circumstance bonus on initiative checks. This bonus stacks with the one provided by the Improved Initiative feat (providing a +8 bonus if the Fast hero has both).

Improved Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Fast hero suffers no damage if she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

Prerequisites: Full alert, evasion, increased speed.

Heightened Reflexes: The Fast hero can choose to take 10 on any Reflex saving throw. She may also spend 1 action

Talents vs. Class Abilities

In the modern d20 System rules, there exist some very similar concepts that have distinctly different applications. In each case, the differences are important and used to create a specific effect in the development of a character.

Let's look, for example, at talents and class abilities. They seem practically interchangeable at first—extra abilities that a character gains as she goes up levels. The big differences are that basic classes have talent trees while advanced or prestige classes have class abilities. The selection of talents is customizable while class abilities are prescribed.

So what is the difference between a talent and a class ability?

In truth, there is really no difference from a design perspective. They are built, balanced, and assigned prerequisites in exactly the same way. The real difference lies in the classes themselves. The question that should be asked is: What is the difference between a basic class and an advanced class?

That question is discussed in the Class Combos vs. Advanced Classes sidebar in *Modern Player's Companion, Volume One*.

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point to gain a +10 bonus on a Reflex saving throw. She may choose to take 10, spend an action point to gain the +10 bonus, or both.

Prerequisites: Full alert, evasion, increased speed, improved evasion.

Tough Hero

For the Tough hero, we present two talents that provide greater depth to the existing choices.

Improved resistance belongs to the Energy Resistance Talent Tree, and allows a player to make his Tough hero especially resilient to a particular type of energy. Stay in the game, on the other hand, belongs to the Unbreakable Talent Tree, and allows the Tough hero a second chance in the rare occasion when he fails a massive damage check. The prerequisites for both of these talents force the player to choose between broader applicability of the available talent trees and a significant advantage in a single area.

Improved Resistance: This ability increases the effectiveness of one other talent from the Energy Resistance tree. The Tough hero chooses one such talent he already possesses and doubles its effectiveness. In other words, the hero may now ignore an amount of damage equal to twice his Constitution modifier when that damage is caused by the specified type of energy.

The Tough hero may take this talent more than once, but each time it must apply to a different talent from the Energy Resistance Talent Tree.

Prerequisite: Any talent from the Energy Resistance Talent Tree, damage reduction 1/—.

Stay in the Game: If the Tough hero fails a Fortitude saving throw to resist the effects of massive damage (see Massive Damage Threshold in Chapter 8 of the *d20 Modern Roleplaying Game*) he may spend 1 action point to attempt the save again. He must accept the results of this second attempt.

Prerequisites: Remain conscious, robust, stamina.

Smart Hero

The Smart hero is another basic class that receives only two talent trees in the *d20 Modern Roleplaying Game*. On top of that, Smart heroes have only five distinct talents to choose from (although the savant talent may be taken multiple times).

To broaden the choices available to Smart heroes we present two new talents—adapt and abuse weakness—both of which belong to the Strategy Talent Tree, plus the entirely new Deduction Talent Tree.

Adapt: The Smart hero has the ability to use information gleaned from failures to formulate more effective courses of action. This talent may be used both in and out of combat.

In combat, if the Smart hero gets hit by the same opponent three times or more in a single fight, as a full-round action he may attempt an Intelligence check (DC = 10 + opponent's relevant attack bonus). This action does not provoke attacks of opportunity. If the check succeeds, for the rest of the fight the Smart hero gains a dodge bonus equal to his Smart hero level against all attacks made by that opponent.

Outside combat, the Smart hero may use this ability to bolster an Intelligence-based skill. If the Smart hero has

three times attempted and failed an activity that requires an Intelligence-based skill check to succeed, he may attempt an Intelligence check (DC = 10 + the EL of the obstacle). If the check succeeds, the Smart hero gains an insight bonus equal to his Smart hero level on attempts to overcome this or similar obstacles for the rest of the day.

Prerequisites: One talent from the Research Talent Tree, plan.

Abuse Weakness: If the Smart hero's attack roll threatens a critical hit against the current target of his exploit weakness talent, he can spend 1 action point to automatically confirm the threat and score a critical hit.

Prerequisites: One talent from the Research Talent Tree, exploit weakness.

Deduction Talent Tree

The Smart hero has spent time training his mind to be as efficient, analytical, and rational as possible. This allows him to take full advantage of his learning and experience, but can sometimes make him seem a little distant and emotionless.

Logical: The Smart hero can use the theoretical information at his command to help solve real tangentially related problems.

Choose any Knowledge category in which the Smart hero has 4 or more ranks. He gains a synergy bonus equal to half his class level (round down) to the related skill listed below.

Knowledge Category	Synergy Bonus to
Arcane lore	Knowledge (theology and philosophy)
Art	Craft (visual art)
Behavioral sciences	Sense Motive
Business	Forgery
Civics	Diplomacy
Current events	Gather Information
Earth and life sciences	Treat Injury
History	Research
Physical sciences	Craft (chemical)
Popular culture	Knowledge (streetwise)
Streetwise	Intimidate
Tactics	Investigate
Technology	Craft (electronic)
Theology and philosophy	Knowledge (arcane lore)

The Smart hero may take this talent multiple times, but each time it must apply to a different Knowledge category.

Prerequisite: Knowledge (any) 4 ranks.

Talk a Good Game: The Smart hero has such stunning command of a subject that he is able to use it to obfuscate his real meaning or intention.

Choose one Knowledge category to which the Smart hero already has applied the logical talent. When talking about that subject, if a Bluff, Diplomacy, or Intimidate check is called for, the Smart hero may instead use the skill modifier from his Knowledge skill.

For example: If the hero has taken the logical talent for Knowledge (business) and is trying to convince a colleague

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that a particular company has a higher net value than it truly does, he may use his Knowledge (business) score instead of his Bluff score when determining whether or not the colleague believes him. (The check is still opposed normally.)

This talent may be taken multiple times, but each time it must be applied to a different Knowledge category to which the Smart hero has applied the logical talent.

Prerequisites: Knowledge (any) 4 ranks, logical.

Implacable: The Smart hero selects a number of Intelligence-based skills equal to 3 + his Intelligence modifier. When making a check with one of these skills, the Smart hero can take 10 even when distracted or under duress.

Prerequisites: Knowledge (any) 4 ranks, logical.

Dedicated Hero

The Dedicated hero can be a master of reading both personalities and situations. To further her abilities in these arenas, we offer the following two talents.

Observant belongs to the Empathic Talent Tree, and sixth sense belongs to the Insightful Talent Tree.

Observant: The Dedicated hero is intuitively able to sense a person's body language, vocal tone, and other nonverbal communications. She adds her base Will saving throw bonus to all Sense Motive and Gather Information checks.

Prerequisites: Empathy, skill emphasis.

Sixth Sense: When the Dedicated hero is in a situation where she must select between two or more options or courses of action, she can spend 1 action point to attempt a Will saving throw ($DC = 10 +$ the EL of the encounter). If the save succeeds, the Dedicated hero can determine which option or course of action is potentially the least dangerous. In this case, "dangerous" is defined as being likely to cause personal injury to the Dedicated hero. It does not mean the option having the greatest chance of success. If two or more of the options are equally safe, the GM should inform the hero that the possible outcomes are equally dangerous (or equally safe).

Prerequisites: Skill emphasis, either faith or aware, cool under pressure.

Charismatic Hero

The Charismatic hero gains advantageous position through application of his winning personality. There are times, though, when he might use that ability to convince people he is of no threat or concern. At other times he will try to convince an antagonistic character to soften her view toward him.

Both misdirect and greater charm belong to the Charm Talent Tree.

Misdirect: The Charismatic hero can encourage opponents to ignore him by making himself appear to be harmless and unthreatening. The target must have an Intelligence score of 3 or higher to be susceptible to a misdirect attempt, must be within 30 feet of the Charismatic hero, and must be able to see, hear, and understand the hero.

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

The target resists the misdirection 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 target pays no attention to the hero, deciding that he is harmless, worthless, or otherwise not worthy of regard. The target completely ignores the hero until the end of the Charismatic hero's next turn. This allows the Charismatic hero to take actions of which the misdirected target is unaware. The effect ends immediately if the Charismatic hero performs any attack action.

The Charismatic hero can concentrate to keep a target misdirected for additional rounds. The Charismatic hero must spend an attack action 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.

Prerequisites: Charm, favor.

Greater Charm: The Charismatic hero can attempt to improve the attitude of an unfriendly target (GM character). The target must have an Intelligence score of 3 or higher, must be within 30 feet of the Charismatic hero, and must be able to see, hear, and understand the hero. The hero may not be holding a weapon or threatening the target in any way.

The hero and target make opposed Will saving throws. Each character receives a bonus on this saving throw equal to his or her Charismatic level. If the hero succeeds, the target's attitude immediately becomes indifferent toward the hero. If the hero fails, the target's attitude immediately becomes hostile toward the hero.

Prerequisites: Charm, favor, captivate, misdirect.

Why Only 10 Levels?

One of the most often asked questions regarding the modern d20 System rules is why the basic classes have only 10 levels. In previous d20 game rules classes have 20 levels, and a character can spend her entire career developing in a single class.

The answer lies in the complexity of jobs and careers. There are very few endeavors in our world that do not require a subtle mix of capabilities and skills. It is difficult to list many occupations or pastimes that can be embodied wholly by a single basic class. And a person who spends his entire life slavishly devoting himself to a single aspect of his physical or mental development is doomed to wind up a shallow, ineffective individual—certainly not fit to be considered a modern hero.

The modern d20 System rules were designed to reflect this need for variety and growth. Over the course of her life, a modern hero must take levels of at least two different classes, and she will probably sample more than that—particularly if her career path leads her to an advanced or prestige class.

Regarding Languages

The character creation rules for games using the modern d20 System rules imply that each character knows one native language. In order to be fluent in any more languages, a character must spend skill points to acquire additional Speak Language and Read/Write Language skills. While this is a fine representation of the average U.S. citizen, it is hardly a universal condition.

In many countries throughout the world—indeed, in many communities throughout the U.S.—it is normal for people to grow up speaking two or more languages. It seems unfair for the game rules to penalize players for wanting their characters to reflect a reasonable and fairly common trait—multilingual capabilities.

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Variant Rule: Multilingual Characters

Many players want to create characters that come from parts of the world where speaking more than one language is a necessity. In order to allow for characters who reflect this reality without spending extra skill points on acquiring the necessary skills we have created a new feat—Multilingual (see Chapter Three: Feats for details).

Multilingual is an initial feat. In other words, a character may only take it at 1st level. What's more, it is a bonus feat and does not take up one of the character's two available 1st-level feat slots.

Unlike other feats, though, the GM must grant permission before a character can take Multilingual, so the player and Gamemaster must discuss the character before play begins. The GM will determine which languages the character has access to.

For example, in various regions of Switzerland people may be fluent in French, German, Italian, and sometimes English. Exactly which combination a particular character has will be determined by where she grew up, what social circles her family moved in, and many other factors. Not every Swiss character should necessarily be fluent in all four languages.

Once a character has the Multilingual feat, she also has access to the new Linguist feat. Linguist is an exception to the general rule that basic class abilities should not be reproduced as feats. The reason for this exception is that in cultures where people speak several languages, there exist people who become naturally gifted at learning and interpreting a wide range of languages without dedicating themselves to the sort of pursuits that the Smart hero embodies. The only way for a character to get the Linguist feat is by having Multilingual. (Any character can, however, take a single level of Smart hero and gain the linguist talent.)

Accessibility Languages

Besides the familiar languages spoken in countries throughout the world, there is a surprisingly large collection of accessibility languages—those created to help physically disabled or otherwise communication-challenged individuals speak and write to one another. Among these languages are Braille and American Sign Language (ASL), but there are many more.

Characters who begin play with a reason to have learned an accessibility language—being disabled themselves, having relatives or loved ones who use the language, and so forth—may, with GM approval, include that language in the Multilingual feat.

Artificial Languages

There exist in the world hundreds, perhaps thousands, of artificial languages—those created by human linguists rather than growing naturally among a given culture. Examples of artificial languages include Esperanto, Klingon, Morse Code, Sindarin, and computer languages.

In general, these languages are not available through the Multilingual feat. However, if the player can come up with a particularly compelling reason for why the character learned one of these languages as part of her natural development, the GM may make an exception to this guideline.

Regarding Wealth

The wealth system is arguably the most controversial aspect of the *d20 Modern Roleplaying Game*. This is strange because, although it is not as simple as a straight dollar-for-dollar bookkeeping system, it is quite accessible and does an admirable job of adjudicating liquid capital, net worth, and available credit without requiring players and GMs to keep accounting ledgers for every character.

Bean Counting

Some Gamemasters have expressed the desire to convert the modern d20 System Wealth rules into a dollar-for-dollar accounting system. Our advice for these GMs is simple—don't!

Having said that, however, we realize that there are those out there who will fail to heed this warning. In the interest of not isolating any segment of the modern d20 System audience, we present the following solution.

Instruct your players to generate Wealth bonuses normally. Have them add +10 to the total, then convert the score into dollars using Table 7-1 in the *d20 Modern Roleplaying Game*. This represents the character's total financial wherewithal.

You will probably want to use the Internet, catalogs, print and television advertisements, and occasional trips to the mall to determine the exact prices of various pieces of equipment, but in order to do so using the listed purchase DCs, use the following table.

d%	Variation from Item Cost on Table 7-1
01-15	-30%
16-35	-20%
36-65	-10%
66-85	-5%
86-00	None

Characters designed using this system will have much less buying power than those created using the standard Wealth system. Furthermore, this system does not take into account credit, debt, interest rates, federal and local taxes, and many other details. To adequately cover these would require a volume approximately the size of a college cost accounting textbook.

Variant Rule: Credit Rating

Some say that how much a person is worth is more important than how much money he or she has accumulated. For these people, we present the following slight modification to the standard modern d20 System Wealth rules (see Chapter 4 in the *d20 Modern Roleplaying Game*). The variant rule centers around a new attribute: the Credit Rating score.

A character's Credit Rating score is equal to his starting Wealth bonus. Write this number down somewhere on the character sheet. Also write down the character's current Wealth score. You will be using both Wealth and Credit Rating throughout the game.

Credit Rating represents the character's perceived value—how much people and organizations (particularly financial institutions) think he is worth. Wealth represents how much money the character can actually draw upon at the present time. In this way, a character with a high Credit Rating score

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will have an easier time making expensive purchases than a character with a low score.

Using Credit Rating

Instead of making a Wealth check to make a purchase, the player makes a Credit Rating check. In other words, roll 1d20 and add the Credit Rating score. If the result is equal to or greater than the purchase DC, the character has successfully bought the item.

After an item is purchased, reduce the character's Wealth score according to the standard Wealth system. (For example, if the purchase DC is 1–10 points higher than his current Wealth score, reduce the Wealth score by 1 point.) The only modification to the system is that the player should track the Wealth score even if it falls to 0 or lower.

Negative Wealth

A character with a negative Wealth score can still buy items by making a Credit Rating check. However, doing so has a consequence. Each time a character attempts a Credit Rating check while his Wealth score is below 0, he permanently lowers his Credit Rating score by 1 point for every 10 points (or portion thereof) that his current Wealth score (after the purchase) is in the negatives.

For example, a character with a Credit Rating score of 15 and a current Wealth score of –8 buys an item with a purchase DC of 12. This is 14 points higher than his current Wealth score, so he reduces his Wealth by another 1d6, rolling a 3. His current Wealth drops to –11. Now he must permanently lower his Credit Rating score by 2 points to 13.

Regaining Wealth

Characters regain Wealth according to the standard modern d20 System Wealth rules. Every time the character levels up he attempts a Profession check (DC equal to his current Wealth score). If the check succeeds, the character's current Wealth score increases by +1. For every 5 points by which the check

exceeded the DC, increase the current Wealth score by an additional +1.

Wealth may also be increased by awards gained through adventuring.

Increasing Credit Rating

Credit Rating is more difficult to increase than Wealth. Damage done to a character's Credit Rating may never be undone, so players should be careful about making too many purchases when their characters' Wealth scores are in the negative numbers.

A character's Credit Rating score increases by +1 whenever the character receives a single Wealth award with a value greater than his current Credit Rating score. (The character's share—not the entire party's award—must be greater than his Credit Rating score.)

For example, a character with a Credit Rating of 12 would increase that score to 13 if he receives a Wealth Award of +13 or higher. It is therefore relatively easy to build Credit Rating if the character's score is currently low, but exceedingly difficult to build it if his current Credit Rating score is high.

On-Hand Objects

When determining whether or not a character has a particular object on hand (see Chapter 4 of the *d20 Modern Roleplaying Game*), use the character's Credit Rating score instead of his Wealth score. This means that characters with a high Credit Rating will have more items (and more expensive items) on hand than those with lower scores, regardless of their current Wealth scores.

Feats, Wealth, and Credit Rating

Several feats in the modern d20 System are designed to have an impact on Wealth. These all work exactly as described. In other words, they continue to effect the character's Wealth score rather than his Credit Rating.

Why Wealth Works

Mortgage payments, credit cards, monthly bills, insurance, bank statements—who needs 'em? They're no fun in real life, and they're certainly no fun in a game!

The Wealth system rules in the *d20 Modern Roleplaying Game* make it easy to ignore the unpleasantness of modern financial life while still making it possible—easy even—to figure out what's important in the game: what sorts of gear your character can get his hands on. Although we provide some variants here, for those who just don't like working with the modern d20 System rules, we strongly encourage you to stick as close to the normal Wealth rules as you can. It'll save you a lot of headaches in the long run.

One of the problems that some players have with the Wealth system lies in their tendency to think in terms of real-world costs. When using the Wealth system, remember that a purchase DC is just that—a DC, which can be set by the GM on the fly just like any other DC. When a character makes a Strength check, you don't start by carefully figuring out the weight of the object to be lifted, then

converting the weight into a specific DC, do you? In all likelihood, you simply set the DC based on a feeling of how hard it should be to make the check. A DC 15 check is somewhat difficult and a DC 20 check is very hard. Maybe a DC of 18 is just right for the check at hand.

The same is true for the Wealth system. While Table 7–1 in the *d20 Modern Roleplaying Game* makes it easy to determine a purchase DC based on a real-world price, you don't have to research the exact price and make a conversion for every new item purchased. A DC 15 check is moderately steep for an everyday purchase; a DC 20 check gets quite a bit harder for a character of typical means. Just like the DC for the Strength check, you can set a purchase DC according to what feels right.

Remember that the minutia of modern finances isn't what the game is about. The Wealth system boils the success or failure of an attempt to acquire stuff down to the same mechanic that measures the success or failure of all other character endeavors. Make the most of that freedom!

Chapter Two: Advanced and Prestige Classes

As adaptable and versatile as the basic classes are, many players will eventually want their characters to become true specialists in one area or another. At that point, the character is ready to begin taking levels in an advanced class or, if he is higher level and looking for a narrower focus, a prestige class.

There are already many excellent advanced and prestige classes available (see Chapter 6 and Chapter 9 of the *d20 Modern Roleplaying Game* and Chapter 1 of the *Urban Arcana Campaign Setting*), but they in no way cover the full range of possibilities. The modern world offers enough fields of specialization to fill several volumes with nothing but worthwhile advanced and prestige classes. To help fill some of the niches left undefined, this chapter contains six new advanced classes and seven new prestige classes that, with a few magical and psionic exceptions, should be applicable to just about every modern d20 System campaign.

Still, no matter how many examples are published, every campaign will call for new advanced and prestige classes specifically suited to its players, locations, and themes. GMs should use the available material as guidelines for developing their own unique advanced and prestige classes.

Advanced Classes

When a character begins to focus his career on one specific ability or function, he is probably ready for an advanced class. In the following pages, you will find details on six new advanced classes for your characters to consider.

Arcane Scholar: A student of the occult who knows the secret practices and beliefs of many different cults, sects, and cultures.

Bounty Hunter: A modern day hunter who specializes in capturing wanted criminals.

Confidence Artist: A friendly, outgoing person who practices deception, misdirection, and sleight of hand to get goods and services.

Fixer: A person who specializes in putting the right combination of people and equipment together for any special occasion.

Hacker: A computer specialist who is able to travel the information superhighway as easily as most people move about in their homes.

Transporter: An expert driver who can push automobiles and other vehicles to their utmost capabilities.

Arcane Scholar

The Arcane Scholar spends his life gathering folktales and legends, studying mystic lore, learning dead languages, translating ancient prophesies, and generally immersing himself in occult knowledge. He knows the habits, strengths, and weaknesses of many supernatural creatures, and can speak at length about various magical ingredients and alchemical compounds.

Although he has no spellcasting abilities, the Arcane Scholar knows a great deal about magic. As he goes up in level, he gains the ability to use magical items and becomes more and more skilled at performing incantations.

Select this advanced class if you want your character to be a font of occult information—someone who knows the secrets of magic and supernatural creatures.

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 Arcane Scholar, a character must fulfill the following criteria.

Ability: Intelligence 13.

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

Feats: Educated, Studious.

Class Information

The following class information pertains to the Arcane Scholar advanced class.

Hit Die

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

Action Points

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

Table 2-1: The Arcane Scholar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane skills, detect magic	+0	+0
2nd	+1	+0	+0	+3	Magic defense	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+1	+1
4th	+2	+1	+1	+4	Master of tomes	+1	+1
5th	+2	+1	+1	+4	Master of wondrous items	+2	+1
6th	+3	+2	+2	+5	Bonus feat	+2	+2
7th	+3	+2	+2	+5	Master of wands and scrolls	+2	+2
8th	+4	+2	+2	+6	Augment spell resistance	+3	+2
9th	+4	+3	+3	+6	Bonus feat	+3	+3
10th	+5	+3	+3	+7	Master of incantations	+3	+3

Chapter Two: Advanced and Prestige Classes

Class Skills

The Arcane Scholar's class skills are as follows.

Concentration (Con), Craft (visual art, writing) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, history, physical sciences, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Arcane Scholar advanced class.

Arcane Skills

An Arcane Scholar possesses the arcane skills class feature, providing the benefit of the feat with the same name.

The Arcane Scholar gains the following class skills as described under the Mage advanced class (see Chapter 9 in the *d20 Modern Roleplaying Game*): Concentration, Craft (chemical), and Spellcraft. Further, the Arcane Scholar gains Use Magic Device as a class skill, as described under the Occultist advanced class (see Chapter 9 in the *d20 Modern Roleplaying Game*).

Detect Magic

An Arcane Scholar possesses the detect magic class feature. This functions similarly to the *detect magical aura* spell (see Chapter 10 in the *d20 Modern Roleplaying Game*) with the following modifications.

The Arcane Scholar must spend 1 full round concentrating before he detects anything. After that, he is able to detect magical auras within a 60-foot quarter circle emanating from himself. Exactly what information the Arcane Scholar gleans depends on how long he spends studying a particular area.

1st Round: Concentrate. No auras detected.

2nd Round: Presence or absence of magical auras.

3rd Round: Number of different magical auras and their comparative strengths.

4th Round: Location of each aura and the strength of the strongest aura.

An Arcane Scholar is only able to detect magical auras that are currently in the area. In other words, he does not have the ability to detect lingering auras.

Magic Defense

At 2nd level, the Arcane Scholar gains the magic defense class feature, providing the benefit of the feat with the same name. He gains spell resistance (see Chapter 8 in the *d20 Modern Roleplaying Game*) equal to 5 + his Arcane Scholar level. It never interferes with his own spells or incantations, and he can voluntarily lower his spell resistance at any time.

If the Arcane Scholar already possesses spell resistance from another source, he instead increases his spell resistance by a number equal to his Arcane Scholar level.

Bonus Feats

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

Alertness, Archaic Weapon Proficiency, Collector, Confident, Educated, Focused, Expert Advice, Greater Magic Defense, Improved Magic Defense, Iron Will, Jack of All Trades, Personal Firearms Proficiency.

Master of Tomes

At 4th level, the Arcane Scholar becomes intimately familiar with the various standard reference books pertaining to his areas of expertise. This provides him with a competence bonus equal to his Arcane Scholar level on all Research checks.

Master of Wondrous Items

At 5th level, the Arcane Scholar becomes an expert on the history, design, and use of magical items. This provides him with a competence bonus equal to his Arcane Scholar level on all Use Magical Device checks made for the purpose of activating a wondrous item or artifact.

Master of Wands and Scrolls

At 7th level, the Arcane Scholar becomes an expert on the history, enchantment, and use of magic wands and scrolls. This provides him with a competence bonus equal to his Arcane Scholar level on all Use Magical Device checks made for the purpose of activating a wand or scroll.

Augment Spell Resistance

At 8th level, the Arcane Scholar gains the augment spell resistance class feature. This increases his spell resistance by +5.



Clinton Bell, Arcane Scholar

Chapter Two: Advanced and Prestige Classes

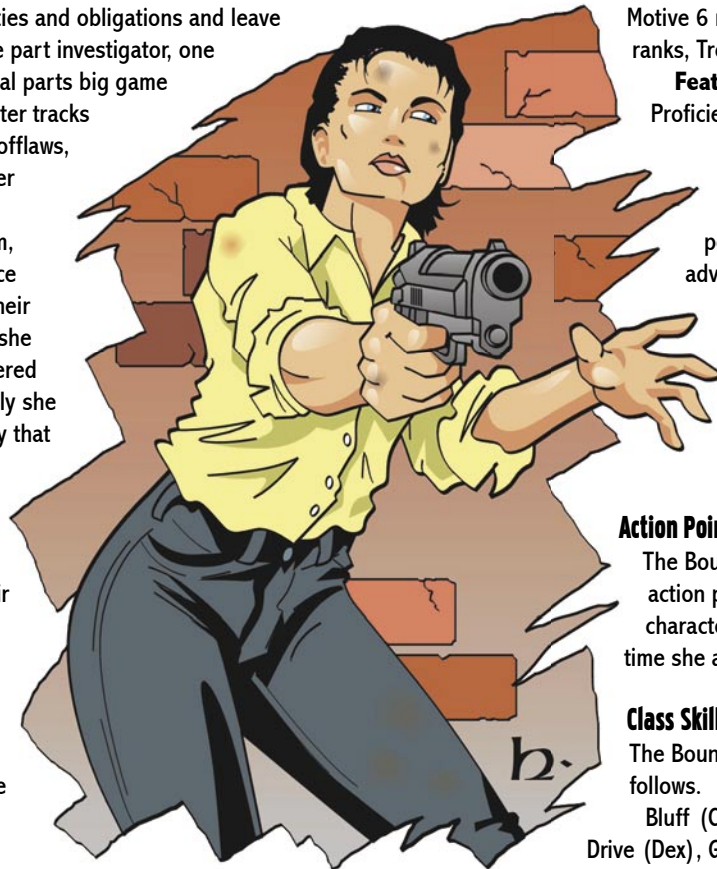
Master of Incantations

At 10th level, the Arcane Scholar becomes supremely skilled at performing incantations (see Chapter 3 in the *Urban Arcana Campaign Setting*). He gains a competence bonus equal to his Arcane Scholar level on all Knowledge (arcane lore) checks made for purpose of performing an incantation.

Bounty Hunter

A Bounty Hunter is someone who has dedicated her life to finding people (and occasionally things) that shirk their responsibilities and obligations and leave for parts unknown. One part investigator, one part profiler, and several parts big game hunter, the Bounty Hunter tracks fugitives, runaways, scofflaws, and deadbeats wherever they roam. She finds them, apprehends them, and returns them to face the consequences of their disappearances—and she collects the reward offered for their capture. Usually she does this for the money that one or another person has promised for the safe return of the target, but some Bounty Hunters do their jobs out of a sense of morality and a desire to see justice served. To them, the money is just a formality that allows them to continue doing good works.

Select this advanced class if you want your character to be skilled at investigation but also have enough combat savvy to be able to run dangerous targets to ground.



Rana Hakimi, Bounty Hunter

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible. A high Constitution is also useful for a Bounty Hunter—she will find that even when she is not on the job, trouble still comes her way.

Requirements

To qualify to become a Bounty Hunter a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Investigate 6 ranks, Sense Motive 6 ranks, Spot 6 ranks, Survival 6 ranks, Treat Injury 6 ranks.

Feats: Track, Personal Firearms Proficiency.

Class Information

The following class information pertains to the Bounty Hunter advanced class.

Hit Die

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

Action Points

The Bounty Hunter 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 Bounty Hunter's class skills are as follows.

Bluff (Cha), Disable Device (Int), Drive (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language

Table 2-2: The Bounty Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+1	Target bonus +1	+1	+0
2nd	+2	+2	+3	+2	Sharp eye	+1	+0
3rd	+3	+2	+3	+2	Bonus feat	+2	+0
4th	+4	+2	+4	+2	Improved grapple, target bonus +2	+2	+0
5th	+5	+3	+4	+3	Swift track	+3	+1
6th	+6	+3	+5	+3	Bonus feat	+3	+1
7th	+7	+4	+5	+4	Most wanted, target bonus +3	+4	+1
8th	+8	+4	+6	+4	Bring 'em back alive	+4	+1
9th	+9	+4	+6	+4	Bonus feat	+5	+2
10th	+10	+5	+7	+5	Sudden insight, target bonus +4	+5	+2

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(none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Bounty Hunter advanced class.

Target Bonus

The Bounty Hunter, as a full-round action, may designate an individual as a target. She spends 1 action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Bounty Hunter does not need to know the target personally and may know him only through his actions or description ("The thief who robbed the convenience store on 4th Street," or "the person who committed the murder in Room 115" will do, as will a picture or dossier). The Bounty Hunter may not select a target while she or the target is in combat, and once she chooses a target she must wait 24 hours before choosing another.

The Bounty Hunter gains the target bonus on attacks against that particular target, as well as when using the following skills directly against the target, or in tracking the target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot.

The target bonus applies to a single individual and lasts until the Bounty Hunter chooses a new target. The bonus is +1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Sharp Eye

At 2nd level, the Bounty Hunter becomes extraordinarily observant. She gains a permanent +2 competence bonus to any three skills from the following list: Investigate, Knowledge (physical sciences, technology), Research, Sense Motive, Search, Spot.

Bonus Feats

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

Armor Proficiency (light, medium), Brawl, Code of Honor, Hard Eyed, Improved Brawl, Improved Feint, Improved Knockout Punch, Knockout Punch, Poker Face, Precise Strike, Self Improvement, Streetfighting.

Improved Grapple

At 4th level, the Bounty Hunter gains the Improved Grapple class feature, providing the benefits of the feat of the same name.

If the Bounty Hunter hits with an unarmed strike, she deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. She can deal normal damage while grappling, rather than nonlethal damage, without suffering a penalty on her grapple check.

She also receives a +4 competence bonus on all grapple checks (regardless of whether or not she started the grapple).

If the Bounty Hunter already has access to Improved Grapple, she gains no further benefit from this ability.

Swift Track

At 5th level, the Bounty Hunter may move at normal speed while using Track without taking the -5 penalty.

Most Wanted

At 7th level, the Bounty Hunter has developed a reputation for always bringing in her target. She gains the benefits of the Windfall and Renown feats.

The Bounty Hunter's Reputation and Wealth bonuses each increase by +3, and she gains a +1 bonus on all Profession checks.

Bring 'em Back Alive

At 8th level, the Bounty Hunter has become adept at shooting to wound a target rather than to kill. After successfully shooting a personal firearm at the current target of her target bonus ability, and after rolling damage, the Bounty Hunter can choose to make up to half of the damage (rounded down) nonlethal.

Sudden Insight

At 10th level, the Bounty Hunter occasionally has flashes of insight into what her target is currently doing.

Once per day, the Bounty Hunter may spend 1 action point to determine what, in very general terms, the target intends to do next. Potential answers include: stay where he is and hide, flee out of state, commit crimes similar to those he has in the past, or set a trap for anyone following him.

Confidence Artist

There are some people in this world with whom you can trust your life. There are others who can convince you that they are that trustworthy, but whose goals are to fleece you of everything they can take. The latter kind is better known as a Confidence Artist. He specializes in convincing his victims that he has only the noblest intentions, then cruelly uses their misplaced faith to his own ends. Most often a Confidence Artist wants money, but at other times he may be after a particular item, valuable information, or simply the social connections that a person has (in hopes of using them to find an even better victim). Whether he is on a street corner hustling Three-Card Monte, going door-to-door selling bogus goods, organizing a complex pyramid scheme, or securing a job for which he has no qualifications, the Confidence Artist is always out to get something for nothing.

Select this advanced class if you want your character to be a slick talker who could sell raincoats to desert nomads.

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

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Requirements

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

Skills: Bluff 6 ranks, Gather Information 6 ranks, Sleight of Hand 6 ranks.

Class Information

The following class information pertains to the Confidence Artist advanced class.

Hit Die

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

Action Points

The Confidence Artist 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 Confidence Artist's class skills are as follows.

Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, current events, popular culture, streetwise) (Int), Listen (Wis), Perform (act, sing) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Confidence Artist advanced class.

Self-Confidence

A Confidence Artist may treat his Confidence Artist levels as Charismatic hero levels for any talent for which Charismatic levels are used (charm, favor, fast-talk, dazzle, taunt, etc.).

Hidden Motives

At 2nd level, the Confidence Artist increases his ability to hide his motives and intentions. He gains a circumstance bonus equal to his Confidence Artist level when making a Bluff check opposed by the target's Sense Motive. In addition, he gains the same bonus when making Sense Motive checks to oppose Bluff attempts.

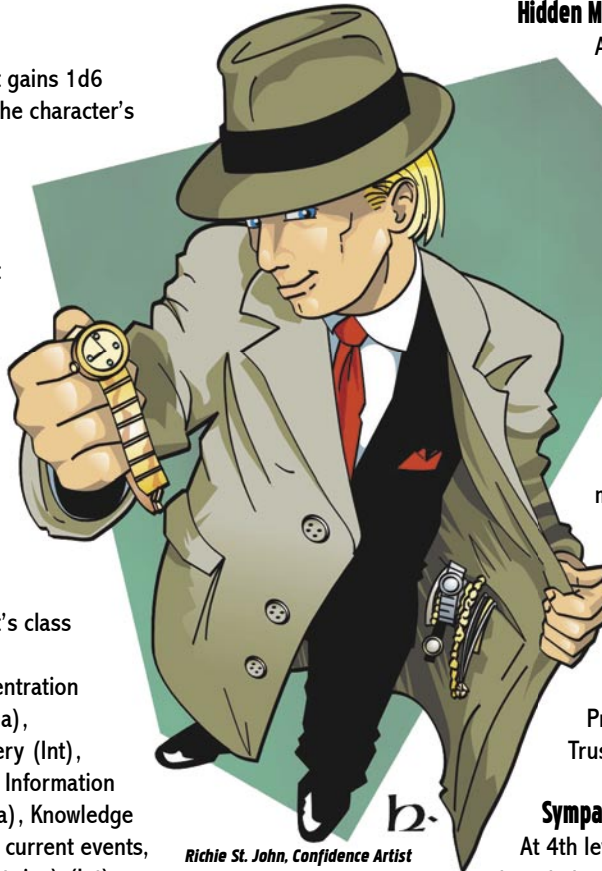
Bonus Feats

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

Alertness, Attentive, Confident, Deceptive, Good Impression, Haggle, Improved Initiative, Iron Will, Low Profile, Lucky, Meticulous, Personal Firearms Proficiency, Poker Face, Renown, Stealthy, Trustworthy, Windfall.

Sympathetic Ear

At 4th level, the Confidence Artist increases his ability to get strangers to share their personal secrets with him. He gains a circumstance bonus equal to his Confidence Artist level on all Gather Information checks. In addition, the DCs for Gather Information checks made to obtain information about the Confidence Artist are increased by his class level.



Richie St. John, Confidence Artist

Table 2-3: The Confidence Artist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Self-confidence	+1	+0
2nd	+1	+0	+2	+3	Hidden motives	+1	+0
3rd	+1	+1	+2	+3	Bonus feat	+2	+0
4th	+2	+1	+2	+4	Sympathetic ear	+2	+0
5th	+2	+1	+3	+4	Sticky fingers	+3	+1
6th	+3	+2	+3	+5	Bonus feat	+3	+1
7th	+3	+2	+4	+5	Honest eyes	+4	+1
8th	+4	+2	+4	+6	Shift the blame	+4	+1
9th	+4	+3	+4	+6	Bonus feat	+5	+2
10th	+5	+3	+5	+7	Utterly convincing	+5	+2

Chapter Two: Advanced and Prestige Classes

Sticky Fingers

At 5th level, the Confidence Artist increases his skill at picking pockets, hiding objects on his person, and otherwise proving that the hand is quicker than the eye. He gains circumstance bonus equal to his Confidence Artist level on all Sleight of Hand checks and on all Spot checks to oppose Sleight of Hand attempts.

Honest Eyes

At 7th level, the Confidence Artist increases his ability to convince people to take his advice. He gains a circumstance bonus equal to his Confidence Artist level on all Diplomacy checks.

Shift the Blame

At 8th level, the Confidence Artist sharpens his ability to talk his way out of the tightest spots—even if he is caught red handed. He may attempt a Bluff check (opposed by the target's Will saving throw) to try to fast-talk his way out of trouble. If he is successful, the Confidence Artist either shifts the blame to a likely GM character or simply convinces the target that the trouble is all a misunderstanding and an unfortunate mistake.

He must, however, return the stolen item, apologize, or otherwise attempt to make amends for his actions. This may, at the GM's discretion, require a standard Bluff check opposed by the target's Sense Motive.

Utterly Convincing

At 10th level, the Confidence Artist is a master at convincing people. Whenever the Confidence Artist spends an action point to improve some Charisma-based skill checks (see below), he



Colleen Brody, Fixer

adds an additional +1 d6 to the result.

The skills that utterly convincing applies to are: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.

Fixer

In every group there is a hub—the person who knows other people and brings them together. When the group has a special need, this person knows who to call. When they need to buy a specific item, she not only knows where to find it, but where to get the best price. The Fixer is a person like this, only more so. She's the "go-to gal" for dozens, perhaps hundreds of groups. She makes it her business to know exactly who is in town, what assets everyone has, where to find them, and how much they are going to cost. She specializes in putting people with demands in touch with people who control the supplies, and all she asks for in return is a percentage. The Fixer is a talent scout, an event promoter, an inventory control specialist, and a skilled negotiator all rolled into one.

Select this advanced class if you want your character to be someone who is expert at putting people, equipment, and information together so that everyone gets what he or she wants. If you want a character that has friends in every corner of society and dips her fingers in every pie in the city, the Fixer is a good fit.

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 Fixer, a character must fulfill the following criteria.

Table 2-4: The Fixer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Word on the street	+1	+2
2nd	+1	+0	+2	+2	Contact, low-level	+1	+2
3rd	+1	+1	+2	+2	Bonus feat	+2	+2
4th	+2	+1	+2	+2	Pack rat	+2	+3
5th	+2	+1	+3	+3	Contact, mid-level	+3	+3
6th	+3	+2	+3	+3	Bonus feat	+3	+3
7th	+3	+2	+4	+4	Make a call (ordinary)	+4	+4
8th	+4	+2	+4	+4	Expert in your field	+4	+4
9th	+4	+3	+4	+4	Bonus feat	+5	+4
10th	+5	+3	+5	+5	Make a call (heroic)	+5	+5

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

Special: The Charismatic hero's favor talent.

Class Information

The following class information pertains to the Fixer advanced class.

Hit Die

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

Action Points

The Fixer 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 Fixer's class skills are as follows.

Bluff (Cha), Diplomacy (Cha), Forgery (Int), Knowledge (art, behavioral sciences, business, civics, current events, history, popular culture, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Fixer advanced class.

Word on the Street

A Fixer filters information constantly and remembers everything. Through gossip, Internet chats, and other contacts, she has a deep knowledge of everyday events and issues. The Fixer can make a Gather Information check on general or specific information instantaneously, and spends only an hour making a Gather Information check for restricted information. Retries may be made under normal rules. Protected information still requires 1d4+1 hours for a check.

Contact

A Fixer of 2nd level or higher cultivates associates and informants. Each time the Fixer gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the character must be an ordinary character, not a heroic character.

Contacts include informants, black marketeers, dock or warehouse workers, reporters, street people, store clerks, taxi drivers, bureaucrats, clerical workers, security guards, and others who can provide limited access to and information regarding material in which the Fixer deals.

A contact will not accompany the Fixer on missions or risk his or her life. A contact can, however, provide information or equipment, or render a service (make a specific skill check on the Fixer's behalf).

At 2nd level, the Fixer gains a low-level contact, and at 5th level a mid-level contact. Fixers do not gain high-level

contacts, for although such people occasionally want to do business with a Fixer, being too closely associated with her is bad for their images.

The Fixer can't call on the same contact more than once in a week, and when she does call on a contact, compensation may be required for the assistance he or she renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Fixer owes him or her a favor. The GM character will call in the favor when the opportunity arises. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact and 15 for the mid-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats

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

Armor Proficiency (light), Attentive, Collector, Deep Pockets, Educated, Expert Advice, Financial Wizard, Gearhead, Good Impression, Haggle, Jack of All Trades, Personal Firearms Proficiency, Renown, Studious, Trustworthy, Windfall.

Pack Rat

At 4th level, the Fixer is considered to have considerable material resources either at hand or easily and cheaply acquired. When making a Wealth check to determine if a particular item is on hand (see On-Hand Objects in Chapter 4 of the *d20 Modern Roleplaying Game*), add the Fixer's class level as a circumstance bonus.

Make a Call

At 7th level, the Fixer has established so many connections in various fields that she is able to gather groups of particularly skilled individuals on very short notice. If the Fixer spends 30 minutes making phone calls a group of suitable characters will arrive at a specified location 1d4 hours later. The Fixer should tell the GM exactly what sort of group she is trying to gather (what skills or classes she wants them to possess and what exactly it is she plans to ask the group to do). When it is time for the group to gather, the Fixer makes a level check (1d20 plus her Fixer level) with the following results.

Level Check

Result	Who Shows Up
15 or lower	2d6 2nd-level characters.
16–20	as above, plus 1d6 6th-level characters.
20–25	as above, plus 1d4 10th-level characters or 1 character whose character level is 3 lower than the Fixer's.
26–30	as above, plus an additional 1d4 10th-level characters or 1 character of the same character level as the Fixer.

Chapter Two: Advanced and Prestige Classes

The group that arrives always has a positive attitude toward the Fixer, but may be less well disposed toward the rest of the heroes (although they will usually be no worse than indifferent to them). Unless the GM determines that some types of characters cannot be found in the current location, the characters in the group have a cross section of the skills and abilities that the Fixer requested.

There is no guarantee that these characters will do what the Fixer wants them to do. The make a call ability only grants the Fixer the ability to assemble a group of skilled individuals at an appointed time and place. The Fixer or one of her allies will have to negotiate with the characters in order to get any specific services from them.

At 7th level, the group consists mostly of ordinary characters, although a few heroic characters may be added at the GM's discretion.

At 10th level, the group consists almost entirely of heroic characters.

GMs will find many ready-to-use ordinary characters in Chapter 8 of the *d20 Modern Roleplaying Game*.

Expert in Your Field

At 8th level, the Fixer is considered a master of connections, such that her reputation precedes her in her dealings with others. The Fixer gains a circumstance bonus equal to her Reputation bonus when making skill checks that are directly involved with Gather Information and Diplomacy skills. In addition, the Fixer may add her Reputation bonus on Wealth checks for new purchases.

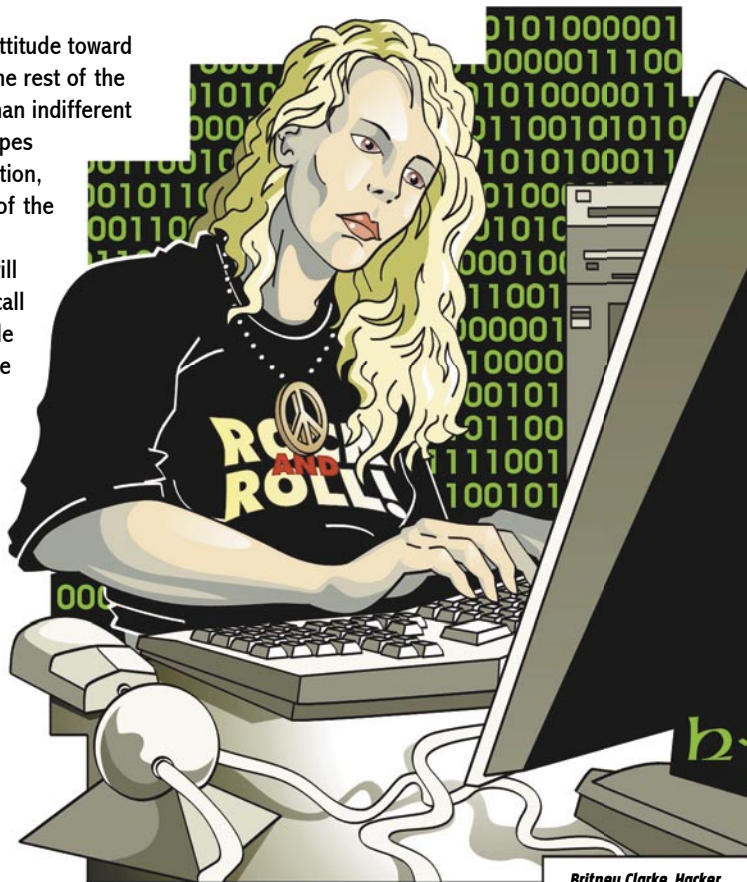
Hacker

A Hacker is someone who is able to use computers to the limits of their design parameters and beyond. She uses her innate understanding of how an operating system works and how code is written to coax a machine to do things even its designers never imagined. She knows the Internet the way most people know their home and neighborhood. Many hackers specialize in cracking encrypted code, breaking into protected

systems, and reprogramming other computers to perform functions for which they were never intended. Some Hackers do this for malicious or mischievous reasons, while others do it in the name of a noble or righteous cause. Almost all Hackers, though, believe that the world is either ignorant or dangerously naïve about the uses and potential uses for computers, and they consider it their mission to educate everyone else.

Select this advanced class if you want your character to be expert at using and repairing computers, writing computer programs, and making the most of the resources available through the Internet.

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



Britney Clarke, Hacker

Table 2-5: The Hacker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Online presence	+1	+0
2nd	+1	+0	+3	+0	Read/write code	+1	+0
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Hacker abilities	+2	+1
5th	+2	+1	+4	+1	False account	+3	+1
6th	+3	+2	+5	+2	Bonus feat	+3	+2
7th	+3	+2	+5	+2	Hacker abilities	+4	+2
8th	+4	+2	+6	+2	Hacker abilities	+4	+2
9th	+4	+3	+6	+3	Bonus feat	+5	+3
10th	+5	+3	+7	+3	Improved degradation	+5	+3

Chapter Two: Advanced and Prestige Classes

Requirements

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

Skills: Computer Use 6 ranks, Craft (electronic) 6 ranks, Disable Device 3 ranks, Knowledge (technology) 6 ranks, Repair 3 ranks.

Feat: Gearhead.

Class Information

The following class information pertains to the Hacker advanced class.

Hit Die

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

Action Points

The Hacker 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 Hacker's class skills are as follows.

Bluff (Cha), Computer Use (Int), Craft (electronic, mechanical, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, history, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Hacker advanced class.

Online Presence

When attempting to use a Charisma-based skill such as Bluff, Intimidate, Diplomacy, or Gather Information in an online situation, the Hacker adds her class level as a circumstance bonus.

Read/Write Code

At 2nd level, the Hacker can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Decipher Script check (DC 10 + Computer Use skill modifier of the code's author), the Hacker can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Hacker gains a +2 insight bonus on Computer Use checks attempting to degrade the program.

Bonus Feats

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

Alertness, Builder, Cautious, Collector, Deceptive, Educated, Lightning Reflexes, Low Profile, Lucky, Meticulous, Renown, Studios, Windfall.

Hacker Abilities

At 4th, 7th, and 8th level, the Hacker selects two of the following Hacker abilities to add to her repertoire.

Careful Progress: When the Hacker attempts to defeat computer security, the administrator is alerted only if the Hacker fails her Computer Use check by 10 or more.

Special: The Hacker may not gain both Careful Progress and Passfirewall at the same level.

Electronic Empathy: The Hacker gains a +2 competence bonus when repairing or disabling electronic devices. This is in addition to any synergy bonuses for related skills.

False Trail: When covering her electronic tracks through the Internet, the Hacker can lay a false trail. With a successful Computer Use check (DC 25), the Hacker imposes a –5 penalty on any attempt to trace her (as described in the Defend Security function of the Computer Use skill). If the trace fails by 10 or more points, the tracker follows the Hacker's false trail to an innocent Internet address. If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor: After successfully breaking into a specific computer system, the Hacker can install a backdoor to the system. A backdoor is a piece of code that makes it easier for the Hacker to break into that particular system in the future. Writing and installing the program requires a Computer Use check (see the table below), but once successfully installed it automatically defeats that system's security upon return trips—the Hacker no longer needs to make Computer Use checks to enter that system.

Level of Security	DC
Minimum	25
Average	30
Exceptional	40
Maximum	45

It is important to keep backdoors hidden from the system administrator, who is usually on the lookout for such invasions. A backdoor automatically allows the Hacker entrance to a particular system, but every time she uses it she must make an opposed Computer Use check against the administrator. Failure means the backdoor is discovered and will be deleted before the next time the Hacker returns.

Instant Upgrade: The Hacker knows computers and their capabilities so well that she can temporarily maximize their performance. While using a piece of equipment related to a Computer Use check, the Hacker increases the equipment bonus by +1. (If the equipment does not grant an equipment bonus, it now grants a +1 equipment bonus.) This increase remains in effect after the Hacker stops using the computer for a period of time equal to 10 minutes per Hacker level.

Overclock: The Hacker is able to make a computer perform beyond the recommended parameters of the hardware and software, granting it a permanent +2 equipment bonus. She does this by making a Wealth check (purchase DC 12), spending 1 action point, and committing 1 hour to tuning the machine. Because the computer is being pushed to its limits, if the person using the computer rolls a natural 1 on a Computer Use check, the machine has a catastrophic breakdown and becomes unusable.

Chapter Two: Advanced and Prestige Classes

Fixing the computer requires a Wealth check (purchase DC 15) to get the necessary equipment, and takes 3d6 hours. At the end of that time the person working on the computer must attempt a Repair check (DC 15). If this check succeeds, the machine once again functions as a standard computer (the Hacker may buy upgrades or overclock it again if she wishes). If the check fails, the Repair check may be attempted again in 1d4 hours. If the person fixing the computer rolls a natural 1 on any Repair check, the machine is damaged beyond repair.

Passfirewall: When the Hacker attempts to defeat computer security, the administrator is alerted only if the Hacker rolls a natural 1 on her Computer Use check.

Prerequisite: Careful progress.

Special: The Hacker may not gain both careful progress and passfirewall at the same level.

Personal Database: The Hacker has gathered (or electronically bookmarked) a vast amount of data on an incredible range of subjects. If she has a computer with Internet access, she may take 10 minutes surfing the web, then spend 1 action point to use her Computer Use score instead of a Knowledge score for the purposes of one check.

False Account

At 5th level, the Hacker is able to make purchases online using bogus financial records. In other words, she can buy something using someone else's money. The player and GM should note that at best this constitutes fraud, and at worst it is clearly robbery. In any case, it is an illegal activity and may have serious repercussions.

To create a false account, the Hacker makes a Computer Use check. The Hacker may take 10 on this check, but she may not take 20. She may create an account with a Wealth score of a maximum value equal to the result of the check - 10. (So if her check achieved a DC of 27, she could create an account valued at Wealth 17 or lower.)

Creating a false account takes a number of minutes equal to $10 \times$ the account's Wealth score. (It would take the Hacker 170 minutes—nearly 3 hours—to set up a Wealth 17 false account.) This must be done in a single sitting, so the Hacker may have to set aside several hours to perform this task. When the prescribed amount of time has passed, the account is ready to be used. It may be stored for a number of hours equal to the Hacker's character level—after that time the system operator notices and deletes the false account. The Hacker may use the false account to make a single purchase. After that the account is frozen until the system operator eventually examines and erases it.

Every time the Hacker uses this ability, the GM should roll 1d20. If the result is lower than or equal to the value of the false account, the fraud is discovered in progress and the system administrator of the financial institution being hacked attempts to identify the Hacker (use the same process as described in the Defend Security section of the Computer Use skill description).

Improved Degradation

At 10th level, the Hacker's attempts to alter and degrade existing programming become more insidious. The degradation is installed as normal (as described in the Degrade

Programming function of the Computer Use skill). However, unless the Computer Use check to fix the degraded program exceeds the DC by 5, the degradation returns in 1d6 hours—this happens automatically; the Hacker does not have to make a second check.

Transporter

Stunt drivers, messengers who always deliver their packages on time, mob wheelmen, professional race car drivers, highway patrol officers—these are but a few of the people who take levels in the Transporter advanced class. A Transporter is someone who is as comfortable driving a car, motorcycle, or other land vehicle as an Olympic sprinter is on the track. He maneuvers his vehicle as naturally as a fish swims, and can coax it to perform beyond the limits listed by the manufacturer.

Select this advanced class if you want your character to be an artist behind the wheel, someone who is able to make his vehicle perform tricks and stunts that leave onlookers breathless.

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 Transporter, a character must fulfill the following criteria.

Skill: Drive 6 ranks.

Feat: Vehicle Expert.

Other: Base Reflex save +2.

Class Information

The following class information pertains to the Transporter advanced class.

Hit Die

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

Action Points

The Transporter 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 Transporter's class skills are as follows.

Balance (Dex), Concentration (Con), Craft (electronic, mechanical) (Int), Disable Device (Dex), Drive (Dex), Knowledge (current events, popular culture, streetwise, technology) (Int), Listen (Wis), Profession (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Repair (Int), Speak Language (none), Tumble (Dex).

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

Class Features

The following features pertain to the Transporter advanced class.

Uncanny Dodge X

The Transporter gains the ability of uncanny dodge, or increases the potency of this ability if he already has it.

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If the Transporter 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 Transporter 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 Transporter already has uncanny dodge 2, then he gains no further benefit from this ability.

Leadfoot

At 2nd level, the Transporter gains a +2 competence bonus on initiative checks when controlling a vehicle.

Sense of Direction

At 2nd level, the Transporter is accustomed to finding his way quickly through strange cities and locations. He gains a competence bonus equal to his Transporter level when making Navigate checks while driving.

This does not allow the Transporter to have any insight into traffic conditions, road conditions, or local traffic patterns (such as one-way streets or traffic circles). It merely allows him to determine the most direct path toward a known object or location, or to have a general sense of the compass points, without consulting a map.

Bonus Feats

At 3rd, 6th, and 9th level, the Transporter gets a bonus feat. The bonus feat must be

selected from the following list, and the Transporter must meet all of the prerequisites of the feat to select it.

Brawl, Builder, Code of Honor, Deceptive, Dodge, Drive-By-Attack, Follow That Car, Force Stop, Gearhead, Guide, Improved Brawl, Lucky, Renown, Streetfighting, Vehicle Dodge, Vehicle Specialization.

Born to Drive

At 4th level, the Transporter has become a world-class expert at driving some vehicles. He gains a competence bonus equal to his Transporter level when making Drive checks while behind the wheel of a vehicle for which he has the Vehicle Specialization feat.

Need for Speed

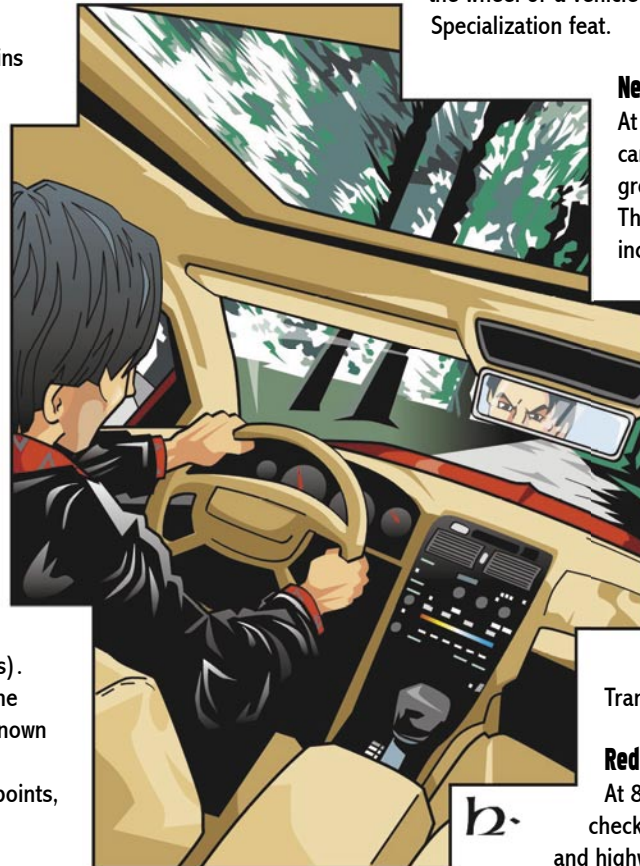
At 5th level, the Transporter can improve the top speed of a ground vehicle that he controls. The vehicle's top speed is increased by 25%.

Nursing the Turns

At 7th level, the Transporter can get better performance out of a vehicle, reducing some of its penalties. The Transporter may spend 1 action point to negate the maneuver penalty or initiative penalty of a vehicle he controls until the beginning of the Transporter's next turn.

Redlining the Needle

At 8th level, the Transporter treats check/roll modifiers for all-out and highway speeds as street speeds (reduce to -1 as opposed to -2 and -4, respectively). (See Table 5-13: Vehicle Speeds and Modifiers in the *d20 Modern Roleplaying Game*.)



Jimmy Augustino, Transporter

Table 2-6: The Transporter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Uncanny dodge	+1	+0
2nd	+1	+2	+3	+0	Leadfoot, sense of direction	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Born to drive	+2	+1
5th	+3	+3	+4	+1	Need for speed	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Nursing the turns	+4	+2
8th	+6	+4	+6	+2	Redlining the needle	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	On a dime	+5	+3

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On a Dime

At 10th level, the Transporter is able to make his vehicle perform tricks that no one else can. Each round he may perform one extra stunt per turn. Normally performing a stunt is considered a move action, so a character can only perform two stunts in a single turn. On a dime allows the Transporter to perform up to three stunts.

This extra stunt may not be traded out for a different move action—it must be used for performing a vehicular maneuver.

Prestige Classes

At higher levels, many players want their characters to become true specialists. This time may come after collecting all the levels of an advanced class or after many levels of multi-classing. The ultimate expression of specialization in a modern d20 System game is the prestige class.

In the following pages you will find details on seven new prestige classes for your characters to consider.

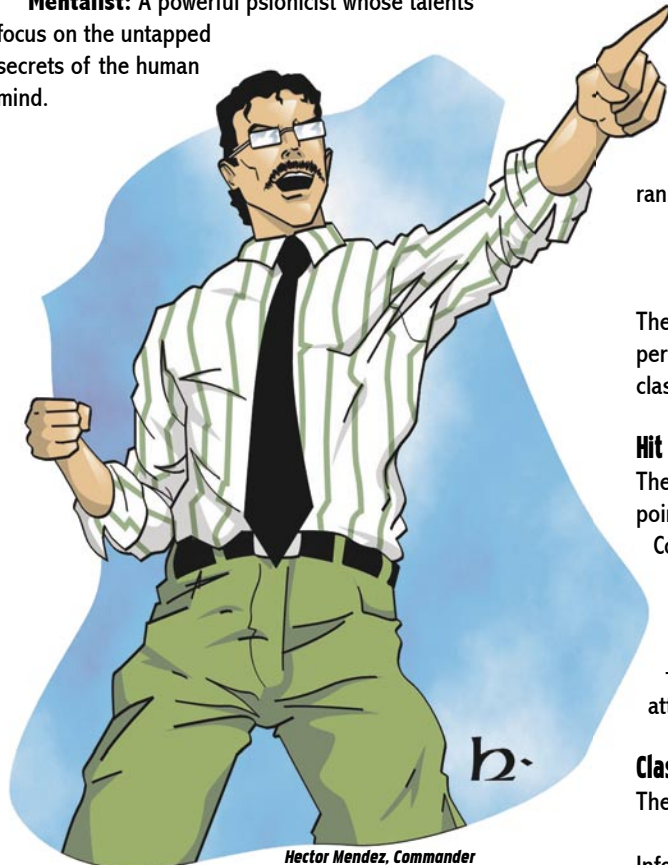
Commander: The sort of leader that every person wants to follow. Charismatic, honest, and confident—this is a person who was born for command.

Dark Sage: An occult scholar with great skill and knowledge regarding incantations.

Martial Arts Master: Dedicated to perfecting body, mind, and spirit, this warrior believes that ultimate strength lies in the hand, which can be closed into a fist or held out to help humanity.

Master Tinkerer: A scientist who specializes in advanced robotics design and artificial intelligence.

Mentalist: A powerful psionicist whose talents focus on the untapped secrets of the human mind.



Hector Mendez, Commander

Psionic Assassin: A warrior whose mind is more deadly than any weapon forged in this world.

Silent Intruder: This covert operative knows that the most dangerous attack is the one you never see or hear coming.

Commander

Some people work all of their lives to become leaders, while other people have the knack naturally. In either case, a powerful leader can inspire individuals to greater achievements than they could ever manage on their own, and bring communities—even whole countries—to work together toward a common goal or vision. A leader is not always the most skilled person in a community, but he is the one who can get others to perform to the best of their potential.

Select this prestige class if you want your character to be someone that other characters look to for guidance, instruction, and direction—a leader that others will follow no matter what dangers lie ahead.

The fastest path into this prestige class is from the Charismatic hero basic class and the Personality or Opinion Maker advanced class, though other paths are possible.

Requirements

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

Skills: Diplomacy 12 ranks, Intimidate 12 ranks, Knowledge (current events) 12 ranks, Sense Motive 12 ranks.

Reputation Bonus: +5.

Class Information

The following class information pertains to the Commander prestige class.

Hit Die

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

Action Points

The Commander gains a number of action points equal to 7 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Commander's class skills are as follows.

Bluff (Cha), Craft (writing) (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral

Advanced vs. Prestige Classes

One of the most interesting developments in the modern d20 System rules is the inclusion of two types of secondary character classes—advanced classes and prestige classes. At first glance, they seem to perform exactly the same functions, with the only real difference being the level at which they become available. But if we look a little bit deeper, we can see a handful of other differences.

First and foremost is specificity (a concept that comes up time and again when looking at various subsystems in the modern d20 System rules). Advanced classes are more specific than the basic classes. In turn, prestige classes are even more focused on a single facet of a character's development. A character should only take levels of a prestige class if it represents skills and abilities she wishes to hone to a razor's edge.

If advanced classes represent specific aspects of the skills available in the basic classes, then prestige classes represent singular expressions of those abilities. One might use a combination of basic classes to create a generic doctor, an advanced class to represent a surgeon, and a prestige class to define a cardiologist.

In most settings and rulebooks, you should find fewer prestige classes than you do advanced classes. In fact, the best prestige classes will be personally designed by GMs and players to fit into specific niches in their campaigns.

Chapter Two: Advanced and Prestige Classes

Table 2-7: The Commander

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Lead by example, self-confidence	+0	+2
2nd	+1	+0	+2	+3	Supreme inspiration	+1	+2
3rd	+1	+1	+2	+3	Rattle the enemy	+1	+2
4th	+2	+1	+2	+4	Blood and guts	+1	+3
5th	+2	+1	+3	+4	Rout the enemy	+2	+3

sciences, business, civics, current events, history, popular culture, streetwise, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot.

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Commander prestige class.

Lead by Example

The Commander can muster his resolve and spur himself on to perform great acts to set an example for his followers. He may do this a number of times per day equal to his Charisma modifier.

The Commander must spend a full round gathering his determination, then make a Charisma check (DC 15). If he succeeds, he gains the following effects for a number of rounds equal to his Commander level.

The Commander gains a +3 morale bonus on saving throws, attack rolls, and damage rolls. He may also apply this bonus on attempts to use the Charismatic hero's inspiration or greater inspiration talents. Beginning at 2nd level, he may also apply it to his own supreme inspiration talent.

Self-Confidence

The Commander may treat his Commander levels as Charismatic levels for any talent for which Charismatic levels are used (charm, favor, captivate, fast-talk, dazzle, taunt, etc.).

Supreme Inspiration

The Commander can inspire his allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Commander for a full round for the supreme 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 and greater inspiration for a maximum possible +4 morale bonus.

The Commander can't use this skill to inspire himself. He can inspire a number of allies equal to one half the total number of levels he has in Charismatic hero, Opinion Maker, and Commander, rounded down (to a minimum of one ally).

Rattle the Enemy

At 3rd level, the Commander learns to project an awesome countenance that strikes fear in the heart of his enemy. He must spend 1 action point, then may target a single character

that is no farther than 30 feet away. The target must have an Intelligence of 3 or higher and be able to both see and hear (although not necessarily understand) the Commander. Creatures with 6 or more Hit Dice are immune to this ability.

The Commander and the target make an opposed Will saving throw. If the Commander succeeds, the target suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the Commander as well as it can. If unable to flee, the target may fight. This effect lasts for a number of rounds equal to the Commander's character level.

Blood and Guts

At 4th level, the Commander is able to put an ally into a fervor that allows her to perform physical feats that would otherwise be impossible for her. This counts as an attack action, and requires the Commander to spend 1 action point. He cannot target himself with this ability.

The subject gains a +4 morale bonus to both Strength and Dexterity, but takes a –2 penalty on all saving throws. This effect lasts for a number of rounds equal to the Commander's class level. When that time elapses, the subject is fatigued (–2 to Strength and Dexterity) for a number of rounds equal to the Commander's class level. The subject may negate this penalty as a free action by spending 1 action point.

Rout the Enemy

At 5th level, the Commander improves his ability to cause enemies to become frightened. He may now focus his rattle the enemy ability on a number of targets equal to his Charisma modifier. All the targets must meet the other requirements for rattle the enemy.

Dark Sage

There are some things humans were not meant to know, and the Dark Sage devotes her life to researching and experimenting with just those things. She is an expert on the occult, a dabbler in the arcane arts, and someone her community will likely consider either extremely eccentric or terribly dangerous. Some Dark Sages are leaders of apocalyptic cults while others devote themselves to opposing such organizations. They consider the abilities and information at their command to be neither good nor evil in their own right—that judgement applies only toward the Dark Sage's means and goals.

Select this prestige class if you want your character to be highly knowledgeable about magic and the occult, and skilled at leading incantations.

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The fastest path into this prestige class is from the Arcane Scholar or Occultist advanced class, though other paths are possible.

Requirements

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

Ability: Intelligence 13.

Skills: Decipher Script 13 ranks, Knowledge (arcane lore) 13 ranks, Research 13 ranks.

Feats: Arcane Skills, Educated, Studious.

Class Information

The following class information pertains to the Dark Sage prestige class.

Hit Die

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

Action Points

The Dark Sage gains a number of action points equal to 7 + one half her character level, rounded down, every time he attains a new level in this class.

Class Skills

The Dark Sage's class skills are as follows.

Concentration (Con), Craft (visual art, writing) (Int), Decipher Script (Int), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, history, physical sciences, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Dark Sage prestige class.

Master of Incantations

A Dark Sage is supremely skilled at performing incantations (see Chapter 3 in the *Urban Arcana Campaign Setting*). She gains a bonus equal to her total Dark Sage and Arcane Scholar

levels on all Knowledge (arcane lore) checks made for the purpose of performing an incantation. (This bonus replaces the one provided by the Arcane Scholar's 10th-level class ability of the same name.)

Magic Defense

A Dark Sage possesses the magic defense class feature, providing benefits similar to those granted by the feat with the same name.

The Dark Sage gains spell resistance (see Chapter 8 in the *d20 Modern Roleplaying Game*) equal to 5 + her Dark Sage level. It never interferes with her own spells or incantations, and she can voluntarily lower her spell resistance at any time.

If she already possesses spell resistance from another source, her spell resistance instead increases by a number equal to her Dark Sage level.

Condensed Incantations

At 2nd level, the Dark Sage improves her ability to lead others in performing magical incantations. When the Dark Sage is the primary caster of an incantation, she may reduce the number of required secondary casters by 25% (rounded down).

Augment Spell Resistance

At 3rd level, a Dark Sage gains the augment spell resistance class feature. This increases her spell resistance by +5.

Cloistered Incantations

At 4th level, the Dark Sage improves her ability to lead others in performing magical incantations. When the Dark Sage is the primary caster of an incantation, she may reduce the number of required secondary casters by 50% (rounded down). She also reduces number of successful skill checks required by 1 (to a minimum of 1).

Solitary Incantations

At 5th level, the Dark Sage eliminates the need for secondary casters while performing a magical incantation. To use this



Table 2-8: The Dark Sage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Master of incantations, magic defense	+1	+0
2nd	+1	+0	+2	+3	Condensed incantations	+1	+0
3rd	+1	+1	+2	+3	Augment spell resistance	+2	+1
4th	+2	+1	+2	+4	Cloistered incantations	+2	+1
5th	+2	+1	+3	+4	Solitary incantations	+3	+1

Chapter Two: Advanced and Prestige Classes

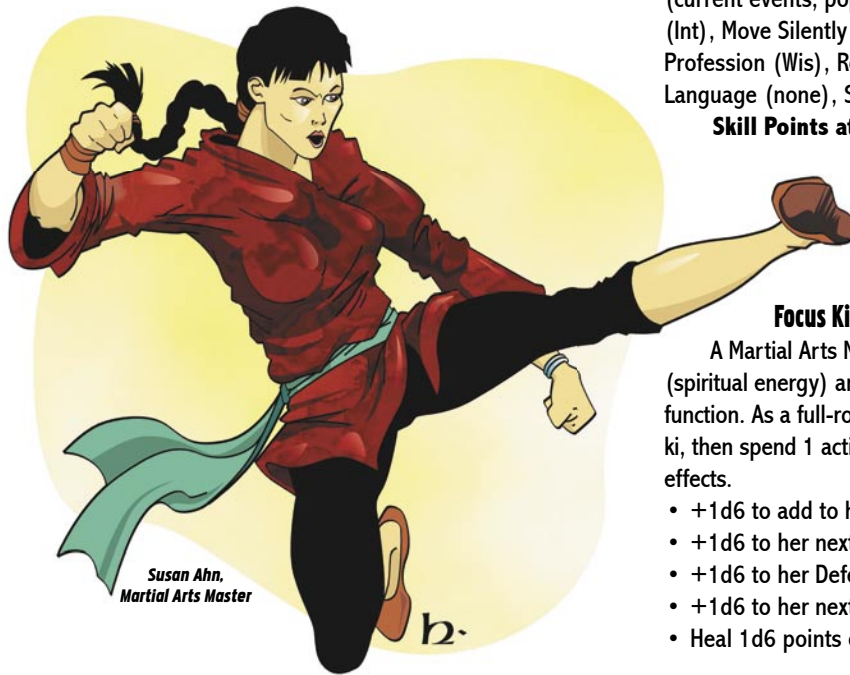
power, the Dark Sage must spend a number of action points equal to half the number of secondary casters listed in the incantation's description. She also reduces number of successful skill checks required by 2 (to a minimum of 1).

Martial Arts Master

The Martial Arts Master is an advanced student of one or more martial arts disciplines. In fact, this training is more than a pastime to her—it is a way of life. She has dedicated herself to the perfection of body, mind, and spirit through physical training, philosophical studies, and meditation. Although many Martial Arts Masters give up other pursuits to devote themselves to their training, others choose to apply their skills to making the world a better place. They may be law officers, bodyguards, or simply instructors in their disciplines. Alternatively, they may be warlords, assassins, or mere bullies. Martial Arts Masters always seek to spread their beliefs and live their lives as an example for others to follow.

Select this prestige class if you want your character to excel at hand-to-hand combat and uniting body and spirit into a single unbreakable force.

The fastest path into this prestige class is through the Martial Artist or Gentle Warrior advanced class, though other paths are possible.



Requirements

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

Skills: Balance 12 ranks, Jump 6 ranks.

Base Attack Bonus: +6.

Defense Bonus: +7.

Feats: Combat Expertise, Combat Martial Arts, Defensive Martial Arts.

Class Information

The following class information pertains to the Martial Arts Master prestige class.

Hit Die

The Martial Arts Master gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Martial Arts Master gains a number of action points equal to 7 + one half her character level, rounded down, every time he attains a new level in this class.

Class Skills

The Martial Arts Master's class skills are as follows.

Balance (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and 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.

Class Features

The following features pertain to the Martial Arts Master prestige class.

Focus Ki

A Martial Arts Master knows how to gather her ki (spiritual energy) and focus it on a particular activity or function. As a full-round action she may meditate to gather her ki, then spend 1 action point to achieve one of the following effects.

- +1d6 to add to her next attack roll.
- +1d6 to her next melee damage roll.
- +1d6 to her Defense for 1 round.
- +1d6 to her next saving throw.
- Heal 1d6 points of damage to herself.

Table 2-9: The Martial Arts Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+1	Focus ki	+1	+0
2nd	+2	+2	+3	+2	Advanced techniques	+2	+0
3rd	+3	+2	+3	+2	Fortify ki	+3	+0
4th	+4	+2	+4	+2	Advanced techniques	+3	+0
5th	+5	+3	+4	+3	Hone ki	+4	+1

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- Heal 1d6 points of damage to a person or creature she is touching.

Focus ki is an action that provokes attacks of opportunity. If the Martial Arts Master is struck by such an attack, she must make a Concentration check (DC = 10 + damage dealt) or she is prematurely shaken from her meditation and receives no benefits.

Advanced Techniques

At 2nd and 4th levels, the Martial Arts Master selects one of the following advanced techniques to add to her repertoire. (All of these techniques are based on feats found in The Game Mechanics' *Martial Arts Mayhem* supplement, available for free download at www.thegamemechanics.com.)

Crane Kick: You kick multiple opponents with the same attack action. As a full attack, you may make an unarmed melee attack after a successful melee attack. The second attack must be against a different opponent within the area you threaten. The second attack uses the same attack bonus as the successful melee attack.

Hands Without Shadow: You throw a series of blindingly fast blows. When you make a full attack action, you can make two additional unarmed attacks in a round at your highest base attack. All your attacks this round suffer a –5 attack penalty.

Improvised Weapon Proficiency: You can use nearly anything at hand as a weapon to attack your foes. You can use an improvised weapon with no penalty on your attack roll. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give you a +2 equipment bonus on disarm attempts. (See Chapter Four: Equipment in the *d20 Modern Roleplaying Game* for examples.)

Mat Techniques: You attack from the prone position without penalty. You can make a melee attack from the prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Three Conflicts Stance: You train to fight at close range and to resist grapple attacks. When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacker has an ability that would ordinarily prevent an attack of opportunity, such as the improved grab ability, improved grapple, or improved bull rush.

Fortify Ki

At 3rd level, the Martial Arts Master improves her ability to apply her spiritual energy to a particular activity or function. When using her Focus Ki ability, she now gains +1d8 (instead of +1d6) to her chosen effect.

Hone Ki

At 5th level, the Martial Arts Master improves her ability to apply her spiritual energy to a particular activity or function. When using her focus ki ability, she now gains +1d10 (instead of +1d8) to her chosen effect.

Master Tinkerer

The Master Tinkerer is a genius when it comes to designing, constructing, repairing, and improving machinery and electronics. She thinks in terms of gears and counter-weights, can create complicated schematics in her head, and believes that the absolute best way to spend any day is covered in grease and motor oil. Master Tinkerers can repair just about any machine, and usually can think of several ways to improve it in the process.

Select this prestige class if you want your character to be a technological expert and a virtuoso with a tool kit.

The fastest path into this prestige class is through the Smart hero basic class or the Techie advanced class, though other paths are possible.

Requirements

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

Skills: Computer Use 14 ranks, Disable Device 14 ranks, and either Craft (electronic) 14 ranks or Craft (mechanical) 14 ranks.

Feat: Cautious, Gearhead.

Class Information

The following class information pertains to the Master Tinkerer prestige class.

Hit Die

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

Action Points

The Master Tinkerer gains a number of action points equal to 7 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Master Tinkerer's class skills are as follows.

Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, history, physical 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.

Class Features

The following features pertain to the Master Tinkerer prestige class.

Build Small Robot

A Master Tinkerer can build remote-controlled robots. This feature is identical to the Techie advanced class's ability of the same name except that the Master Tinkerer can also build robots that are Small in size.

It requires a Wealth check (purchase DC 18) to acquire the components needed to construct a Small robot. Crafting its

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Table 2-10: The Master Tinkerer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Build small robot, mastercraft	+1	+1
2nd	+1	+0	+2	+2	Jury-rig	+1	+1
3rd	+1	+1	+2	+2	Build medium robot, mastercraft	+2	+1
4th	+2	+1	+2	+2	A.I., jury-rig	+2	+2
5th	+2	+1	+3	+3	Build large robot, mastercraft	+3	+2

frame has a base Craft (mechanical) DC of 12. Constructing the electronics requires a DC 15 Craft (electronic) check.

A Small robot has the following statistics:

Small Robot: CR 1/2; Small construct; HD1d10; hp 8; Mas —; Init +0; Spd 25 ft. (treads), 35 ft. (bipedal), 45 ft. (quadrupedal), or 55 ft. (wheels); Defense 11, touch 11, flat-footed 11 (+1 size, +0 Dex); BAB +0; Grap —4; Atk +1 melee (1d4 slam); Full Atk +1 melee (1d4 slam); FS 2 ft. by 4 ft.; Reach 5 ft.; SQ construct; AL none; SV Fort +0, Ref +0, Will —; AP 0; Rep +0; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed as described under Techie in Chapter 6: Advanced Classes in the *d20 Modern Roleplaying Game*).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

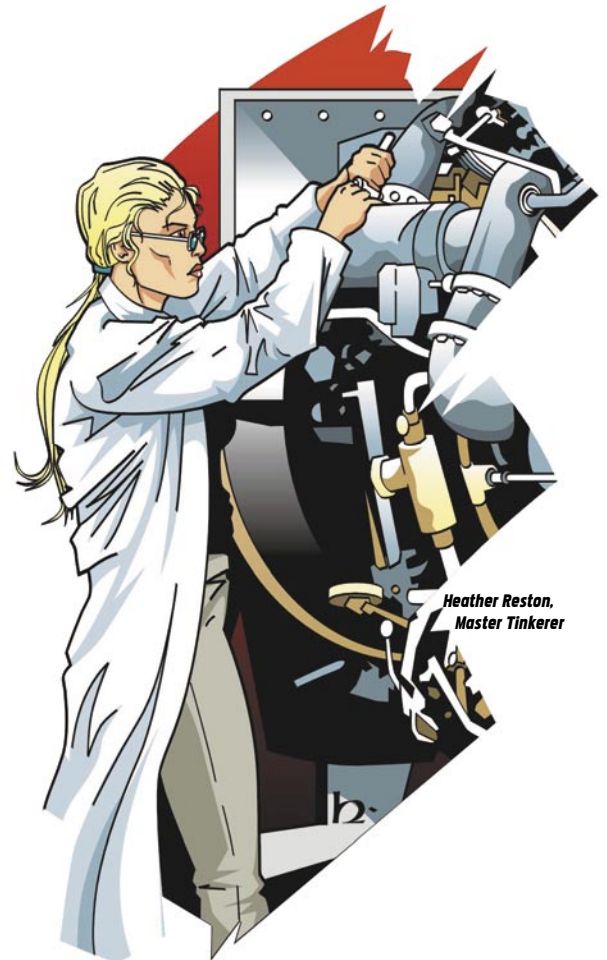
Mastercraft

A Master Tinkerer is adept at creating mastercraft objects. She applies the mastercraft ability to one of her Craft skills (electronic or mechanical). From this point on, she can build mastercraft objects using that skill. If the Master Tinkerer already has the mastercraft ability from another class, she may instead improve her existing skill. However, it is not possible to create mastercraft items that provide greater than a +3 bonus.

With Craft (electronic), the Master Tinkerer can build electronic devices. With Craft (mechanical), she 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 appropriate Craft description) + the bonus provided by the mastercraft feature. You can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though you were constructing the item from scratch.

In addition to the Wealth check, the Master Tinkerer must also pay a cost in experience points equal to $25 \times (\text{her Master Tinker level} + \text{her Techie level}) \times \text{the bonus provided by the mastercraft feature}$. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Master Tinkerer to below the minimum needed for her current level, then the XP can't be paid and the Master Tinkerer can't use her mastercraft ability until she gains enough additional XP to remain at 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 computers and electronic devices, can be constructed as mastercraft objects.

At 3rd level, the Master Tinkerer can add the mastercraft ability to the other Craft skill, or she can improve her ability in the skill she selected at 1st level. Remember that neither mastercraft skill can be improved beyond providing a +3 bonus.

At 5th level, the Master Tinkerer adds another +1 bonus to her mastercraft ability.

The Craft DC for a mastercraft object is the same as for a normal object of the same type (as described under the Craft skill in the *d20 Modern Roleplaying Game*) with the following

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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.

Jury-Rig

At 2nd level, the Master Tinkerer gains a +2 competence bonus on Repair checks made to attempt temporary or jury-rigged repairs. See the Repair skill (Chapter 3: Feats in the *d20 Modern Roleplaying Game*) for details on jury-rigging.

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

This bonus stacks with any competence bonuses gained from jury-rig abilities associated with other classes.

Build Medium Robot

At 3rd level, the Master Tinkerer improves her skill at building robots. She can now build robots up to Medium-sized in size.

It requires a Wealth check (purchase DC 22) to acquire the components needed to construct a Medium-sized robot. Crafting its frame has a base Craft (mechanical) DC of 15. Constructing the electronics requires a DC 20 Craft (electronic) check.

A Medium-sized robot has the following statistics:

Medium-sized Robot: CR 1; Medium-sized construct; HD 2d10; hp 20; Mas —; Init -1; Spd 30 ft. (treads), 40 ft (bipedal), 50 ft. (quadrupedal), or 60 ft. (wheels); Defense 9, touch 9, flat-footed 10 (-1 Dex); BAB +1; Grap +1; Atk +3 melee (1d6 +2 slam); Full Atk +3 melee (1d6 +2 slam); FS 3 ft. by 6 ft.; Reach 5 ft.; SQ construct; AL none; SV Fort +0, Ref -1, Will —; AP 0; Rep +0; Str 14, Dex 8, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed as described under Techie in Chapter 6: Advanced Classes in the *d20 Modern Roleplaying Game*).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

A.I.

At 4th level, the Master Tinkerer discovers the secret to writing an artificial intelligence program that makes her robots significantly more autonomous.

To give a robot artificial intelligence, the Master Tinkerer must spend 1 action point and attempt a Computer Use check with the following results.

Computer Use Check Result	Robot's AI Score
15 or lower	3
16–20	4
21–25	5
26–30	6
31–35	7
36–40	8
41–45	9
50 or higher	10

Treat the robot's AI score the same as you would a normal character's Intelligence score. However, a robot remains

immune to mind-influencing effects (the AI is a computer program and does not respond in the way a living mind would respond), but it can be tricked or otherwise manipulated.

The Master Tinkerer still has to program the robot to have the particular skill set she desires (using the rules described in the Techie advanced class, found in the *d20 Modern Roleplaying Game*). However, instead of being limited to only one skill, a robot may be programmed with many skills. For each additional skill after the first that is programmed into the robot, reduce its AI score by 1 point. If the robot ever reaches 0 AI, it is no longer autonomous and can only be maneuvered by remote control.

Robots rarely have high AI scores. They are generally capable of understanding and following simple instructions, but become flustered and confused by complicated orders or when they are offered a wide array of possible reactions. In order to help guide a robot, the Master Tinkerer can give it a number of directives equal to its AI score.

Each directive should be a simple order such as “do not hurt humans” or “always choose the path that goes to the right.” If the robot finds itself in a situation where two or more directives are in conflict with each other roll d% and consult the table below.

d% Result	Robot's Response
01–15	Attack the nearest object or person.
16–35	Erase one of the directives and proceed.
36–65	Stand in place and wait for clarification or further orders.
66–85	Abandon mission and search for the Master Tinkerer.
86–00	Give one directive higher priority than the other and proceed. This decision remains in effect until the Master Tinkerer reprograms the robot.

Build Large Robot

At 5th level, the Master Tinkerer improves her skill at building robots. She can now build robots up to Large in size.

It requires a Wealth check (purchase DC 25) to acquire the components needed to construct a Large robot. Crafting its frame has a base Craft (mechanical) DC of 18. Constructing the electronics requires a DC 20 Craft (electronic) check.

A Large robot has the following statistics:

Large Robot: CR 2; Large construct; HD3d10; hp 35; Mas —; Init —; Spd 40 ft. (treads), 50 ft (bipedal), 60 ft. (quadrupedal), or 70 ft. (wheels); Defense 12, touch 12, flat-footed 11 (-1 size, -2 Dex); BAB +2; Grap +6; Atk +7 melee (1d8 +6 slam); Full Atk +7 melee (1d8 +6 slam); FS 6 ft. by 14 ft.; Reach 10 ft.; SQ construct; AL none; SV Fort +1, Ref -1, Will —; AP 0; Rep +0; Str 22, Dex 6, Con —, Int —, Wis 10, Cha 10.

Skills: None (unless programmed as described under Techie in Chapter 6: Advanced Classes in the *d20 Modern Roleplaying Game*).

Feats: None.

External Components: Audio/visual sensor, manipulator arms.

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Mentalist

In a world where psionic abilities are real, there are levels of specificity and expertise among those who manifest such powers. The Mentalist is someone who excels at moving objects with the mind and at various forms of telepathy. She can use her powers to be a prognosticator, an object reader, an interrogator, or some other occupation in which sensitivity to people and objects is an advantage. On the other hand, she could hide her powers from the world at large and use them secretly and to her own private advantage.

Select this prestige class if you want your character to be a psionist who specializes in reading thoughts and influencing people.

Most characters come to this prestige class through the Telepath advanced class, though other paths are possible.

Requirements

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

Skills: Autohypnosis 14 ranks, Concentration 14 ranks.

Special: Ability to manifest 3rd-level psionic powers.

Class Information

The following class information pertains to the Mentalist prestige class.

Hit Die

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

Action Points

The Mentalist gains a number of action points equal to 7 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Mentalist's class skills are as follows.

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

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Mentalist prestige class.

Psionic Powers

The Mentalist's main strength is her ability to manifest psionic powers.

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

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

The Mentalist's selection of powers is limited, although she enjoys ultimate flexibility in the use of the powers she knows. At each level, the Mentalist discovers one or more previously latent powers, as indicated on the table below. A Mentalist may select her powers from either the Expanded Telepath Powers list or the Psionic Agent Powers list (see Chapter 9 in the *Urban Arcana Campaign Setting*).

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



Table 2-II: The Mentalist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Draw power, psionic powers	+0	+0
2nd	+1	+0	+2	+3	Bonus feat, power crystal, psionic powers	+1	+0
3rd	+1	+1	+2	+3	Trigger power, psionic powers	+1	+1
4th	+2	+1	+2	+4	Bonus feat, psionic powers	+1	+1
5th	+2	+1	+3	+4	Improve power crystal, psionic powers	+2	+1

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Mentalist Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	5
1st	27	5	4	3	2	1	—
2nd	35	5	4	3	3	2	—
3rd	44	6	4	3	3	2	1
4th	54	6	5	4	3	3	2
5th	65	6	5	4	3	3	3

A Mentalist can manifest a certain number of powers per day based on her available power points. (0-level powers have a special cost; see Chapter 10 in the *d20 Modern Roleplaying Game*). 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 on the table above. This number is improved by bonus points determined by the Mentalist'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

Draw Power

A Mentalist can spend 1 action point to regain a number of power points equal to her levels in this class. This ability works in conjunction with and in addition to draw power effects gained through other psionic classes, so a Psionic Agent 5/Mentalist 3 would regain 8 power points when she used this ability.

Draw power does not allow a character to raise her current power point total above the number of power points she has after resting and renewing her power points for the day.

Bonus Feat

At 2nd and 4th level, the Mentalist gets a bonus feat. The bonus feat must be selected from the following list, and the Mentalist must meet all the prerequisites of the feat to select it.

Alertness, Blind-Fight, Deceptive, Delay Power, Extend Power, Focus Power, Frightful Presence, Heighten Power, Hide Power, Iron Will, Poker Face, Quicken Power, Renown, Stealthy, Twin Power.

Power Crystal

At 2nd level, the Mentalist can store excess power points in a power crystal specially attuned to her. It is a gemstone no more than an inch in diameter with a purchase DC no lower than 20. Encoding the crystal requires the Mentalist to spend 24 consecutive hours meditating while holding the crystal. When the process is completed, the power crystal is charged and the Mentalist is fully rested with full power points. A Mentalist can be attuned to no more than two power crystals at a time.

A power crystal is imbued with 5 points when it is created. The Mentalist can call upon these power points at any time she is physically touching the crystal—she uses them just as she would her natural power points. Once depleted, the power

crystal is indistinguishable from an ordinary gemstone until the Mentalist refills its psionic reservoir.

Any character with psionic powers recognizes a charged power crystal when he or she touches one. Only the power crystal's creator is able to identify it when it is empty. Further, any character with psionic powers can draw on the power points stored in a power crystal, but only the crystal's creator can recharge it. A Mentalist who finds another psionicist's power crystal can reattune the gem to herself, but this is no less time consuming than encoding a previously unused gem, and generates exactly the same results.

A power crystal must be recharged after a Mentalist has rested and while she is renewing her own reserves of power points for the day. She may put up to 5 of her power points for that day into the power crystal. The Mentalist can recharge both her power crystals simultaneously, but this may leave her with very few power points for the remainder of the day. Recharging a power crystal may not be done in conjunction with the Mentalist's draw power ability.

Trigger Power

At 3rd level, the Mentalist chooses one psionic power that she can attempt to manifest for no power point cost.

Select one power the Mentalist can use. From this point on, she can attempt to trigger that power without paying its cost. To trigger a power, the Mentalist must have enough power points to cover the normal cost of the power manifestation. Then she makes an ability check appropriate to the power.

If the Mentalist succeeds in that ability check, the power manifests with no cost in power points. If the check fails, she pays 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; 3rd-level, DC 17; 4th-level, DC 19; and 5th-level, DC 21.

Improve Power Crystal

At 5th level, the Mentalist discovers a way to make her power crystals hold more energy.

Improving a crystal requires the Mentalist to spend six consecutive hours meditating while holding a power crystal that is currently attuned to her. (She may only improve one crystal at a time.) When the process is completed, the crystal contains no more power points than it did before, but it can now store a maximum of 10 power points.

Any new power crystals the Mentalist creates, as well as any existing power crystals she reattunes, are imbued with (and have a maximum storage capacity of) 10 power points.

Psionic Assassin

The mind is the ultimate weapon—even more so when it is capable of creating a blade formed only of mental energy. The Psionic Assassin is someone who uses the power of his mind to improve his stealth and strength, and to sharply focus his violent streak, turning him into a lethal fighter. An individual Psionic Assassin may fight for a righteous cause, use his powers to advance a selfish agenda, or simply sell his abilities to the highest bidder. In any case, he is not to be trifled with.

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Table 2-9: The Psionic Assassin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+0	Draw power, psionic powers	+1	+0
2nd	+2	+2	+3	+0	Bonus feat, psi-blade, psionic powers	+1	+0
3rd	+3	+2	+3	+1	Cold stare, psionic powers	+2	+0
4th	+4	+2	+4	+1	Bonus feat, psionic powers	+2	+0
5th	+5	+3	+4	+1	Keen thoughts, psionic powers	+3	+1

Select this prestige class if you want your character to be a psionist who uses his powers in combat and specializes in covert operations.

Most characters come to this prestige class through the Battle Mind advanced class, though other paths are possible.

Requirements

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

Skills: Autohypnosis 14 ranks, Concentration 14 ranks.

Special: Ability to manifest 3rd-level psionic powers.

Class Information

The following class information pertains to the Psionic Assassin prestige class.

Hit Die

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

Action Points

The Psionic Assassin gains a number of action points equal to 7 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Psionic Assassin's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Psionic Assassin prestige class.

Psionic Powers

The Psionic Assassin's main strength is his 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, Psionic

Assassins don't have spellbooks and they don't prepare powers ahead of time. In addition, a Psionic Assassin can use psionics while wearing armor without risking the failure of the power.

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

The Psionic Assassin's selection of powers is limited and generally tied to combat, although he enjoys ultimate flexibility in the use of the powers he knows. At each level, the Psionic Assassin discovers one or more previously latent powers, as indicated on the table below.

A Psionic Assassin may select his powers from either the Expanded Battle Mind Powers list or the Psionic Agent Powers list (see Chapter 9 in the *Urban Arcana Campaign Setting*).

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



Davis O'Connell, Psionic Assassin

Psionic Assassin Level	Pts/Day	Powers Discovered by Level				
		0	1	2	3	4
1st	21	3	3	3	1	1
2nd	26	3	3	3	2	1
3rd	33	3	3	3	2	2
4th	41	3	3	3	3	2
5th	48	3	3	3	3	3

A Psionic Assassin can manifest a certain number of powers per day based on his available power points. (0-level

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powers have a special cost, see Chapter 10 in the *d20 Modern Roleplaying Game*). 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.

Draw Power

A Psionic Assassin can spend an action point to regain a number of power points equal to his levels in this class. This ability works in conjunction with and in addition to draw power effects gained through other psionic classes. So a Psionic Agent 5/Psionic Assassin 3 would regain 8 power points when he used this ability.

Draw power does not allow a character to raise his current power point total above the number of power points he has after resting and renewing his power points for the day.

Bonus Feat

At 2nd and 4th level, the Psionic Assassin gets a bonus feat. The bonus feat must be selected from the following list, and the Psionic Assassin must meet all the prerequisites of the feat to select it.

Athletic, Blind-Fight, Cleave, Code of Honor, Combat Reflexes, Delay Power, Extend Power, Focused, Focus Power, Great Cleave, Heighten Power, Hide Power, Power Attack, Quicken Power, Sunder, Twin Power, Weapon Finesse, Weapon Focus.

Psi-Blade

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



The psi-blade deals 1d6 points of piercing damage. The Psionic Assassin can apply the Weapon Focus or Weapon Finesse feats to his psi-blade.

Although psi-blades do physical damage, they are wholly constructs of the mind. Their exact sizes and shapes fluctuate constantly, so it is impossible to use forensic science to identify an attacker based on the wounds inflicted by a psi-blade. It is, however, possible to identify that the weapon being used was a psi-blade. Later, other psionic powers (such as *object reading* or *sensitivity to psychic impressions*) could be used to determine whose psi-blade is responsible for a particular attack.

If the Psionic Assassin already has the psi-blade ability, he gains no further benefit from this feature.

Cold Stare

At 3rd level, the Psionic Assassin develops a hard glint in his stare that strikes terror in the heart of his target. As a move action, the Psionic Assassin may select one target that is within 30 feet and can see the Psionic Assassin. The Psionic Assassin and target then make opposed Will saving throws.

If the Psionic Assassin succeeds, the target is dazed until the start of his next turn.

Keen Thoughts

At 5th level, the Psionic Assassin increases his ability to inflict great damage using his psi-blade. If the Psionic Assassin threatens a critical hit while attacking with his psi-blade, he may spend 1 action point to automatically confirm the threat.

Silent Intruder

The Silent Intruder is a specialist at entering places he's not supposed to, taking things that don't belong to him, and departing without leaving a trace.

He might be a spy, a cat burglar, or just a stealthy individual who enjoys playing practical jokes on his friends. In any case, he is a person to whom locked doors are meaningless, security alarms are of no concern, and possession is at least nine-tenths of the law.

Select this prestige class if you want your character to be quiet, sneaky, and light fingered.

Table 2-13: The Silent Intruder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Unnoticeable	+1	+0
2nd	+1	+2	+3	+0	Padded feet	+2	+0
3rd	+2	+2	+3	+1	Sticky fingers, without a trace	+2	+1
4th	+3	+2	+4	+1	Skeleton key	+3	+1
5th	+3	+3	+4	+1	Hide in plain sight	+4	+1

Chapter Two: Advanced and Prestige Classes

The fastest path to this prestige class is through the Infiltrator or Confidence Artist advanced class, though other paths are possible.

Requirements

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

Defense Bonus: +9.

Skills: Hide 14 ranks, Move Silently 14 ranks, Sleight of Hand 14 ranks.

Reflex Saving Throw: +8.

Class Information

The following class information pertains to the Silent Intruder prestige class.

Hit Die

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

Action Points

The Silent Intruder gains a number of action points equal to 7 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Silent Intruder's class skills are as follows.

Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Silent Intruder prestige class.

Unnoticeable

A Silent Intruder has the uncanny ability to keep from being seen. He gains a competence bonus equal to his Silent Intruder level on all Hide checks.

Padded Feet

At 2nd level, the Silent Intruder becomes adept at moving about without making any noise, even in a location he has never before visited. He gains a competence bonus equal to his Silent Intruder level on all Move Silently checks.

Sticky Fingers

At 3rd level, the Silent Intruder improves his skill at picking pockets, hiding objects on his person, and otherwise proving that the hand is quicker than the eye. He gains circumstance bonus equal to his Silent Intruder level on all Sleight of Hand checks and on all Spot checks to oppose Sleight of Hand attempts.

If the Silent Intruder has already gained the sticky fingers ability through a different class, the bonuses stack.

Without a Trace

At 3rd level, the Silent Intruder becomes so good at what he does that he leaves almost no trace behind when he uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand. Those using Investigate, Listen, Search, or Spot to detect the Silent Intruder's activity take a -4 penalty.

Skeleton Key

At 4th level, the Silent Intruder possesses broad experience picking locks and bypassing electronic security systems. He gains a competence bonus equal to his Silent Intruder level on all Disable Device checks made to pick locks, avoid burglar alarms, and otherwise bypass security devices.

Hide in Plain Sight

At 5th level, the Silent Intruder becomes so good at misdirection and camouflaging his movements that he seems able to literally disappear. The Silent Intruder can use the Hide skill even while being observed. As long as he is within 10 feet of a column, doorway, large piece of furniture, or even a particularly dark corner, the Silent Intruder can attempt to hide himself from view in the open without anything to actually hide behind.

Chapter Three: Feats

Feats represent specific training, knacks, and capabilities of an individual. They may pertain to her occupation, class, or advanced class—then again, they may just be reflective of her character and predilections. In any case, they are arguably the best way to personalize a character and make her unique among other members of her class.

Feats are like clothing for your modern d20 System character. They express your character's style and your intentions for roleplaying the character. There is no right and wrong way to select feats. You can select feats in a systemized pattern designed to optimize your character's abilities and skills, or you can select them piecemeal, picking the feat that seems most appropriate at that particular juncture in your character's career. It doesn't matter, as long as you're enjoying the game.

New Feats

Just as it is impossible to exhaustively cover all the possibilities for character types in a single volume, so too can one book never contain all the potential tricks, knacks, and abilities a character can bring to bear. Indeed, as the headlines continue to prove, no record is unbeatable—no accomplishment is beyond the grasp of a truly dedicated and talented individual.

This chapter presents a series of new feats suitable for use in just about any modern d20 System game. Some build on feats found in the *d20 Modern Roleplaying Game*, but most represent completely new abilities. Particular attention was paid to include feats of value outside of combat.

Bonus Feats

With your GM's approval, some of the feats below may be added to the bonus feats for classes presented in other modern d20 System games.

Feat Descriptions

New feats are described below.

Brain Burn

You can push your psionic abilities beyond their normal limits, doing physical damage to yourself in the process.

Prerequisite: The ability to manifest psionic powers.

Benefit: As a move action, you may convert hit points into power points for use manifesting psionic powers. For every 5 hit points you subtract from your current hit point total, you gain 1 power point that must be used to manifest a power this turn.

Special: This feat is for use only in games that include psionic powers. GM approval is required for this feat.

Cohort

You are the sort of person that others want to follow, and you have recruited a cohort.

Prerequisite: Minimum 6th-level character.

Benefit: You have a loyal companion who assists you. The cohort is a heroic character of a level equal to your character level minus 5.

The cohort is considered part of your party, and gets an equal share of the experience points gained through

adventuring. The cohort advances normally as he or she goes up levels.

If anything happens to your cohort, you can recruit a new one. This takes 4d4 weeks. If your previous cohort left because of injury or death, your next cohort begins 1 level lower than normal.

For example: If your first cohort perished during an adventure, your second cohort will be a heroic character of a level equal to your character level minus 6. If that cohort becomes too injured to continue aiding you, your third cohort would begin at a level equal to your character level minus 7.

Special: Discuss your intentions with the GM before selecting this feat. The GM may prefer to generate your cohort or may want to approve a cohort you generate before he allows the character into the campaign. He may place some restrictions on the cohort's development (banning the cohort from taking certain advanced or prestige classes, for example).

Focus Power [Metapsionic]

You can manifest powers that are more potent than normal.

Prerequisite: The ability to manifest psionic powers.

Benefit: You can raise the DC of the saving throw to resist any power you manifest. For every +1 increase to the DC, the power point cost to manifest the power increases by +3.

Normal: The saving throw to resist a psionic power is 10 + the power's level + the manifesting character's key ability.

Special: This feat is for use only in games that include psionic powers. GM approval is required for this feat.

Follow that Car

When driving, you can follow a vehicle so closely that nothing is able to separate the two vehicles.

Prerequisites: Drive 6 ranks, Vehicle Dodge, Vehicle Specialization.

Benefit: At the beginning of the round you must be in control of a car, motorcycle, or other automotive vehicle that is in a square directly behind the target vehicle. As a full-round action you may spend 1 action point to follow that vehicle no matter where it goes, ignoring any impediments that have been placed in your way.

Your vehicle must conform to the standard movement rules—you do not automatically gain extra speed or maneuverability. You must make checks as normal for maneuvers and stunts. Your vehicle cannot perform maneuvers for which it is not equipped. (For example, if you are following a car that has been modified to also serve as a submarine and your car has not, you may not follow it underwater.)

The purpose of this feat is to allow you to follow the vehicle so closely that no impediment may be placed in the road to knock you off the trail.

Greater Magic Defense

Your ability to avoid the effects of some spells increases again.

Prerequisites: The ability to cast arcane or divine spells, Magic Defense, Improved Magic Defense.

Benefit: You have spell resistance equal to 15 + your caster level. It never interferes with your own spells

Chapter Three: Feats

or incantations, and you can voluntarily lower your spell resistance at any time.

This replaces the spell resistance granted by Improved Magic Defense, it does not augment it.

Special: This feat is for use only in games that include magic and spellcasting. GM approval is required for this feat.

Improved Magic Defense

Your ability to avoid the effects of some spells increases.

Prerequisites: The ability to cast arcane or divine spells, Magic Defense.

Benefit: You have spell resistance equal to 10 + your caster level. It never interferes with your own spells or incantations, and you can voluntarily lower your spell resistance at any time.

This replaces the spell resistance granted by Magic Defense, it does not augment it.

Special: This feat is for use only in games that include magic and spellcasting. GM approval is required for this feat.

Linguist

You are a master linguist.

Prerequisite: Multilingual.

Benefit: Whenever you encounter a new language, either spoken or written, you can make an Intelligence check (for spoken) or Decipher Script check (for written) to determine if you can understand it.

The DC for the check depends on the situation: DC 5 if the language is in the same group as a language you have as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other language you know; and DC 25 if the language is ancient or unique (such as Sumerian or ancient Egyptian). (See the Language Groups sidebar near the Speak Language skill entry in Chapter 2 of the *d20 Modern Roleplaying Game*.)

With this feat, you can glean enough meaning from a conversation or document to ascertain the basic message, but this feat in no way simulates actually being able to converse or fluently read and write a given language.

Magic Defense

Some spells cast against you simply fail to work.

Prerequisite: The ability to cast arcane or divine spells.

Benefit: You have spell resistance equal to 5 + your caster level. It never interferes with your own spells or incantations, and you can voluntarily lower your spell resistance at any time.

Special: This feat is for use only in games that include magic and spellcasting. GM approval is required for this feat.

Multilingual [Initial]

You were raised in a culture or household where more than one language was spoken. As a result you have fluency in all those languages.

Prerequisite: GM approval.

Benefit: You gain specific additional Speak Language and Read/Write Language abilities without having to spend skill points. Exactly which languages you get is up to the GM and is

based on the country, culture, or neighborhood in which you were raised.

Normal: A character is usually fluent in only one language and must spend skill points to be able to speak, read, or write additional languages.

Special: GM approval is required for this feat. You may only take this feat as a 1st-level character. This feat is always a bonus feat—it does not take up an available feat slot.

Psionic Resistance

You are naturally resistant to psionic powers.

Benefit: You have power resistance 15.

Special: If you have any ability to manifest psionic powers, this feat has no effect.

This feat is for use only in games that include psionic powers. Get your GM's approval before selecting this feat.

Signature Skills

You consider certain skills so important that you continue to develop their use even when they have nothing to do with your current vocation.

Benefit: Select two skills that can be used untrained or one skill that has the trained only restriction. You can now consider the skill or skills permanently to be class skills.

The skills you select must be class skills at the time you take this feat.

Special: You can take this feat multiple times; each time it applies to a different skill or skills.

Table 3-1: Feats

Feat	Prerequisites	Benefits
Brain Burn	Psionic abilities	Convert 5 HP into 1 power point
Cohort	6th-level character	Gain a heroic follower
Follow That Car	Drive 6 ranks, Vehicle Dodge, Vehicle Specialization	Remain directly behind vehicle you are following
Magic Defense	Spellcasting	SR = 5 + caster level
Improved Magic Defense	Spellcasting, Magic Defense	SR = 10 + caster level
Greater Magic Defense	Spellcasting, Magic Defense, Improved Magic Defense	SR = 15 + caster level
Psionic Resistance	No psionic abilities	Gain power resistance 15
Signature Skills	—	Skills become permanent class skills
Initial Feats		
Multilingual	GM approval	Fluent in more than one language
Linguist	Multilingual	Understand languages you don't speak
Metapsionic Feats		
Focus Power	Psionic abilities	Increase DC of psionic power saving throws

Chapter Four: Equipment

The modern world is a material world—whether it's right or wrong, people judge one another based on what they own, carry, and wear. If a character does not have just the right equipment or clothing, he may have trouble getting the respect or aid he needs no matter how skilled or qualified he is. On the other hand, a character who has all the right equipment and whose outfit matches the public's image of his profession will usually get every courtesy and assistance, even if he is really a scam artist.

New Equipment

The reality of modern d20 System games is that the GM has an ever-expanding equipment list at her fingertips. Every catalog, store, and infomercial she sees is an instant resource for her players. All the GM needs to know is the price and general capabilities of an item.

Still, it's convenient to have information about particularly useful items in a central location. Chapter 4 in the *d20 Modern Roleplaying Game* contains an extensive list of items that characters of all sorts will find invaluable. It is supplemented amply by Chapter 2 in the *Urban Arcana Campaign Setting*. Below is a new type of equipment that can come in handy in a wide array of modern-era settings.

Books

Many scholars equate the start of the modern era with the invention of the printing press. Books remain the single most effective way to permanently codify an idea or fact and make it available for future generations to reference.

There are many sorts of books in the world: novels, textbooks, memoirs, dictionaries, anthologies—the list could go on forever. Some are popular and can be found in every bookstore; others are quite rare or even unique.

Rare books should be handled on a case-by-case basis. Their value, contents, and even composition vary too widely to create a generalized equipment entry.

Books are sold in the dominant language (or languages) of the area. Books in other languages may, if the GM approves, be available, but they may be difficult to find and their purchase DCs will generally be 1 point higher than normal.

Popular Press

These are the novels, self-help books, biographies, and other volumes that fill the shelves of bookstores large and small throughout the world. Most are printed in soft cover form (what is generally referred to as a mass-market paperback), but especially popular books are also printed in hardcover.

Popular press books generally do not provide any bonus on Knowledge checks—they are written to be entertaining rather than particularly educational. But reading an especially appropriate volume grants the hero a +1 equipment bonus on Knowledge checks pertaining to a very specific subject.

It is usually necessary for someone to read an entire volume before receiving any benefit from a popular press book. A popular press book is 5d10 + 200 pages long.

Textbook

These books are written for students to help them study various subjects. They are usually printed in hardcover, and cost significantly more than popular press books because they have such a limited audience.

Textbooks are usually sold at university or specialty bookstores. They cannot generally be found in mass-market bookstores.

Textbooks are good sources of information. In general, a textbook provides an equipment bonus ranging between +1 and +5 to checks made in a single category of Knowledge. One textbook might provide a +4 equipment bonus on Knowledge (business) checks, while another might provide a +1 equipment bonus on Knowledge (philosophy and theology) checks.

It is rarely important that a character read an entire textbook. If she has 4 or more ranks in the Knowledge category covered by the book, she need only read $1d6 \times 10$ pages in order to receive the appropriate bonus. A textbook is $5d10 + 400$ pages long.

Encyclopedia

An encyclopedia is a collection of books that contain general information about a wide range of subjects. It can therefore be useful in a broad range of situations, but its information is usually very superficial.

Spending 1 hour reading through an encyclopedia provides a +1 equipment bonus on one Knowledge check for any category. Alternatively it can be used to provide a +1 equipment bonus on a Research check.

Library Collection

A library collection may be as small as a few hundred volumes (and be stored on a set of large bookcases) or large enough to fill an entire building—or several. In any case, a library collection is not something a character can carry around with him. Some collections are specialized, with all their books devoted to a single topic, while others are quite generalized.

Librarie collections are usually accumulated over years as an individual or organization acquires useful books on a particular subject. It is possible, though, to simply buy a library full of books at one time.

A standard library collection provides a total +5 bonus on Knowledge checks. At the time the library collection is bought or accumulated, the purchaser (or the GM) must decide how that bonus is divided. All five points can be put into a single Knowledge category, or they can be split among several. For example, one library collection might be able to provide +5 to Knowledge (arcane lore) and nothing else, while another is capable of providing +2 to Knowledge (history), +2 to Knowledge (business), and +1 to Knowledge (civics).

Book Knowledge

Books are full of interesting and often helpful information that characters may want to access during their adventures. Some books, such as encyclopedias, prove helpful in a great many situations, while others, such as novels, have very specialized uses (if indeed they have any practical use beyond entertainment).

The trouble is that reading a book is not an especially quick way to gain small bits of information. In fact, it often takes hours to read through it just to determine what sort of information it contains, let alone evaluate its worth.

As a general rule, in 1 hour a character with the appropriate Read/Write Language skill can read a number of pages equal to her Intelligence score \times 5.

Chapter Four: Equipment

Spending 1 hour doing research in a library collection gains a character a +1 bonus on an applicable Knowledge check. For every additional hour spent researching in the library collection, the character gains an additional +1 to the check up to the maximum bonus provided by that particular library collection.

Most actual libraries consist of several library collections covering a wide array of Knowledge topics.

Object	Size	Weight	Purchase DC	Restriction
Book				
Popular press	Small	1 lb.	5	—
Textbook	Small	1 lb.	8	—
Encyclopedia	Large	50 lb.	12	—
Library collection	*	n/a	20	—

* See object entry.

Equipment Packages

One of the most time consuming and potentially contentious aspects of modern d20 System character creation is purchasing equipment. The Wealth system does a terrific job of dealing with buying power in our easy credit, no downpayment, you are what you owe society. However, since the numbers involved are somewhat randomized—particularly when it comes to Wealth loss—some players are hesitant to equip their characters unless the Gamemaster is present. This, of course, means that valuable playing time must be used to get the characters ready for the game.

The equipment packages below are presented as an option to speed up character creation. Each one is designed for a particular type of character (based on his or her starting occupation). Although these will not cover every contingency, they do deal with several of the most common types of modern d20 System heroes.

Using Equipment Packages

To use the equipment packages, follow the steps below:

1. Determine your character's starting Wealth bonus normally.
2. Select an equipment package for your character.
3. Your character automatically gets the equipment listed in the Basic Package, regardless of starting Wealth bonus. Record this equipment on the character sheet.
4. Each package has three additional entries, each listed with a minimum Wealth bonus. If your character has a starting Wealth bonus equal to or higher than the listed number, you may add that equipment to the character sheet as well.
5. When you are done, subtract from your character's starting Wealth bonus the highest number associated with a package you selected for your character. (For this purpose only, treat the Basic Package as though it has a value of Wealth bonus +5.) The result is your character's current Wealth bonus. If your Wealth bonus was not high enough to take anything other than the Basic Package, your character's current Wealth bonus is +0.
6. You may add to the character sheet any additional items with a purchase DC equal to or lower than 14 or your

- character's starting Wealth bonus (whichever is lower).
7. You may exchange any item for any other nonrestricted item with an equal or lower purchase DC.

Equipment Package Descriptions

New equipment packages are described below.

Academic Package

This package is good for any character whose life is dedicated to studying, teaching, or doing academic research. It has equipment that will be helpful to students, teachers, researchers, librarians, and others who devote their time seeking or disseminating knowledge.

Basic Package

Binoculars (standard), briefcase, camera (digital), cell phone (or pager), clothing (business), clothing (casual), day pack, Diamondback X-20 (mountain bike), encyclopedia, fake ID, fire extinguisher, first aid kit, flashlight (penlight), in-line skates (or skateboard or snowboard), instrument (keyboard or stringed), laser pointer, marbles (bag), multipurpose tool, overcoat, slingshot, wheeled suitcase (15 lb. capacity), windbreaker.

Wealth Bonus +7 Package

Computer (desktop), modem (broadband), PDA.

Wealth Bonus +9 Package

Computer (notebook).

Wealth Bonus +11 Package

Library collection.

Blue Collar Package

This package is good for factory workers, physical laborers, clerks, office workers, and other essential workers who are unfairly lumped together in pejorative categories such as unskilled laborers, temporary staff, or the secretarial pool.

Basic Package

Backpack, briefcase (or standard handbag), camera (disposable), canteen (0.5 qt. capacity), clothing (business), clothing (casual), cell phone (or pager), coat, duffel bag, first aid kit, flashlight (standard), mechanical (or electrical) toolkit (basic), rain poncho, road atlas, sleeping bag.

Wealth Bonus +6 Package

PDA.

Wealth Bonus +8 Package

Computer (desktop).

Wealth Bonus +10 Package

Chevrolet Cavalier.

Emergency Services Package

This package is good for firefighters, EMTs, governmental emergency management workers, Red Cross personnel, and other people who devote their lives to helping those in need.

Chapter Four: Equipment

Basic Package

Aluminum travel case (10 lb. capacity), binoculars (range finding), bolt cutter, camera (digital), canteen (2 qt. capacity), car opening kit, cell phone, clothing (casual), compass, contractor's field bag, duct tape, evidence kit (basic), fire extinguisher, first aid kit, flare gun, flashlight (battery flood), handcuffs (zip-tie), lock release gun, map (road atlas), medical kit, multipurpose tool, police scanner, rope (150 ft.), tool belt, uniform, walkie-talkie (professional), windbreaker.

Wealth Bonus +6 Package

Portable satellite phone (or GPS receiver), surgery kit (or pharmacist kit).

Wealth Bonus +8 Package

Laws of life.

Wealth Bonus +10 Package

Generator (portable).

Jet Set Package

This package is good for entrepreneurs, dilettantes, high-ranking politicians, socialites, and other fabulously wealthy characters. The truth of the matter is that these characters can generally afford just about anything they want, but it is important to delineate the things they care about most.

Basic Package

Aluminum travel case (75 lb. capacity), briefcase (or oversized handbag), camera (digital), clothing (business), clothing (formal), computer (notebook), Derringer, designer outfit (casual), digital audio recorder, fake ID, flashlight (penlight), GPS receiver, instrument (any kind), multi-function PDA/cell phone, overcoat, pepper spray, portable video camera, skis and poles, stun gun, sword cane.

Wealth Bonus +10 Package

BMW M3, designer outfit (formal).

Wealth Bonus +12 Package

Jaguar XJS.

Wealth Bonus +14 Package

Avanti 39 (cigarette boat).

Military Package

This package is good for members of the armed forces, mercenaries, federal agents, and others whose job it is to be the last line of defense for their country (or their employer).

Basic Package

Backpack, Beretta 92F, binoculars (rangefinding), canteen (1 qt. capacity), climbing gear, clothing (casual), concealable vest, demolitions kit, duffel bag, fatigues, fatigue jacket, flare gun, gas mask, holster (hip), knife, multipurpose tool, police scanner, rain poncho, search-and-rescue kit, sleeping bag, smoke grenade, tactical map, tear gas grenade, tent (2-person dome), trail rations (12), uniform, walkie-talkie (professional).

Wealth Bonus +5 Package

Bayonet, M16A2.

Wealth Bonus +7 Package

Video shades (color) (or night vision goggles).

Wealth Bonus +9 Package

Jeep Wrangler.

Scientist Package

This package is good for research scientists, crime scene investigators, forensic specialists, laboratory technicians, and others whose lives are devoted to using cutting edge science for practical purposes.

Basic Package

Aluminum travel case (10 lb. capacity), briefcase, cell phone, chemical kit (or pharmacist kit), clothing (business), clothing (casual), coat, day pack, digital audio recorder, evidence kit (basic) (or medical kit), gas mask, headset microphone, laser pointer, modem (cellular), multipurpose tool, pager, portable hard drive, windbreaker.

Wealth Bonus +7 Package

Computer (desktop), PDA (or portable video camera).

Wealth Bonus +9 Package

Computer (notebook).

Wealth Bonus +11 Package

Volkswagon Jetta.



The fully stocked lab lets Heather make the most of her scientific knowledge.

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Vagabond Package

This package is good for itinerant workers, homeless individuals, wanderers, and others who carry just about all their possessions wherever they go.

Basic Package

Backpack, clothing (casual), canteen (1 qt. capacity), duct tape, duffel bag, fake ID, fishing rod, flashlight (penlight), instrument (wind), multipurpose tool, parka, portable stove, rain poncho, road atlas, road flare (3), sleeping bag, straight razor, trail rations (12), windbreaker.

Wealth Bonus +4 Package

Search-and-rescue kit.

Wealth Bonus +6 Package

Tent (2-person dome), Remington 700.

Wealth Bonus +8 Package

Harley Davidson FLSTF.

White Collar Package

This package is good for managers, small business owners, bureaucrats, local politicians, executives, and others who have leadership roles in the workplace.

Basic Package

Briefcase, caller ID defeater, cell phone, clothing (business), clothing (casual), clothing (formal), digital audio recorder, fire extinguisher, first aid kit, flashlight (standard), mechanical tool kit (basic), multipurpose tool, overcoat, portable video camera, road atlas, skis and poles, tap detector, windbreaker.

Wealth Bonus +7 Package

Computer (desktop), multi-function PDA/cell phone.

Wealth Bonus +9 Package

Computer (laptop).

Wealth Bonus +11 Package

Acura 3.2 TL.

Chapter Five: FX Abilities

The idea of magic in the modern world opens some intriguing possibilities. After all, if the people of today could harness and shape magical energies, we would certainly create different spells and magic items than a medieval spellcaster would. We'd find ways to use these powers to reduce the amount of work necessary in daily life, and invent effects that extend and enhance our leisure time activities.

Both the *d20 Modern Roleplaying Game* and the *Urban Arcana Campaign Setting* offer glimpses into thoroughly modern uses for arcane and divine magic. In this chapter we offer some additional examples of ways that magic and modern thinking can be combined to create innovative effects.

Not every campaign will use spells and magic items. For those GMs who are running realistic campaigns, this chapter will be less useful than those at the beginning of the book. However, you still might want to take a look through these pages. After all, what some people call magic, others call a statistical anomaly, chaos theory, or sometimes just plain coincidence. And in a game where there are no spellcasters, it can be especially interesting to throw in a magical artifact every now and then.

New Spells

If magic was real, what would you want to be able to snap your fingers and have instantly occur? For what parts of your daily life would you invent magical enhancements?

Those are the questions we posed when planning this section. We wanted to figure out, based on portrayals of magical powers in cartoons, movies, and other mass media, to what uses a modern spellcaster would turn her powers.

Most of the spells here have practical uses in adventuring, but a few of them exemplify the modern penchant for style over substance. In either case, we hope these spells inspire you to think of other magical effects for which modern characters would create spells.

Spell Descriptions

The spells herein are presented in alphabetical order.

Catalog

Divination

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

By touching a single object of size Huge or smaller you cause an inventory of all objects contained within the target object to magically appear on a sheet of blank paper.

The inventory appears to be in your handwriting, and lists all the contents alphabetically (even those in hidden compartments). It does not, however, identify where in the target object each item may be found. Each item is referred to according to its most common generic identification (with its proper title listed afterward in italics). No detail is given regarding contents within other items.

A sample list might contain items like:

- 18 hard candies
 - Legal-sized file folder (*Arcane Sites*)
 - Music CD (*Best of Cautious Fuzz*)
 - Paperback book (*Microwave Sushi and You*)
- Material Component:* A sheet of blank paper.

Close Shave

Transmutation

Level: Arcane 0, Divine 0; **Components:** S, V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

By running your hand across the target's body, you are able to remove all hair growing where you touch. The result is a smooth, unirritated patch of skin. The patch remains hairless for 1 week per caster level, then regrows normally.

Material Component: A disposable shaving razor.

Computer Catalog

Divination

Level: Arcane 1; **Components:** S, V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Computer touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell works similarly to *catalog*, except that the target must be a single computer or hard drive. The inventory generated contains all the folders, files, and applications currently residing on the machine. It lists them alphabetically by name (with a parenthetical notation of whether the object is a file, folder, or application), but does not detail where on the drive individual items reside. No details are given regarding the content or purpose of an item.

A sample list might contain items like:

- Active assignments (folder)
- Corelli investigation (file)
- Printer software (folder)
- Word Proof (application)

Material Component: A sheet of blank paper.

Fast Food

Conjuration (Creation)

Level: Arcane 0, Divine 0; **Components:** V, M; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** Creates food for one person; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell causes food from an existing restaurant to appear. The food appears wrapped and bagged as though the caster had visited the restaurant and placed a take-out order (including such things as napkins, plastic forks, and packets of condiments), and is as fresh and warm as is the restaurant's standard fashion. The quantity of food is sufficient to feed one person for one day.

To activate the spell, the caster holds the restaurant menu and speaks the order out loud. When he is done, the money

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disappears and the bags of food appear in any location the caster chooses within the spell's range.

Material Component: A menu issued by the restaurant and a single cash bill (purchase DC 2).

Fill Prescription

Conjuration (Creation)

Level: Divine 2; **Components:** S, M; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One dose of specified medicine; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This conjuration causes one dose of a specific pharmaceutical substance to instantly appear. The caster must write the exact dosage of the drug or mixture on a valid medical prescription pad (it need not belong to the caster, but must be acceptable if used in a mundane manner). Determining what the mixture and dosage is for a specific effect requires a successful Craft (pharmaceutical) check (DC 15) or Treat Injury check (DC 25). If the check succeeds, the medicine has its intended effect. If the check fails, the medicine does not have the intended effect and may, at the GM's discretion, have a poisonous effect.

When the caster tears from the pad the sheet on which she has written the prescription, a paper cup containing the medicine instantly appears in any location the caster chooses within the spell's range.

Material Component: Medical prescription pad (purchase DC 4; restriction Lic (+1)).

Make-Over

Transmutation

Level: Arcane 2, Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature/level, no two of which can be more than 15 ft. apart; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell allows the caster to change the subjects' clothing, hairstyle, make-up, and other nonmagical accessories. He chooses details such as style, color, and texture of the new outfits, but they always appear to be perfectly tailored to the individual wearing them. This spell has no effect on magic items or enchanted weapons worn or carried by a subject. It can, however, change the appearance (but not the game statistics) of enchanted armor.

The subjects' new appearances may, at the GM's discretion, grant them a +2 circumstance bonus or -2 penalty to Bluff, Diplomacy, and Intimidate checks.

he subjects' new appearances may grant them a +2 circumstance bonus or +2 penalty (caster's choice) to Bluff, Diplomacy, and Intimidate checks. They also provide a +4 circumstance bonus on Disguise checks.

At the end of the duration, or when the caster dismisses the spell, all clothing and accessories revert to their earlier condition.

Mood Lighting

Evocation [Light]

Level: Arcane 0, Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One or more existing sources of light; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The caster can cause all existing light sources within the spell's range to become either more or less bright. She can also change the color of the light. If there are multiple sources of light within the spell's area, the caster can affect each light source individually.

This spell can make it dark enough for the area to be considered in low-light conditions, or bright enough to be considered daylight conditions (although this does not grant the light any other qualities of sunlight, such as being harmful to vampires).

The caster may adjust the level or color of the affected light sources as part of her turn. Doing so counts as a move action.

Personal Soundtrack

Illusion

Level: Arcane 1, Divine 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a musical theme or a sound effect that emanates from the subject when he or she performs a specific action or activity.

The sound can be heard in a circle, centered on the subject, with a radius of 5 feet per caster level.

For example, this spell could create funk music when the subject walks, a hallelujah chorus whenever the subject casts a divine spell, or kung-fu



Clinton uses the make-over spell to spruce himself up.

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movie sound effects whenever the subject makes a successful melee attack.

The caster can imbue the subject with a number of different musical themes or sound effects equal to her caster level. Each one can be linked to a different action or activity.

Focus: A recording of each piece of music or sound effect to be used.

Resurrect Computer

Conjuration (healing)

Level: Divine 3; **Components:** V, S, F; **Casting Time:** Full-round action; **Range:** Touch; **Area:** Computer touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell allows the caster to restore a computer to the state it was in a certain number of hours ago. This can restore lost data, repair broken circuits and peripherals, or undo damage wrought by a virus or hacker.

The caster resets the computer's internal clock to the date and time to which she wishes the computer to revert. (If the computer is so damaged that the clock is no longer functional, she must use a clock or watch that tells both time and date.) This can be no further in the past than a number of hours equal to 5 × her caster level.

The computer instantly returns to the condition it was at the time designated by the caster. Along with the damage, though, the computer also loses any potentially useful data it accumulated in the period after the reset time.

GMs should be aware that the ability to recover data from otherwise destroyed computers can play havoc with certain adventure scenarios, and plan accordingly.

Focus: A clock or watch that tells both time and date.

Search Room

Divination

Level: Arcane 1, Divine 1; **Components:** V, S, F; **Casting Time:** Full-round action; **Range:** Personal; **Area:** Circle, emanating from you, with a radius of 60 ft.; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to instantly search for a specific item within a large area. When the spell is cast, the caster must say the name of the object for which he is looking. He then makes a Search check as a free action (only one check is necessary for the entire area of the spell) with a +10 insight bonus. With a successful check, he knows the location of the object named.

Focus: Magnifying lens.

Send as Attachment

Conjuration (Teleporting)

Level: Arcane 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched, weighing up to 5 lbs./level; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

Send as attachment can only be cast through a computer network (see the Casting Spells through Email sidebar in

Chapter 3 of the *Urban Arcana Campaign Setting*). You convert a single object weighing no more than 5 lbs./caster level into a digital object that can be attached to an email and sent to a single valid email address.

The object does not automatically arrive when the email is opened. The recipient must also open the attached digital object. When he does that, the object appears with a flash of light adjacent to him.

If the email is deleted, or if the email is opened but the attachment is not, or if the email is not received within 72 hours, the object is considered undeliverable. It reappears in the spot it was located at the time the spell was cast, and the sender receives an email explaining what condition triggered the object's return.

Focus: A computer with Internet connection.

Tidy Up

Transmutation

Level: Arcane 2, Divine 2; **Components:** S; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** Circle with a radius of 60 ft.; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

With a snap of your fingers you can clean and straighten a single room. All of the objects in the room levitate from where they are to where you would like them to be. The room looks as though you spent several hours tidying up—books align neatly on shelves, pictures hang straight on walls, and dust magically disappears. Also, superficial stains are cleaned from any carpets, walls, and furniture (although not from other objects—a coffee stained book remains so marked).

New FX Items

In addition to the items that you can find on store shelves and in the pages of various catalogs, many modern d20 System games will also feature more exotic gadgets. In campaigns that feature magic, psionics, and weird science, characters may have access to fantastic equipment that performs feats that are impossible using real-world technology.

Exactly what sort of miraculous inventions belong in a particular campaign is a decision only the GM can make. To augment the material presented in Chapter 10 in the *d20 Modern Roleplaying Game* and Chapter 4 of the *Urban Arcana Campaign Setting* (and hopefully to inspire GMs to create exotic items of their own), we present the following modern magical items.

Wondrous Items

When modern spellcasters craft items, they are more likely to be labor saving devices or means of entertainment than anything else. Magic weapons are useful to adventurers, criminals, and law enforcement officials, but amusing trinkets can sell to the mass market.

Back-Up Disk: This looks like any other CD-ROM, except that any light played across it refracts into a spectacular rainbow. If the disk is touched to a computer, hard-drive, or other digital data storage device and the command word is spoken, it copies the contents of the device onto the disk. That

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information can then be transferred to any other machine of equal or greater processing power.

Sufficiently Advanced Technology...

Not every modern d20 System campaign has room for magic items. A game that focuses on ultramodern techno-thriller adventures probably would not bear the strain of having even a single actual working magic item introduced to the storyline. GMs who would like to introduce one or two fantastic items to their games without opening the door to widespread arcane beliefs and practices should consider the following famous quote from author and futurist Arthur C. Clarke. "Any sufficiently advanced technology is indistinguishable from magic."

Do not shrink from adding one or two so-called magic items to your game as long as you, the GM, can posit an acceptable scientific premise for their functions. There really is no significant rules difference between a "napalm pellet gun" and a *wand of fireballs*. If you tell your players that the characters have found an "electrolyte stabilization solution," they need never know that it is actually a *potion of cure light wounds*.

The key, of course, is adding such things in moderation. Fantastic leaps in technology do occur, and practical applications for them crop up from time to time, but having it happen too often can shatter the illusion of reality just as easily as a flying carpet would.

Transferring the data follows the same process as detailed above, but has the important secondary effect of erasing and overwriting any data that currently is stored on the machine receiving the transfer.

A back-up disk can only be used to copy data from one device at a time. If there is already data on the back-up disk when it is used to copy the contents of a device, that data is erased.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: —.

Barrel of Monkeys: This small plastic barrel looks like a container for a child's toy. It closes and locks with a snapping mechanism. When the barrel is locked then opened, a single small ball of fuzz can be seen inside. If the ball is removed and tossed up to 20 feet away, it turns into 1d4 monkeys (see Chapter 8 of the *d20 Modern Roleplaying Game*). The character who withdrew the ball of fuzz must attempt a Handle Animal check (DC 15). If the check succeeds, the monkeys serve the character for 10 minutes (or until slain or ordered back into the barrel), at which point they disappear. If the check fails,

they simply act like ordinary monkeys for 10 minutes (or until slain) then disappear. Up to three balls of fuzz can be drawn from the barrel each day.

Type: Wondrous Item (magic); Caster Level: 5th; Purchase DC: 32; Weight: 1lb.

Grinder Organ of Obedience: This is a small wooden box with a crank handle on one side. It has a leather strap that allows it to be slung over one's neck and carried with relative ease and comfort. When the crank is turned, metallic mechanisms inside rotate creating a pleasant, tinny melody. Playing the grinder organ requires two hands and is an attack action.

If the grinder organ is being played, it provides the player with a +5 competence bonus on all Handle Animal checks. This bonus is doubled if the animal is a monkey, ape, or other nonhuman primate.

Type: Wondrous Item (magic); Caster Level: 8th; Purchase DC: 36; Weight: 5 lb.

Laser Pointer Grappling Hook: This looks and functions like a standard laser pointer, but when the command word is spoken it gains an additional ability. The beam of light the device projects becomes cohesive and allows the pointer to function as a grapple-firing crossbow (see Chapter 2 of the

Urban Arcana Campaign Setting). Instead of having a range increment of 120 feet, though, the laser pointer has a range increment of 250 feet.

The laser pointer has 50 charges. One charge is spent each time the grappling ability is used (even if the attempt fails).

Type: Wondrous Item (magic); Caster Level: 3rd; Purchase DC: 29; Weight: —.

Medicine Bottle: This appears to be a typical tamperproof plastic bottle used for many types of medicine. However, it has the ability to replicate any pill or capsule placed inside it.

Four times per day, if the command word is spoken and the bottle is shaken, it creates a duplicate of the pills stored inside.

The *medicine bottle* can duplicate up to four pills at a time. If more than four originals are in the bottle, it randomly selects four from the bunch and duplicates those.

Type: Wondrous Item (magic); Caster Level: 10th; Purchase DC: 37; Weight: —.

Observant Ornament: This item looks like an ornament or figurine of the sort that many people collect and use to decorate their homes and offices. It comes in a wide variety of shapes and sizes, but always has the same purpose—to spy on the location at which it is placed and send information back to its owner.

When the command word is spoken with the ornament in hand, the ornament attunes itself to the holder. From then on, once per day that person can speak the command word to see through the ornament's eyes and hear through its ears for up to 10 minutes. He can see only in the direction the ornament happens to be facing, but he can hear sounds from all directions as if he were standing at the ornament's location.

If another person speaks the command word while holding the ornament, it attunes itself to the new user.

Type: Wondrous Item (magic); Caster Level: 9th; Purchase DC: 36; Weight: —.

Portable Hub: This small box looks like an electronic device, called a hub, used to connect computers together to form a Local Area Network (LAN). A LAN differs from the Internet in that it allows the computers to communicate directly with other computers connected to the LAN, without going through the Internet.

The portable hub does not have wires that lead to other computers, though. Instead, it has eight bulbous nodules each with a computer connector at the end. The connectors can be snapped off and carried away.

When a connector is plugged into a computer, it connects the machine to the hub's LAN regardless of the actual distance between the computer and the portable hub. For example, it's possible to have one computer in New York, one in L.A., another in Singapore, and up to five others in various parts of the world. The computers communicate with one another as though they were connected by a conventional LAN.

The computers on the portable hub's LAN cannot normally be reached by hackers working from the Internet. However, if any of the computers on the LAN are connected to the Internet, they can all be reached by hackers. Each computer is considered a separate site.

Type: Wondrous Item (magic); Caster Level: 6th; Purchase DC: 34; Weight: 2 lb.

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