

Classically MODERN

0.7 (beta) Edition

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Classically **Modern** is a d20 supplement integrating the classes from Dungeons & Dragons with those from the D20 Modern Roleplaying Game.



Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc



Version	Date	Changes
v0.1	1/2/03	Initial Version
v0.2	7/2/03	Formatting changes. Corrected Rogue saves. Renamed "Magic" entry on classes to "FX". Moved Focus feats from "Bonus Feats" to "FX". Merged Mystical Sharp Shooter into Mystical Warrior because classes were too similar. Moved some of the qualification requirements from the Mystical Warrior to the specific talent trees. Fixed skill points to include human bias. Minor changes to wording of some FX Talent Trees. Changed formatting for Talent Tree summary tables.
v0.3	9/2/03	Removed surplisce additional attacks from Class advancement charts. Added variant Allegiance and Energy spells. Split Spell Lists from Feats and moved them to their own chapter. Reformatted spell lists and feats.
v0.4	12/2/03	Changed spell lists Legacy & Heritage Feats to include all "Social" spells. Changed Song Focus and Dervish Focus into Traditions and trimmed some spells from them. Updated Bard class to receive Heritage Focus as initial feat, with Song Tradition and Dervish Tradition as FX options.
	15/2/03	Added the Elemental Focus, revamped Earth, Air, Fire & Water Traditions, added Light, Force and Weather Traditions. Made Elemental Focus and the new traditions available to the Sorcerer and Druid. Revamped Battle focus. Revamped Shadow focus. Reformatted Dervish and Song Traditions. Reformatted Trail and Life Focii.
	16/2/03	Added some of the talents of the Mystical Performance talent tree to the Fast-Talk and Influence Talent Trees. Completely replaced Mystical Performance talent tree. Added bonus feats to the Bard prestige class, added Influence talent tree to the Bard. Included example of character creation, using the Bard with Caster levels in Innate Casting.
v0.5	25/2/03	Merged class FX lists into feat and talent lists. Changed wording of FX option description to indicate that an FX choice can be used to purchase either an FX talent or an FX feat. Reformatted classes. Changed prerequisites for Improved xxx Caster feats to make it necessary to have cross class skill points in the key skill in order to progress caster level.
	26/2/03	Added feats Improved Arcane Cantrip, Improved Innate Cantrip, Improved Divine Orison, and Improved Nature Orison. Included new feats as class feats in relevant classes. Revamped Class Information chapter, clarifying the way in which class feats, class talents, and FX options work. Changed the order of entries to match the Class descriptions.
v0.6	1/3/03	Added section on vocations as Genre neutral variant starting occupations. Renamed Barbarian Occupation as the Tribal Vocation. Began to add design comments to the document. Moved class changes into the relevant classes. Changed formatting on "Building a Bard" to show that it is an example. Corrected example bard progression at 6 th level.
	3/3/03	Added CSBones Archaic Occupations
v0.7	15/3/03	Changed Knowledge prerequisites for Faith turning and Nature turning talents. Changed Natures Friend into an FX talent tree, marked Nature turning as FX for the Ranger. Changed prerequisites on the Nature Casting talent tree. Added detailed descriptions to Faith Turning and Nature turning trees, added Profane Command talent tree. Added Profane Command as FX talent option for the Cleric and Divine Warrior. Added Craft (pharmaceutical) to the adept profession and the Slayer prestige class.
	21/3/03	Added accessibility ratings for supernatural FX to provide rules for limiting magic in low-magic settings. Added prerequisites to Devotion, Legacy, Life and Devotion foci so that caster must maintain high ranks in the appropriate key skill in order to keep access to the foci. Corrected correct names of skill requirements for some of the Casting talents. Changed the Innate caster's key skill from Knowledge (arcane lore) to Spellcraft.
	23/3/03	Added rules for tech levels, purchasing archaic and futuristic equipment, weapons and armour lists including archaic equipment. Added small section on starting wealth to Class Information. Added Archaic Polearm proficiency, and made it available to Fighter, Divine Warrior and Mystical Warrior. Added details to Armour Proficiency (Shields).
v0.8	6/4/03	Added some flavour text back to the archaic classes. Added brief descriptions for each talent tree and included descriptions with talent list for each class.
	7/4/03	Added Knowledge (streetwise) to the rake, Commoner and Entertainer occupations. Changed prerequisites for the Rogue to Knowledge (streetwise) 6 and Move Silently 6. Raised prerequisites for the Sorcerer to Spellcraft:6 and the wizard to Knowledge (arcane lore):6. Changed all mentions of Knowledge (nature) and Knowledge (nature and life sciences) to Knowledge (earth and life sciences).
	8/4/03	Corrected prerequisites for all of the prestige classes so that they can be entered between 6 th and 8 th level. Added Equine Master, along with the new talent trees Equine Companion, Equine Speed, and Mystical Mount. Added descriptions and examples to the Base Classes. Added creation and advancement ideas to all classes. Added descriptions to Advanced (Modern) classes. Reformatted classes & altered class information chapter to match new layout.

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Archaic Occupations Suggested by CSBone on the WotC Message Boards.

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CHANGES

Changes in Modern Classes

Base Classes

The base classes are unchanged, but are summarily repeated in this document for completeness.

Advanced Classes

The talents from each of these classes are extracted and grouped into talent trees. This gives the modern advanced classes a little more flexibility, but in most cases the requirements for the talents prevent them from being gained much earlier than originally.

Changes in Archaic Classes

The archaic classes become either Advanced or Prestige classes, and like their modern counterparts, have a shorter level range. The talents from each of these classes are extracted and grouped into talent trees, giving them much more flexibility and adaptability. The archaic classes are no longer front loaded, so at the GM's discretion, the penalties for multi-classing described in the Core Rulebooks may be waived.

Base Archaic Classes

There are no base archaic classes, the base classes from the modern rules are used as they are.

Advanced Archaic Classes

The Core classes from Core Rulebook I have all been reduced to 10 levels in length, and their class abilities have been collected into Talent Trees. For other changes see the design comments accompanying each class.

Note that some of the Core classes have now become Prestige classes, and some class abilities have been separated from the Core classes in order to create new prestige classes.

Prestige Archaic Classes

The Prestige classes from Core Rulebook I have all been re-engineered and their class abilities have been collected into Talent Trees. For other changes see the design comments accompanying each class.

Changes in Modern FX

Supernatural FX users now have two or three aspects to describe how they cast spells, and which spells they can cast.

Caster Level

A talent that describes the source of the spells, the mechanics for how the spells are cast, the number of spells that can be cast each day, and in some cases how many spells the caster knows. Spell casting is now a set of talent trees. The caster level from different classes that uses the same type of magic stack. There are four types of caster:

Supernatural FX *key skill*

Arcane	Knowledge (arcane lore)
Divine	Knowledge (Theology and Philosophy)
Innate	Spellcraft
Nature	Knowledge (earth and life sciences)

Focus

A feat that gives specific benefits and restrictions for different types of supernatural FX, and gives a spell list for each type. There are a number of types of focus, listed in the feats chapter later in this document.

Domain or Tradition

A feat or talent that provides additional benefits when casting from a smaller sub-set of spells, and may also give access to a more specialised spell list.

Matching Supernatural FX Power to Setting

The availability of supernatural FX in a modern campaign varies greatly depending upon the style and setting of the game. To represent this the GM can individually assign each of the Supernatural FX one of the following Accessibility Ratings.

Absent

The supernatural FX is not possible

Suppressed

The supernatural FX is very difficult to use. A *key skill* check with a DC of four times the spell level is required to cast a spell. No caster level can be greater than a quarter of the characters class level.

Resisted

The supernatural FX is difficult to use. A *key skill* check with a DC of twice the spell level is required to cast a spell. No caster level can be greater than half of the characters class level.

Normal

The supernatural FX works as described in the Core Rulebooks. To keep Classically Modern archaic classes on the same power level as the Core Rulebook classes, the character can only spend a single Talent on Caster Levels for each new class level gained.

Flexible

The supernatural FX works as described in this document.

Supported

The supernatural FX is easy to use. All easy *Enhanced Casting* talents (those that add 1 to the spell level) can be used for free, without adding to the effective spell level, although this only applies to one enhancement per spell. Additional enhancements can be added, although they alter the spell level as normal. This includes *Enlarge*, *Extend*, and *Hide* (with one component).

Improved

The supernatural FX is very easy to use. All easy and moderate *Enhanced Casting* talents (those that add 1 or 2 to the spell level) can be used for free without adding to the effective spell level, although this only applies for up to two *enhancements* per spell. Additional *enhancements* can be added, although they alter the spell level as normal. This includes *Empower* and *Hide* (with two components) in addition to those mentioned above.

Enhanced

The supernatural FX is extremely easy to use. All *Enhanced Casting* talents can be used for free without adding to the effective spell level, although this only applies this only applies for up to three *enhancements* per spell. Additional *enhancements* can be added, although they alter the spell level as normal. This includes *Maximise*, *Quicken* and *Hide* (all three components) in addition to those mentioned above.

*These ratings were added (from the upcoming **Civilisation Codex**) to counter the problem of characters using all of the available FX and Talent features to purchase caster levels. This may result in low-level characters with a Caster Level almost double their Class Level. The prerequisites for the Casting talents smooth this out as the character advances.*

*For a magic system that mimics that described in the Core Rulebooks closely use the **Normal** rating, to allow a bit more variety to spellcasters use the **Flexible** rating.*

Building A Bard

In this example, we will build a Bard with a total character level of 12. This will include

The Celebrity occupation.

Four levels of the Charismatic Hero base class.

Two levels of the Personality modern advanced class.

Six levels of the Bard archaic prestige class.

General Statistics

Level	Base						Wealth
	Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Reputation Bonus	
	Initial						
							+3
Occupation - Celebrity							
							+3
							+4
Charismatic Hero							
1 st	+0	+1	+1	+0	+0	+5	
2 nd	+1	+2	+2	+0	+1	+5	
3 rd	+1	+2	+2	+1	+1	+5	
4 th	+2	+2	+2	+1	+1	+6	
Personality							
5 th	+2	+3	+3	+1	+1	+8	
6 th	+3	+4	+4	+1	+2	+8	
Bard							
7 th	+3	+4	+4	+3	+2	+10	
8 th	+4	+4	+4	+4	+3	+10	
9 th	+5	+5	+5	+4	+3	+10	
10 th	+6	+5	+5	+5	+3	+11	
11 th	+6	+5	+5	+5	+4	+11	
12 th	+7	+6	+6	+6	+4	+11	

Skills

Level	Knowledge (arcane lore)	Gather Information	Bluff, Profession	Diplomacy, Perform	
				Perform (sing)	Perform (stand-up)
	Initial				
Occupation - Celebrity					
Charismatic Hero					
1 st	4	4	4	4 (+2)	4+3
2 nd	5	5+2	5	5+2	5+3
3 rd	6	6+2	6	6+2	6+3
4 th	7	7+2	7	7+2	7+3
Personality					
5 th	7	7+2	8	8+2	8+3
6 th	7	7+2	9	9+2	9+3
Bard					
7 th	8	8+2	10	10+2	10+3
8 th	9	9+2	11	11+2	11+3
9 th	10	10+2	12	12+2	12+3
10 th	11	11+2	13	13+2	13+3
11 th	12	12+2	14	14+2	14+3
12 th	13+2	13+2	15	15+2	15+3

Other Abilities

Level	Ability	Selection	
		Initial	
	Feat	Renown	
	Feat	Creative (Perform (stand-up) +2, Perform (sing) +2)	
Charismatic Hero			
1 st	Talent	Charm : Charm	
	Feat	Simple Weapons Proficiency	
2 nd	Feat	Trustworthy (Diplomacy +2, Gather Information +2)	
3 rd	Talent	Leadership : Coordinate	
Personality			
5 th	Talent	Fame : Unlimited Access	
6 th	Skill	Knowledge (arcane lore)	
Bard			
	Feat	Heritage Focus	
7 th	Talent	Charm : Captivate	
	FX	Innate Caster ¹	
8 th	Talent	Mystical Performance : Mystical Charm	
	FX	Innate Caster ²	
9 th	Feat	Combat Expertise	
	FX	Innate Caster ³	
10 th	Talent	Leadership: Inspiration	
	FX	Improved Innate Caster ⁴	
11 th	Talent	Leadership: Greater Inspiration	
	FX	Improved Innate Caster ⁵	
12 th	Feat	Educated (Knowledge (Arcane lore) +2, Knowledge (history) +2)	
	FX	Improved Innate Caster ⁶	

Notes

- The character now has an Innate Caster level of 1, can now cast only bonus 1st level spells, but only knows one 1st level spell from the Heritage Focus list.
- The character now has an Innate Caster level of 2, can cast one 1st level spell (plus any bonus 1st level spells), and knows an additional 1st level spell from the Heritage Focus list.
- The character now has an Innate Caster level of 3, can cast one 1st level spell (plus any bonus 1st level spells), and knows an additional 1st level spell from the Heritage Focus list (for a total of 3).
- The character now has an Innate Caster level of 4 on the Improved Innate Caster chart, can cast two 1st level spell (plus any bonus 1st level spells), and only bonus 2nd level spells, and knows a 2nd level spell from the Heritage Focus list.
- The character now has an Innate Caster level of 5 on the Improved Innate Caster chart, can cast three 1st level spell and one 2nd level spell (plus any bonus 1st and 2nd level spells), and knows an additional 2nd level spell from the Heritage Focus list.
- The character now has an Innate Caster level of 6 on the Improved Innate Caster chart, can cast three 1st level spell and two 2nd level spell (plus any bonus 1st and 2nd level spells), and knows an additional 1st and 2nd level spell from the Heritage Focus list (for a total of 4 1st level and 3 2nd level spells).

ARCHAIC OCCUPATIONS

Adept

This occupation represent the students and/or apprentices of the small village Hedgeman or Wisewoman.

Prerequisite: Age 16.

Skills: Choose two of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Craft (pharmeceutical), Knowledge (arcane lore or chemistry), Treat Injury, Use Magical Device, Concentration or Spellcraft.

Bonus Feats: Select one of the following: Arcane Cantrip, Divine Orison, Innate Cantrip or Nature Orison.

Reputation Increase: +1

Wealth Increase: +1

Aristocrat/ Merchant

See Core Rulebook II, 'NPC Classes' for Aristocrat background. As a Merchant this occupation represents a person who was raised as a buyer and seller or goods or a banker/moneychanger.

Prerequisite: Age 20.

Skills: Choose two of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Animal Handling, Bluff, Diplomacy, Gather Information, Knowledge (art, business, civics, current events, popular culture, streetwise), Ride, Speak Language (select individually)

Reputation Increase: +2

Wealth Increase: +3

Entertainer/Wanderer

As an Entertainer, this occupation represents a person who was raised as an entertainer. He or she could have been part of a theatre troupe or their parent or parents could have been bards, stage magicians or storytellers. This could also represent a character raised as a jester or an acrobat. As a Wanderer, this occupation could also represents a person raised on the road in the nomadic life of the itinerate wanderer. Many halfling characters come from this background.

Prerequisite: Age 15.

Skills: Choose three of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Animal Handling, Ride, Balance, Bluff, Climb, Disguise, Escape Artist, Gather Information, Hide, Jump, Knowledge (streetwise), Perform, Move Silently, Sleight of Hand, Sense Motive, Speak Language (select individually), Tumble.

Wealth Bonus Increase: +1

Expert/Scholar

See Core Rulebook II, 'NPC Classes' for Expert background. As a Scholar this occupation represents a person who was an apprentice to a savant.

Prerequisite: Age 15.

Skills: Choose three of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Craft (select individually), Knowledge (select individually).

Wealth Increase: +2.

Nomad

This occupation represents the Bedouins, the Mongols, the Sythians or the Sioux, cultures of warriors mated to their horses (or in some cases other riding creatures like camels or eagles or griffons or dire wolves) that live for the raid and running headlong before the wind.

Prerequisite: Strength 13+ or Dexterity 13+

Special: All Nomads are illiterate to begin with. They can learn to Read and Write as can any other character, but it is

always considered a cross-class skill, taking two skill points to learn to read/write any one language.

Skills: Choose two of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Animal Handling, Climb, Navigate, Ride, Survival, Swim.

Bonus Feats: Select one of the following: Archaic Weapons Proficiency, Rage, or Track.

Commoner

See Core Rulebook II, 'NPC Classes' for background.

Prerequisite: Age 15.

Special: All Commoners are illiterate to begin with. They can learn to Read and Write as can any other character, but it is always considered a cross-class skill, taking two skill points to learn to read/write any one language.

Skills: Choose four of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Animal Handling, Craft (select individually), Knowledge (streetwise), Listen, Move Silently, Spot, Swim.

Rake

This occupation represents the swashbuckler or the cavalier, a ladies man or amazon who lives for the good life, the thrown gauntlet and gambling it all on the next hand.

Prerequisite: Age 18.

Skills: Choose two of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Bluff, Climb, Gather Information, Gambling, Knowledge (streetwise), Sense Motive, Jump, Ride.

Bonus Feats: Select one of: Archaic Weapons Proficiency, Heroic Surge, Renown.

Wealth Increase: +2

Sailor

This occupation represents a person who has worked on or around water be it lake, ocean or sea.

Prerequisite: Age 15.

Skills: Choose three of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Balance, Climb, Craft (select individually), Gambling, Navigate, Jump, Sleight of Hand, Knowledge (Earth and Life Sciences), Pilot, Swim, Survival.

Wealth Increase: +1.

Warrior

This occupation represents a person who was raised to be a warrior. Squire, town guard or son of an aristocrat with a military bent, their life has been devoted to learning weapons.

Prerequisite: Age 15.

Bonus Feats: Select two of the following: Archaic Weapons Proficiency, Exotic Melee Weapon Proficiency, Armour Proficiency (Shield), Armour Proficiency (Light).

Wealth Bonus Increase: +1

Woodsmen/Yeoman

As a Woodsman this occupation represents a person who was raised in the woods as a hunter or a trapper. As a Yeoman this occupation represents the citizen warrior who has trained himself or herself to mastery in the bow.

Skills: Choose two of the following skills as permanent Class Skills. If the skill you have selected is already a Class Skill you receive a +1 Competency Bonus on checks using that Skill. Animal Handling, Climb, Craft (select individually), Hide, Navigate, Jump, Listen, Move Silently, Sleight of Hand, Spot, Swim, Survival.

Bonus Feats: Archaic Weapons Proficiency or Survival.
Wealth Increase: +0.

STARTING VOCATIONS

Vocations are a variation of the Starting Occupations presented in the Core Rulebook. Vocations work in exactly the same way, but cover a somewhat broader range of occupations in each category.

Occupations have been replaced by Vocations in order to make them Genre neutral, as the names and descriptions of the Occupations in the Core Rulebook do not lend themselves to use in some Genre.

Academic

The Academic Vocation deal with the Administration, Education and Linguistics of a community.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Wealth Increase: +2

Examples: Accountant, Administrator, Archaeologist, Clerk, Copywriter, Desk jockey, Lecturer, Librarian, Linguist, Magazine columnist, Novelist, Professor, Sage, Scholar/Student, Screenwriter, Scribe, Teacher, Translator.

Related Occupations: Academic, Adept, Expert/Scholar, Student, or White Collar.

Agricultural

Agricultural vocations deal with crops, domesticated animals and the civilized environment.

Prerequisite: Age 15+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Drive, Handle Animal, Repair, Ride, Survival.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Increase: +2

Examples: Swineherd, Skinner, Shearer, Shepherd, Farmer, Fisherman, Gardener, Groom, Herder, Hunter, Landscaper.

Related Occupations: Rural, Nomad.

Athletic

Athletic vocations deal with the individual's body and its abilities.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Bonus Feat: Select either Arcaic Weapon Proficiency or Brawl.

Wealth Increase: +1

Examples: Acrobat, Athlete, Balance Act, Boxer, Escapologist, Gymnast, Martial artist, Skater, Sportsperson, Swimmer, Weight trainer, Wrestler.

Related Occupations: Athlete, Entertainer/Wanderer, Rake, Sailor.

Artistry

Artistic vocations deal with objects of beauty and value.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (arcane lore or art), Spot.

Wealth Increase: +2

Examples: Artist, Cartographer, Cartoonist, Illustrator, Graphic Artist, Jeweller, Photographer, Sculptor, Tattooist, Web designer.

Related Occupations: Creative, Expert/Scholar.

Civic

Civic vocations are all related to crime, those who cause it, those who investigate it, and those who prevent it.

Prerequisite: Age 15+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Disable Device, Gather Information, Hide, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Move Silently, Slight of Hand

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Increase: +2

Examples: Assassin, Bandit, Burglar, Cat Burglar, Con artist, Criminal profiler, Criminologist, Cut Throat, Drug Dealer, Espionage agent, Federal agent, Federal police, Fence, Gang member, Highwayman, Investigative reporters Military police, Photojournalist, Pick Pocket, Pimp, Pirate, Private investigator, Police detective, Prostitute, Rebel, Rogue, Scout, Slave, Slaver, State trooper, SWAT team member, Thief, Uniformed police.

Related Occupations: Criminal, Investigative, Law Enforcement.

Commercial

Commercial vocations revolve around the acquisition of wealth through trade.

Prerequisite: Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

Reputation Increase: +1

Wealth Increase: +4

Examples: Advertiser, Barraler, Chandler, Draper, Fishmonger, Haberdasher, Hay Merchant, Merchant, Oil Merchant, Old Cloths Dealer, Peddler, Spice Merchant, Wood Seller, Wool Merchant.

Related Occupations: Aristocrat/Merchant, Entrepreneur, Expert/Scholar.

Diplomatic

Diplomatic vocations involve the manipulation of an audience through political means.

Prerequisite: Age 23+

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Diplomacy, Gamble, Gather Information, Intimidate, Knowledge (current events or popular culture), Sense Motive, or add a new Speak Language.

Reputation Increase: +2

Wealth Increase: +5

Examples: Administrator, Aristocrat, Councillor, Diplomat, Insurance agent, Lawyer, Real estate agent, Sales personnel, Spy.

Related Occupations: Aristocrat/Merchant, Dilettante, Rake.

Engineering

Engineering vocations involve the application of scientific principles in practical situations.

Prerequisite: Age 23+

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical, electronic, or mechanical), Knowledge (earth and life sciences, physical sciences, or technology), Repair, Research

Wealth Increase: +4

Examples: Computer, Programmer, Electrician, Engineer, Geneticist, Mechanic, Technician.

Related Occupations: Creative, Expert/Scholar, Technician.

Entertainment

Entertainment vocations involve influence of an audience through audio-visual means.

Prerequisite: Age 15+

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments)

Reputation Increase: +1

Wealth Increase: +4

Examples: Actor, Animal Act, Charm Act, Clown, Comic, Game Designer, Impressionist, Jester, Knife Thrower, Mine Act, Minstrel, Musician, Newscaster, Poet, Radio or television personalitie, Singer, Stage Magician, Strongman Act, Story Teller, Swallow Act, Ventriloquist.

Related Occupations: Celebrity, Creative, Entertainer/Wanderer.

Environmental

Environmental vocations deal with the environment and transport.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Knowledge (earth and life sciences), Pilot, Repair, Ride, Survival, Swim.

Wealth Increase: +1

Examples: Astronaut, Carter, Diver, Driver, Explorer, Field Scientist, Forester, Hunter, Miner, Mountaineer, Navigator, Pilot, Air, Prospector, Relic Hunter, Sailor, Teamster, Trapper.

Related Occupations: Adventurer, Entertainer/Wanderer, Nomad, Rural, Sailor.

Manufacturing

Manufacturing vocations involve the creation and maintenance of objects and structures.

Prerequisite: Age 23+

Examples: Armourer, Arrow Smith, Bell Founder, Blacksmith, Blade Smith, Book Binder, Bowyer, Brazier, Brick Layer, Builder, Candle-maker, Carpenter, Cartwright, Carver, Ceramic Worker, Clock Maker, Cloner, Cloth Dyer, Cobbler, Cooper, Copper Smith, Crocheter, Cutler, Embroider, Enameler, Field Maker, Fletcher, Foundry Man, Furrier, Gem Cutter, Glass Blower, Glazier, Glover, Gold Smith, Guilder, Harp Crafter, Horner, Jeweller, Joiner, Knitter, Lantern Maker, Leather Worker, Lock Smith, Net Maker, Paper Miller, Petrochem Worker, Plasterer, Plastician, Purse maker, Quilter, Roofer, Rope Maker, Rug Maker, Saddler, Sail Maker, Shipwright, Silver Smith, Smith, Spinner, Stone Mason, Tailor, Tanner, Textile Worker, Tooler, Weapon Smith, Weaver, Wire Drawer

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

Wealth Increase: +3

Related Occupations: Expert/Scholar, Technician.

Medical

Medical vocations involve the individual's body and its health.

Prerequisite: Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical or pharmaceutical), Drive, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury.

Wealth Increase: +3

Examples: Dentist, Doctor, Healer, Herbalist, Nurse, Nutritionist, Paramedic, Pharmacist, Psuchiatrist, Surgeon.

Related Occupations: Adept, Doctor, Emergency Services.

Military

Military vocations all involve force of arms in some way, either in war or peacekeeping.

Prerequisite: Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Archaic Weapon Proficiency, Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Increase: +1

Examples: Air Force, Army, Barbarian, Berserker, Crusader, Guard, Gatekeeper, Knight, Marine, Mercenary, Milita, Navy, Goalkeeper, Paladin, Police, Ranger, Soldier, Warrior, Warrior Monk, Witch Hunter,

Related Occupations: Athlete, Military, Sailor, Warrior.

10 OCCUPATIONS

Philosophical

Philosophical vocations all involve the search for understanding, the study of behaviour and belief.

Prerequisite: Age 23+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Decipher Script, Knowledge (arcane lore, art, behavioral sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.

Bonus Feat: Select one of the following: Animal Affinity, Attentive, **Divine Orison^{FX}**, **Nature Orison^{FX}**.

Wealth Increase: +2

Examples: Animist, Astrologer, Cleric, Defiler, Druid, Exorcist, Hermit, Inquisitor, Medium, Monk, Mystic, Pilgrim, Preacher, Priest, Prophet, Shaman, Spiritualist, Theologist, Witch, Witch Doctor.

Related Occupations: Adept, Expert/Scholar, Religious.

Scientific

Scientific vocations all involve the search for and the application of knowledge.

Prerequisite: Age 23+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Knowledge (business, earth and life sciences, physical sciences, or technology), Research.

Wealth Increase: +4

Examples: Astronomer, Biologist, Chemist, Inventor, Mathematician, Physicist, Planetologist, Researcher.

Related Occupations: Technical.

Service

Service vocations revolve include any occupation what would be expected within the Service Industry.

Prerequisite: Age 18+

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (electronic, mechanical, or structural), Climb, Drive, Intimidate, Knowledge (behavioral sciences, earth and life sciences, or technology), Repair, Search.

Wealth Increase: +2

Examples: Baker, Brewer, Butcher, Construction, Cook, Courier, Factory work, Firerighter, Inn Keeper, Labourer, Miller, Postal worker, Rescue worker, Service Industry, Tavernier, Taxi driver, Vintner.

Related Occupations: Blue Collar, Emergency Services, Sailor.

Supernatural

Supernatural vocations all involve the manipulation of the surroundings by force of will.

Prerequisite: Intelligence 13+ or Wisdom 13+ or Charisma 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (chemical, or writing), Concentration, Decipher Script, Knowledge (arcane lore, behavioral sciences, earth and life sciences, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language, Use Magic Device.

Bonus Feat: Select either **Arcane Cantrip^{FX}** or **Divine Orison^{FX}** or **Innate Cantrip^{FX}** or **Nature Orison^{FX}**.

Wealth Increase: +2

Examples: Alchemist, Conjurer, Enchanter, Illusionist, Mage, Magician, Mentalist, Prophet, Rune master, Seer, Sorcerer, Summoner, Warlock, Witch.

Related Occupations: Academic, Adept, Student.

CLASS INFORMATION

Creation

Prerequisites: Some classes have prerequisites. A character must meet all of these prerequisites before the character can take a level in the class.

Vocation: A list of vocations that are most suited for this class.

Occupation: A list of occupations that are most suited for this class.

Base Class: The best base class to take levels in to qualify for this class.

Advanced Class: The best advanced class to take levels in to qualify for this class.

Characteristics

Ability: This entry tells which ability is typically associated with a base class. Abilities are not given for advanced or prestige classes. A character increases one ability score by +1 every four character levels, regardless of individual class level.

Hit Die: The die type used by characters of the class to determine the number of hit points gained per level.

A player rolls one die of the given type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A 1st-level character gets the maximum hit points rather than rolling (although the Constitution modifier is still applied).

Skill Points: The number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3.

Action Points: The number of action points gained per level.

Initial Feats: The feats gained at 1st level in the class, in addition to the two feats all characters get at 1st level. A character receives a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1st-level character gets.

Level Table

Level: The character's level in the class. "Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained

"Class level" is the character's level in a particular class. For a hero whose levels are all in the same class, character level and class level are the same.

Base Attack Bonus: The character's base attack bonus and number of attacks. The Base Attack Bonus from different classes stacks. A resulting value of +6 or higher provides the hero with multiple attacks.

Base Attack Bonus	Additional Attacks at	Base Attack Bonus	Additional Attacks at
+6	+1	+14	+9/+4
+7	+2	+15	+10/+5
+8	+3	+16	+11/+6/+1
+9	+4	+17	+12/+7/+2
+10	+5	+18	+13/+8/+3
+11	+6/+1	+19	+14/+9/+4
+12	+7/+2	+20	+15/+10/+5
+13	+8/+3		

To use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies. Saving throws from different classes stack.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies. Saving throws from different classes stack.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies. Saving throws from different classes stack.

Class Features: At each level the character receives one or two class features:

- ◆ **Feat:** The character can buy any feat from that classes *class feats* for which the character meets the requirements of the feat. These feats are in addition to the feats that all characters receive as they attain certain levels.
- ◆ **Talents:** The character can buy any talent from the talent trees listed in classes *class talents* for which the character meets the requirements of the talent.
- ◆ **FX:** The character can buy any feat or talent from those listed in that classes *class feats* or *class talents* lists, but the feat or talent must have the ^{FX} designator and the character must meet any requirements given in the feat or talent description.
- ◆ **Skill:** The character designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of that class.

Defense Bonus: The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies. The Defense Bonus from different classes stacks.

Reputation Bonus: The character's base Reputation bonus. The Reputation Bonus from different classes stacks.

Feature Lists

Class Skills: This section of a class description provides a list of class skills (and the key ability for each skill).

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

A multiclass hero uses his or her character level to determine the maximum ranks the hero can have in a skill. If a skill is a class skill for any of a multiclass hero's classes, then use character level to determine a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

When a multiclass hero gains a level in a class, he or she spends that level's skill points as a member of that class. Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the hero has levels in, are considered cross-class skills when ranks in those skills are purchased at this level.

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

Class Feats: This section of a class description provides a list of class feats available for purchase when 'feat' is indicated in the Class Features column of the Advancement Table.

Class Talents: This section of a class description provides a list of class talent trees available for purchase when 'talent' is indicated in the Class Features column of the Advancement Table.

Advancement

Advanced Class: The advanced classes that make the most use of the benefits received in this class.

Prestige Class: The prestige classes that make the most use of the benefits received in this class.

BASE CLASSES

Strong Hero (Strength Base Class)

A Strong Hero is the ideal base class for characters with *strength* as their dominant ability.

Strong Weight trainer.

Strong & Fast Athlete, Bounty Hunter, Boxer, Courier, Martial Artist, Miner, Mountaineer, Swimmer.

Strong & Tough Air Force, Army, Barbarian, Berserker, Bouncer, Crusader, Gatekeeper, Knight, Marine, Mercenary, Milita, Navy, Goalkeeper, Security Guard, Ranger, Soldier, Thug, Warrior, Wrestler.

Strong & Smart Engineer, Government Agent, Mechanic, Military Technical.

Strong & Dedicated Body Guard, Builder, Farmer, Fireman, Inquisitor, Paladin, Policeman, Warrior Monk, Witch Hunter.

Strong & Charismatic Animal Handler, Action Movie Star, Crime Lord, Physical Trainer, Strongman.

Creation

Vocation: Agricultural, Athletic, Environmental, Military.

Occupation: Athlete (Modern), Law Enforcement (Modern), Military (Modern), Nomad (Archaic), Sailor (Archaic), Warrior (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d8	5 + ½ character level	3 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency feat.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+1	+0	+0	Talent	+1	+0
2 nd	+2	+2	+0	+0	Feat	+2	+0
3 rd	+3	+2	+1	+1	Talent	+2	+0
4 th	+4	+2	+1	+1	Feat	+3	+0
5 th	+5	+3	+1	+1	Talent	+3	+1
6 th	+6	+3	+2	+2	Feat	+3	+1
7 th	+7	+4	+2	+2	Talent	+4	+1
8 th	+8	+4	+2	+2	Feat	+4	+1
9 th	+9	+4	+3	+3	Talent	+5	+2
10 th	+10	+5	+3	+3	Feat	+5	+2

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

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

Class Talents:

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

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

Melee Smash The character has an innate talent that increases melee damage.

Advancement

Fighter (Archaic), Soldier (Modern), Martial Artist (Modern).

Fast Hero (Dexterity Base Class)

A Fast Hero is the ideal base class for characters with *dexterity* as their dominant ability.

Fast Acrobat, Balance Act Escapologist, Gymnast.

Fast & Strong Athlete, Bounty Hunter, Boxer, Courier, Martial Artist, Miner, Mountaineer, Swimmer.

Fast & Tough Biker, Gangster, Forester, Sailor, Special Forces, Stuntman, Wilderness Guide.

Fast & Smart Astronaut, Career Criminal, Conjuror, Demolition Expert, Diver, Explorer, Field Agent.

Fast & Dedicated Carter, Driver, Extreamer, Navigator, Pilot, Sportsman, Wilderness Tracker.

Fast & Charismatic Clown, Conman, Dilettante, Photojournalist, Prostitute, Relic Hunter, Spy, Stage Magician.

Creation

Vocation: Athletic, Civic, Entertainment, Environmental.

Occupation: Athlete (Modern), Criminal (Modern), Nomad (Archaic), Rake (Archaic), Woodsman/Yeoman (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d8	5 + ½ character level	5 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+1	+0	Talent	+3	+0
2 nd	+1	+0	+2	+0	Feat	+4	+0
3 rd	+2	+1	+2	+1	Talent	+4	+1
4 th	+3	+1	+2	+1	Feat	+5	+1
5 th	+3	+1	+3	+1	Talent	+5	+1
6 th	+4	+2	+3	+2	Feat	+6	+2
7 th	+5	+2	+4	+2	Talent	+6	+2
8 th	+6	+2	+4	+2	Feat	+7	+2
9 th	+6	+3	+4	+3	Talent	+7	+3
10 th	+7	+3	+5	+3	Feat	+8	+3

Class Skills: Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).

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

Class Talents:

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

Increased Speed The character can increase his or her natural base speed.

Advancement

Gunslinger (Modern), Infiltrator (Modern), Rogue (Archaic).

Tough Hero (Constitution Base Class)

A Tough Hero is the ideal base class for characters with *constitution* as their dominant ability.

- Tough* Swineherd, Skinner, Shearer, Shepherd, Fisherman, Gardener, Groom, Herder, Landscaper.
- Tough & Strong* Air Force, Army, Barbarian, Berserker, Bouncer, Crusader, Gatekeeper, Knight, Marine, Mercenary, Milita, Navy, Goalkeeper, Security Guard, Ranger, Soldier, Thug, Warrior, Wrestler.
- Tough & Fast* Biker, Gangster, Forester, Sailor, Special Forces, Stuntman, Wilderness Guide.
- Tough & Smart* Archaeologist, Blank Marketeer, Craftsman, Fence, Field Scientist, Terrorist.
- Tough & Dedicated* Activist, Cultist, Druid, Enforcer, Investigator, Ranger.
- Tough & Charismatic* Animal Art, Drug Dealer, Crime Lord, Undercover Police.

Creation

Vocation: Agricultural, Environmental, Manufacturing, Military.

Occupation: Adventurer (Modern), Blue Collar (Modern), Commoner (Archaic), Law Enforcement (Modern), Military (Modern), Rural (Modern), Sailor (Archaic), Warrior (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d10	5 + ½ character level	3 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+0	+0	Talent	+1	+0
2 nd	+1	+2	+0	+0	Feat	+2	+0
3 rd	+2	+2	+1	+1	Talent	+2	+1
4 th	+3	+2	+1	+1	Feat	+3	+1
5 th	+3	+3	+1	+1	Talent	+3	+1
6 th	+4	+3	+2	+2	Feat	+3	+2
7 th	+5	+4	+2	+2	Talent	+4	+2
8 th	+6	+4	+2	+2	Feat	+4	+2
9 th	+6	+4	+3	+3	Talent	+5	+3
10 th	+7	+5	+3	+3	Feat	+5	+3

Class Skills: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

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

Class Talents:

- Damage Reduction* The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms.
- Energy Resistance* The character is particularly resistant to certain kinds of deadly energy effects.
- Unbreakable* The character is particularly resilient and robust.

Advancement

Bodyguard (Modern), Daredevil (Modern), Ranger (Archaic).

Smart Hero (Intelligence Base Class)

A Smart Hero is the ideal base class for characters with *intelligence* as their dominant ability.

- Smart* Accountant, Administrator, Alchemist, Clerk, Copywriter, Scholar/Student.
- Smart & Strong* Engineer, Government Agent, Mechanic, Military Technical.
- Smart & Fast* Astronaut, Career Criminal, Conjurer, Demolition Expert, Diver, Explorer, Field Agent.
- Smart & Tough* Archaeologist, Blank Marketeer, Craftsman, Fence, Field Scientist, Terrorist.
- Smart & Dedicated* Cartoonist, Cartographer, Computer Programmer, Doctor, Journalist, Librarian, Seer, Technician, Paramedic, Scientist, Stockbroker.
- Smart & Charismatic* Advertiser, Aristocrat, Enchanter, Lawyer, Illusionist, Lecturer, Magazine columnist, Manager, Novelist, Polititian, Professor, Teacher.

Creation

Vocation: Academic, Engineering, Scientific, Supernatural.

Occupation: Academic (Modern), Adept (Archaic), Entrepreneur (Modern), Expert/Scholar (Archaic), Investigative (Modern), Student (Modern), Technician (Modern), White Collar (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d6	5 + ½ character level	9 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+1	Talent	+0	+1
2 nd	+1	+0	+0	+2	Feat	+1	+1
3 rd	+1	+1	+1	+2	Talent	+1	+1
4 th	+2	+1	+1	+2	Feat	+1	+2
5 th	+2	+1	+1	+3	Talent	+2	+2
6 th	+3	+2	+2	+3	Feat	+2	+2
7 th	+3	+2	+2	+4	Talent	+2	+3
8 th	+4	+2	+2	+4	Feat	+3	+3
9 th	+4	+3	+3	+4	Talent	+3	+3
10 th	+5	+3	+3	+5	Feat	+3	+4

Class Skills: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

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

Class Talents:

- Research* The character has a natural aptitude for study and fact-finding.
- Strategy* The character has the brainpower to see solutions in most situations.

Advancement

Field Scientist (Modern), Techie (Modern), Wizard (Archaic).

14 CLASSES

Classically MODERN

Dedicated Hero (Wisdom Base Class)

A Dedicated Hero is the ideal base class for characters with *wisdom* as their dominant ability.

Dedicated Cleric, Mystic.

Dedicated & Strong Body Guard, Builder, Farmer, Fireman, Inquisitor, Paladin, Policeman, Warrior Monk, Witch Hunter.

Dedicated & Fast Carter, Driver, Extreame, Navigator, Pilot, Sportsman, Wilderness Tracker.

Dedicated & Tough Activist, Cultist, Druid, Enforcer, Investigator, Ranger.

Dedicated & Smart Cartoonist, Cartographer, Computer Programmer, Doctor, Journalist, Librarian, Seer, Technician, Paramedic, Scientist, Stockbroker.

Dedicated & Charismatic Artist, Dancer, Musician, Photographer, Priest, Postman, Salesman, Reporter.

Creation

Vocation: Artistry, Medical, Philosophical, Supernatural.

Occupation: Adept (Archaic), Creative (Modern), Doctor (Modern), Emergency Services (Modern), Expert/Scholar (Archaic), Religious (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d6	5 + ½ character level	5 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+1	Talent	+0	+1
2 nd	+1	+0	+0	+2	Feat	+1	+1
3 rd	+1	+1	+1	+2	Talent	+1	+1
4 th	+2	+1	+1	+2	Feat	+1	+2
5 th	+2	+1	+1	+3	Talent	+2	+2
6 th	+3	+2	+2	+3	Feat	+2	+2
7 th	+3	+2	+2	+4	Talent	+2	+3
8 th	+4	+2	+2	+4	Feat	+3	+3
9 th	+4	+3	+3	+4	Talent	+3	+3
10 th	+5	+3	+3	+5	Feat	+3	+4

Class Skills: Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

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

Class Talents:

Empathic The character's innate talents give him or her a great capacity for empathy.

Healing The character has a talent for healing.

Insight The character's innate insightfulness serves her well.

Advancement

Cleric (Archaic), Field Medic (Modern), Investigator (Modern).

Charismatic Hero (Charisma Base Class)

A Charismatic Hero is the ideal base class for characters with *charisma* as their dominant ability.

Charismatic Merchant, Diplomat.

Charismatic & Strong Animal Handler, Action Movie Star, Crime Lord, Physical Trainer, Strongman.

Charismatic & Fast Clown, Conman, Dilettante, Photojournalist, Prostitute, Relic Hunter, Spy, Stage Magician.

Charismatic & Tough Animal Art, Drug Dealer, Crime Lord, Undercover Police.

Charismatic & Smart Advertiser, Aristocrat, Enchanter, Lawyer, Illusionist, Lecturer, Magazine columnist, Manager, Novelist, Politician, Professor, Teacher.

Charismatic & Dedicated Artist, Dancer, Musician, Photographer, Priest, Postman, Salesman, Reporter.

Creation

Vocation: Commercial, Diplomatic, Entertainment, Service.

Occupation: Aristocrat/Merchant (Archaic), Celebrity (Modern), Dilettante (Modern), Entertainer/Wanderer (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d6	5 + ½ character level	7 + Int modifier (x4 at 1 st level)

Starting Feats: Simple Weapons Proficiency.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+1	+0	Talent	+0	+2
2 nd	+1	+2	+2	+0	Feat	+1	+2
3 rd	+1	+2	+2	+1	Talent	+1	+2
4 th	+2	+2	+2	+1	Feat	+1	+3
5 th	+2	+3	+3	+1	Talent	+2	+3
6 th	+3	+3	+3	+2	Feat	+2	+3
7 th	+3	+4	+4	+2	Talent	+2	+4
8 th	+4	+4	+4	+2	Feat	+3	+4
9 th	+4	+4	+4	+3	Talent	+3	+4
10 th	+5	+5	+5	+3	Feat	+3	+5

Class Skills: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

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

Class Trees:

Charm The character has an innate talent for being charming and captivating.

Fast-Talk The character has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Leadership The character has a talent for leadership and inspiration.

Advancement

Negotiator (Modern), Personality (Modern), Sorcerer (Archaic).

MODERN ADVANCED CLASSES

Soldier (Modern Advanced Class)

A soldier is a member of an army, especially a private or an NCO.

Creation

Prerequisites: Base Attack Bonus +3, Knowledge (tactics): 3 ranks, Feats: Personal Firearms Proficiency.

Vocation: Military.

Occupation: Athlete (Modern), Law Enforcement (Modern), Military (Modern), Warrior (Archaic).

Base Class: Strong Hero.

Characteristics

Hit Die	Action Points	Skill Points					
1d10	6 + ½ character level	5 + Int modifier					
Base				Class	Defence	Reputation	
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Features	Bonus	Bonus
1 st	+0	+1	+1	+0	Talent	+1	+0
2 nd	+1	+2	+2	+0	Talent	+1	+0
3 rd	+2	+2	+2	+1	Feat	+2	+0
4 th	+3	+2	+2	+1	Talent	+2	+0
5 th	+3	+3	+3	+1	Talent	+3	+1
6 th	+4	+3	+3	+2	Feat	+3	+1
7 th	+5	+4	+4	+2	Talent	+4	+1
8 th	+6	+4	+4	+2	Talent	+4	+1
9 th	+6	+4	+4	+3	Feat	+5	+2
10 th	+7	+5	+5	+3	Talent	+5	+2

Class Skills: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/_Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

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

Class Talents:

Tactical Awareness The character can react quickly and aid others in combat.

Weapon Master The character excels when using a signature weapon.

Advancement

Advanced Class: Fighter (Archaic), Soldier Martial Artist (Modern).

Prestige Class: Divine Warrior (Archaic), Equine Master (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Martial Artist (Modern Advanced Class)

A Martial Artist is adept at unarmed combat, especially fighting sports such as judo or karate.

Creation

Prerequisites: Base Attack Bonus +3, Jump: 3 ranks, Feats: Combat Martial Arts, Defensive Martial Arts.

Vocation: Athletic, Military.

Occupation: Athlete (Modern), Law Enforcement (Modern), Military (Modern), Warrior (Archaic).

Base Class: Strong Hero.

Characteristics

Hit Die	Action Points	Skill Points					
1d8	6 + ½ character level	3 + Int modifier					
Base				Class	Defence	Reputation	
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Features	Bonus	Bonus
1 st	+1	+0	+2	+0	Talent	+1	+0
2 nd	+2	+0	+3	+0	Talent	+2	+0
3 rd	+3	+1	+3	+1	Feat	+2	+0
4 th	+4	+1	+4	+1	Talent	+3	+0
5 th	+5	+1	+4	+1	Talent	+4	+1
6 th	+6	+2	+5	+2	Feat	+4	+1
7 th	+7	+2	+5	+2	Talent	+5	+1
8 th	+8	+2	+6	+2	Talent	+6	+1
9 th	+9	+3	+6	+3	Feat	+6	+2
10 th	+10	+3	+7	+3	Talent	+7	+2

Class Skills: Balance (Dex), Climb (Str), 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).

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

Class Talents:

Living Weapon The character has trained his or her body as a weapon.

Martial Strike The character has talents that grant special unarmed manouvers in combat.

Advancement

Advanced Class: Fighter (Archaic), Soldier (Modern).

Prestige Class: Monk (Archaic), Slayer (Archaic).

Gunslinger (Modern Advanced Class)

A Gunslinger is adept at the use of firearms and surviving a firefight.

Creation

Prerequisites: Base Attack Bonus +2, Slight of Hand: 3 ranks, Tumble: 6 ranks. Feats: Personal Firearms Proficiency.

Vocation: Athletic, Civic.

Occupation: Athlete (Modern), Rake (Archaic), Woodsman/Yeoman (Archaic).

Base Class: Fast Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d10	6 + ½ character level	5 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+1	+1	Talent	+1	+0
2 nd	+1	+0	+2	+2	Talent	+1	+0
3 rd	+2	+1	+2	+2	Feat	+2	+1
4 th	+3	+1	+2	+2	Talent	+2	+1
5 th	+3	+1	+3	+3	Talent	+3	+1
6 th	+4	+2	+3	+3	Feat	+3	+2
7 th	+5	+2	+4	+4	Talent	+4	+2
8 th	+6	+2	+4	+4	Talent	+4	+2
9 th	+6	+3	+4	+4	Feat	+5	+3
10 th	+7	+3	+5	+5	Talent	+5	+3

Class Skills: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

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

Class Talents:

Firearm The character excels when using a signature *Mastery* firearm.

Cover The character was a talent at spotting the safest *Awareness* and most beneficial places to be during a firefight.

Advancement

Advanced Class: Infiltrator (Modern), Rogue (Archaic).

Prestige Class: Equine Master (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Infiltrator (Modern Advanced Class)

An infiltrator is an expert at entering an are without being noticed, spotting potential hazards, and using the situation to his or her advantage.

Creation

Prerequisites: Base Attack Bonus +2, Hide: 6 ranks, Move Silently: 6 ranks

Vocation: Athletic, Civic.

Occupation: Athlete (Modern), Criminal (Modern).

Base Class: Strong Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + ½ character level	7 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+2	+0	Talent	+1	+1
2 nd	+1	+0	+3	+0	Talent	+2	+1
3 rd	+1	+1	+3	+1	Feat	+2	+1
4 th	+2	+1	+4	+1	Talent	+3	+2
5 th	+2	+1	+4	+1	Talent	+4	+2
6 th	+3	+2	+5	+2	Feat	+4	+2
7 th	+3	+2	+5	+2	Talent	+5	+3
8 th	+4	+2	+6	+2	Talent	+6	+3
9 th	+4	+3	+6	+3	Feat	+6	+3
10 th	+5	+3	+7	+3	Talent	+7	+4

Class Skills: 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).

Class Feats: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

Class Talents:

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

Improvise The character is good at improvising in any situation or environment.

Sweep The character has talents that help to search and secure an area.

Advancement

Advanced Class: Gunslinger (Modern), Rogue (Archaic).

Prestige Class: Slayer (Archaic).

Daredevil (Modern Advanced Class)

A daredevil is a reckless, daring individual who relies on instinct and adrenaline to overcome hazards.

Creation

Prerequisites: Base Attack Bonus +2, Concentration: 6 ranks, Drive: 6 ranks. Feats: Endurance

Vocation: Environmental.

Occupation: Adventurer (Modern), Rural (Modern), Sailor (Archaic).

Base Class: Tough Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d10	6 + ½ character level	5 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+0	+0	Talent	+1	+0
2 nd	+1	+3	+0	+0	Talent	+2	+0
3 rd	+1	+3	+1	+1	Feat	+2	+1
4 th	+2	+4	+1	+1	Talent	+3	+1
5 th	+2	+4	+1	+1	Talent	+4	+1
6 th	+3	+5	+2	+2	Feat	+4	+2
7 th	+3	+5	+2	+2	Talent	+5	+2
8 th	+4	+6	+2	+2	Talent	+6	+2
9 th	+4	+6	+3	+3	Feat	+6	+3
10 th	+5	+7	+3	+3	Talent	+7	+3

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

Class Feats: Acrobatic, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Brawl, Cautious, Dodge, Force Stop, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Mobility, Nimble, Spring Attack, Streetfighting, Surface Vehicle Operation, Toughness, Vehicle Dodge, Vehicle Expert.

Class Talents:

Adrenaline The character has talents give a surge of adrenaline in dire circumstances, temporarily increasing abilities or health.

Advancement

Advanced Class: Daredevil (Modern), Ranger (Archaic).

Prestige Class: Equine Master (Archaic), Monk (Archaic).

Bodyguard (Modern Advanced Class)

A bodyguard is an escort or personal guard who protects the life and wellbeing of those under his or her protection.

Creation

Prerequisites: Base Attack Bonus +2, Concentration: 6 ranks, Intimidate: 6 ranks. Feats: Personal Firearms Proficiency

Vocation: Environmental, Military.

Occupation: Law Enforcement (Modern), Military (Modern), Warrior (Archaic).

Base Class: Tough Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d12	6 + ½ character level	3 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+2	+0	Talent	+1	+0
2 nd	+1	+2	+3	+0	Talent	+1	+0
3 rd	+2	+2	+3	+1	Feat	+2	+1
4 th	+3	+2	+4	+1	Talent	+2	+1
5 th	+3	+3	+4	+1	Talent	+3	+1
6 th	+4	+3	+5	+2	Feat	+3	+2
7 th	+5	+4	+5	+2	Talent	+4	+2
8 th	+6	+4	+6	+2	Talent	+4	+2
9 th	+6	+4	+6	+3	Feat	+5	+3
10 th	+7	+5	+7	+3	Talent	+5	+3

Class Skills: Concentrate (Con), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

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

Class Talents:

Combat The character has an instinctive awareness and *Awareness* reactions while in combat.

Defensive The character has a talent that aids him or her to *Stance* protect allies while in combat.

Advancement

Advanced Class: Daredevil (Modern), Ranger (Archaic).

Prestige Class: Divine Warrior (Archaic), Monk (Archaic).

Field Scientist (Modern Advanced Class)

A field scientist is an expert who knows how that application of his or her knowledge effects those in the field.

Creation

Prerequisites: in Craft (chemical or electronic) 6 ranks, Research 6 ranks, Knowledge (earth and life sciences, physical sciences or technology) 6 ranks.

Vocation: Academic, Scientific.

Occupation: Academic (Modern), Expert/Scholar (Archaic), Investigative (Modern).

Base Class: Smart Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + ½ character level	7 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+1	+0	Talent	+0	+0
2 nd	+1	+2	+2	+0	Talent	+1	+0
3 rd	+1	+2	+2	+1	Feat	+1	+1
4 th	+2	+2	+2	+1	Talent	+1	+1
5 th	+2	+3	+3	+1	Talent	+2	+1
6 th	+3	+3	+3	+2	Feat	+2	+2
7 th	+3	+4	+4	+2	Talent	+2	+2
8 th	+4	+4	+4	+2	Talent	+3	+2
9 th	+4	+4	+4	+3	Feat	+3	+3
10 th	+5	+5	+5	+3	Talent	+3	+3

Class Skills: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Class Feats: Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Class Talents:

Scientific The character has talents that allow him or her to
Research improvise electronic devices and to create wealth through scientific research.

Street The character has talents that allow him or her to
Smart apply intelligence to combat and stressful situations.

Advancement

Advanced Class: Field Scientist (Modern), Wizard (Archaic).

Prestige Class: Druid (Archaic), Savant (Archaic).

Techie (Modern Advanced Class)

A techie is a master mechanic, able to build, repaired and jury-rig an assortment of devices.

Creation

Prerequisites: Computer Use 6 ranks, Disable Device 6 ranks, Craft (electronic or mechanical) 6 ranks

Vocation: Academic, Engineering, Scientific.

Occupation: Academic (Modern), Expert/Scholar (Archaic), Technician (Modern).

Base Class: Smart Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	7 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent	+1	+0
2 nd	+1	+0	+0	+3	Talent	+1	+0
3 rd	+1	+1	+1	+3	Feat	+2	+1
4 th	+2	+1	+1	+4	Talent	+2	+1
5 th	+2	+1	+1	+4	Talent	+3	+1
6 th	+3	+2	+2	+5	Feat	+3	+2
7 th	+3	+2	+2	+5	Talent	+4	+2
8 th	+4	+2	+2	+6	Talent	+4	+2
9 th	+4	+3	+3	+6	Feat	+5	+3
10 th	+5	+3	+3	+7	Talent	+5	+3

Class Skills: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

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

Class Talents:

Build The character can build remote-controlled robots
Robot that can serve as the character's eyes, ears, or hands.

Jury Rig The character is adept at making temporary repairs and enhancements.

Master The character is adept at creating and repairing
Mechanic electronic and mechanical devices.

Advancement

Advanced Class: Field Scientist (Modern), Wizard (Archaic).

Prestige Class: Artificer (Archaic).

Field Medic (Modern Advanced Class)

A field medic, or paramedic, is the medical assistance who arrives first at a scene, is often subject to horrific injuries, and is adept at patching victims to ensure their survival.

Creation

Prerequisites: Base Attack Bonus +2, Treat Injury: 6 ranks, Spot: 6 ranks. Feats: Surgery

Vocation: Medical, Philosophical.

Occupation: Creative (Modern), Doctor (Modern), Emergency Services (Modern).

Base Class: Dedicated Hero.

Characteristics

Hit Die	Action Points				Skill Points			
1d8	6 + ½ character level				5 + Int modifier			
	Base							
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus	
1 st	+0	+2	+0	+1	Talent	+1	+1	
2 nd	+1	+3	+0	+2	Talent	+1	+1	
3 rd	+1	+3	+1	+2	Feat	+2	+1	
4 th	+2	+4	+1	+2	Talent	+2	+2	
5 th	+2	+4	+1	+3	Talent	+3	+2	
6 th	+3	+5	+2	+3	Feat	+3	+2	
7 th	+3	+5	+2	+4	Talent	+4	+3	
8 th	+4	+6	+2	+4	Talent	+4	+3	
9 th	+4	+6	+3	+4	Feat	+5	+3	
10 th	+5	+7	+3	+5	Talent	+5	+4	

Class Skills: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Class Feats: Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

Class Talents:

Medical Mastery The character has a talent with emergency medical aid.

Medical Specialist The character has a talent with medical care and procedures.

Advancement

Advanced Class: Cleric (Archaic), Investigator (Modern).

Prestige Class: -

Investigator (Modern Advanced Class)

An investigator is an individual who is able to make a careful study of an item or area to discover facts that are not obvious to casual observers.

Creation

Prerequisites: Base Attack Bonus +2, Investigate: 6 ranks, Listen: 6 ranks, Sense Motive: 6 ranks

Vocation: Medical, Philosophical.

Occupation: Creative (Modern), Doctor (Modern), Emergency Services (Modern), Expert/Scholar (Archaic).

Base Class: Dedicated Hero.

Characteristics

Hit Die	Action Points				Skill Points			
1d6	6 + ½ character level				5 + Int modifier			
	Base							
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus	
1 st	+0	+0	+1	+1	Talent	+1	+1	
2 nd	+1	+0	+2	+2	Talent	+1	+1	
3 rd	+2	+1	+2	+2	Feat	+2	+1	
4 th	+3	+1	+2	+2	Talent	+2	+2	
5 th	+3	+1	+3	+3	Talent	+3	+2	
6 th	+4	+2	+3	+3	Feat	+3	+2	
7 th	+5	+2	+4	+4	Talent	+4	+3	
8 th	+6	+2	+4	+4	Talent	+4	+3	
9 th	+6	+3	+4	+4	Feat	+5	+3	
10 th	+7	+3	+5	+5	Talent	+5	+4	

Class Skills: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Class Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, *Subdue*.

Class Talents:

Contacts The character has a network of contacts that can help provide information or other services.

Instinctive Feeling The character has an instinctive talent at finding information when questioning witnesses or assessing an environment.

Advancement

Advanced Class: Cleric (Archaic), Field Medic (Modern).

Prestige Class: Savant (Archaic).

Personality (Modern Advanced Class)

A personality is an individual with distinctive, usually pleasing, characteristics who is often in the public eye.

Creation

Prerequisites: Base Attack Bonus +2, Diplomacy: 6 ranks, Perform (any): 6 ranks, Feats: Renown

Vocation: Diplomatic, Entertainment.

Occupation: Aristocrat/Merchant (Archaic), Celebrity (Modern), Dilettante (Modern).

Base Class: Charismatic Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + 1/2 character level	5 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+1	+0	Talent	+0	+2
2 nd	+1	+2	+2	+0	Skill*	+1	+2
3 rd	+1	+2	+2	+1	Feat	+1	+2
4 th	+2	+2	+2	+1	Talent	+1	+3
5 th	+2	+3	+3	+1	Talent	+2	+3
6 th	+3	+3	+3	+2	Feat	+2	+3
7 th	+3	+4	+4	+2	Skill*	+2	+4
8 th	+4	+4	+4	+2	Talent	+3	+4
9 th	+4	+4	+4	+3	Feat	+3	+4
10 th	+5	+5	+5	+3	Talent	+3	+5

Class Skills: Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/_Write Language (none), Speak Language (none). *At 2nd and 7th level the Personality designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

Class Feats: Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy.

Class Talents:

Fame The character is in the public eye, can gain free access or upgrades. The characters Fame also leads eventually to increased wealth.

Influence The character has a talent at influencing an audience and changing opinions.

Advancement

Advanced Class: Negotiator (Modern), Sorcerer (Archaic).

Prestige Class: Bard (Archaic).

Negotiator (Modern Advanced Class)

A negotiator is an individual adept at getting others to reach agreement by discussion and persuasion.

Creation

Prerequisites: Bluff: 6 ranks, Diplomacy: 6 ranks. Feats: Alertness

Vocation: Diplomatic.

Occupation: Celebrity (Modern).

Base Class: Charismatic Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + 1/2 character level	5 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+1	+0	+2	Talent	+0	+1
2 nd	+1	+2	+0	+3	Talent	+1	+1
3 rd	+2	+2	+1	+3	Feat	+1	+1
4 th	+3	+2	+1	+4	Talent	+1	+2
5 th	+3	+3	+1	+4	Talent	+2	+2
6 th	+4	+3	+2	+5	Feat	+2	+2
7 th	+5	+4	+2	+5	Talent	+2	+3
8 th	+6	+4	+2	+6	Talent	+3	+3
9 th	+6	+4	+3	+6	Feat	+3	+3
10 th	+7	+5	+3	+7	Talent	+3	+4

Class Skills: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Class Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Class Talents:

Agitate The character has a talent at changing the emotions and behaviour of an individual.

Empathic Awareness The character is adept at reading the emotions of an individual and reacting accordingly.

Talk Down The character is adept at talking his or her way out of trouble.

Advancement

Advanced Class: Negotiator (Modern), Personality (Modern).

Prestige Class: Bard (Archaic).

ARCHAIC ADVANCED CLASSES

Cleric (Archaic Advanced Class)

Clerics are the primary Divine spell casters. The Cleric advanced class is similar to the core class presented in the Player's Handbook, although they can no longer create advanced FX items, this is handled by the new Artificer prestige class.

Creation

Prerequisites: Knowledge (religion): 6 ranks. Feat: Divine Orison

Vocation: Artistry, Medical, Philosophical, Supernatural.

Occupation: Adept (Archaic), Creative (Modern), Doctor (Modern), Emergency Services (Modern), Expert/Scholar (Archaic), Religious (Modern).

Base Class: Dedicated Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + ½ character level	3 + Int modifier

Initial Feats: Faith Focus^{FX}.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+0	+2	Talent & FX	+1	+1
2 nd	+1	+3	+0	+3	Talent & FX	+1	+1
3 rd	+2	+3	+1	+3	Feat & FX	+2	+1
4 th	+3	+4	+1	+4	Talent & FX	+2	+2
5 th	+3	+4	+1	+4	Talent & FX	+3	+2
6 th	+4	+5	+2	+5	Feat & FX	+3	+2
7 th	+5	+5	+2	+5	Talent & FX	+4	+3
8 th	+6	+6	+2	+6	Talent & FX	+4	+3
9 th	+6	+6	+3	+6	Feat & FX	+5	+3
10 th	+7	+7	+3	+7	Talent & FX	+5	+4

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Arcane Lore) (Int), Knowledge (Theology and Philosophy) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft^{FX} (Int), Treat Injury (Wis) and Use Magic Device^{FX} (Chr).

Class Feats: Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), *Armour Proficiency (shields)**, Archaic Melee Weapon Proficiency, Devotion Focus^{FX}, Improved Orison^{FX}.

Class Talents:

Divine Caster^{FX} A spell user who casts divine spells.

Faith^{FX} A character has talents that arise from his or her intense faith in their patron.

Healing The character has a talent for healing.

Faith Turning^{FX} A character has talents that allow him or her to channel their faith in their patron to push back or destroy unnatural creatures.

Spell Item Creation^{FX} The character has talents that allow him or her to create items with FX effects incorporated within them.

Advancement

Advanced Class: Cleric (Archaic), Field Medic (Modern), Investigator (Modern).

Prestige Class: Divine Warrior (Archaic).

Fighter (Archaic Advanced Class)

The Fighter advanced class focuses on archaic weapons and armour, leaving the unarmed combat abilities to the Martial Artist. The Fighter advanced class gains combat abilities at a faster rate than the core Fighter class presented in the Player's Handbook.

Creation

Prerequisites: Base Attack Bonus +3. Feats: Archaic Weapons Proficiency, Armour Proficiency (light)

Vocation: Athletic, Military.

Occupation: Athlete (Modern), Law Enforcement (Modern), Military (Modern), Warrior (Archaic).

Base Class: Strong Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d10	6 + ½ character level	3 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+0	+0	Feat	+0	+0
2 nd	+2	+3	+0	+0	Feat	+1	+0
3 rd	+3	+3	+1	+1	Talent	+1	+0
4 th	+4	+4	+1	+1	Feat	+1	+0
5 th	+5	+4	+1	+1	Talent	+2	+1
6 th	+6	+5	+2	+2	Feat	+2	+1
7 th	+7	+5	+2	+2	Talent	+2	+1
8 th	+8	+6	+2	+2	Feat	+3	+1
9 th	+9	+6	+3	+3	Talent	+3	+2
10 th	+10	+7	+3	+3	Feat	+3	+2

Class Skills: Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Handle Animal (Cha), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Ride (Dex), Spot (Wis), Swim (Str).

Class Feats: Advanced Two-Weapon Fighting, *Archaic Polearm Proficiency**, Armor Proficiency (medium), Armor Proficiency (heavy), *Armor Proficiency (shields)**, Cleave, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, *Mounted Archery**, *Mounted Combat**, Precise Shot, Point Blank Shot, Power Attack, Quick Draw, *Ride-By Attack**, Shot on the Run, *Spirited Charge**, Sunder, *Trample**, Two-Weapon Fighting, Weapon Finesse.

Class Talents:

Combat Awareness The character was a talent at spotting the safest and most beneficial places to be during a firefight.

Weapon Master The character excels when using a signature weapon.

Advancement

Advanced Class: Soldier (Modern), Martial Artist (Modern).

Prestige Class: Divine Warrior (Archaic), Equine Master (Archaic), Monk (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Ranger (Archaic Advanced Class)

The Ranger advanced class is the primary nature-based class. They differ from the Ranger core class from the Player's Handbook – they no longer automatically gain two-weapon fighting feats, but gain many of the Druids nature abilities. Subsumes the Barbarian.

Creation

Prerequisites: Knowledge (earth and life sciences): 6 ranks, Survival: 6 ranks. Feat: Tracking

Vocation: Environmental, Military.

Occupation: Adventurer (Modern), Law Enforcement (Modern), Military (Modern), Rural (Modern), Warrior (Archaic).

Base Class: Tough Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d10	6 + ½ character level	5 + Int modifier

Initial Feats: Battle Focus^{FX} or Trail Focus^{FX}.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+0	+0	Talent	+0	+0
2 nd	+2	+3	+0	+0	Talent & FX	+1	+0
3 rd	+3	+3	+1	+1	Feat & FX	+1	+0
4 th	+4	+4	+1	+1	Talent	+1	+0
5 th	+5	+4	+1	+1	Talent & FX	+2	+1
6 th	+6	+5	+2	+2	Feat & FX	+2	+1
7 th	+7	+5	+2	+2	Talent	+2	+1
8 th	+8	+6	+2	+2	Talent & FX	+3	+1
9 th	+9	+6	+3	+3	Feat & FX	+3	+2
10 th	+10	+7	+3	+3	Talent	+3	+2

Class Skills: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (earth and life sciences) (Int), Listen (Wis), Move Silently (Dex), Navigate (Wis), Profession (Wis), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), Swim (Str), Sleight of Hand (Dex), Survival (Wis), and Treat Injury (Wis).

Class Feats: Advanced Two Weapon Fighting, Armor Proficiency (light), Armor Proficiency (medium), Battle Focus^{FX}, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Far Shot, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Precise Shot, Point Blank Shot, Quick Draw, Shot on the Run, Trail Focus^{FX}, Two-Weapon Fighting, Weapon Finesse.

Class Talents:

Damage Reduction The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms

Favoured Enemy The character has talents that aid when dealing with signature enemy creatures.

Nature Caster^{FX} The character can cast spells using Nature Magic.

Nature's Friend^{FX} A character has talents that allow him or her to understand and interact with nature.

Nature Turning^{FX} A character has talents that allow him or her to channel their faith in their patron to push back or destroy natural creatures.

Unbreakable The character is particularly resilient and robust.

Advancement

Advanced Class: Bodyguard (Modern), Daredevil (Modern).

Prestige Class: Druid (Archaic), Equine Master (Archaic), Mystical Warrior (Archaic), Spell Shaper (Archaic).

Rogue (Archaic Advanced Class)

The Rogue advanced class retains its role as the master of stealth. It remains largely unchanged from the class in the Player's handbook other than having increased customisation and flexibility.

Creation

Prerequisites: Knowledge (streetwise): 6 Ranks, Move Silently: 6 Ranks. Feat: Defensive Martial Arts

Vocation: Athletic, Civic.

Occupation: Athlete (Modern), Criminal (Modern), Rake (Archaic).

Base Class: Fast Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	9 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+0	+2	+0	Talent	+0	+0
2 nd	+2	+0	+3	+0	Talent	+1	+0
3 rd	+3	+1	+3	+1	Feat	+1	+0
4 th	+4	+1	+4	+1	Talent	+1	+0
5 th	+5	+1	+4	+1	Talent	+2	+1
6 th	+6	+2	+5	+2	Feat	+2	+1
7 th	+7	+2	+5	+2	Talent	+2	+1
8 th	+8	+2	+6	+2	Talent	+3	+1
9 th	+9	+3	+6	+3	Feat	+3	+2
10 th	+10	+3	+7	+3	Talent	+3	+2

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device^{FX} (Cha).

Class Feats: Archaic Weapons Proficiency, Acrobatic, Alertness, Armour Proficiency (light), Athletic, Attentive, Brawl, Cautious, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Run, Stealthy.

Class Talents:

Agitate The character has a talent at changing the emotions and behaviour of an individual.

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

Sneak Attack The character has talents that allow him or her to spot weaknesses in combat.

Streetwise The character has talents that allow him or her to use street skills in unusual ways.

Trap Use The character is adept at detecting and manipulating traps.

Advancement

Advanced Class: Gunslinger (Modern), Infiltrator (Modern).

Prestige Class: Bard (Archaic), Slayer (Archaic).

Sorcerer (Archaic Advanced Class)

The Sorcerer advanced class loses any item creation abilities, moving to a new role as a battlemage. The class has increased hit dice and attack bonuses when compared to the Wizard advanced class.

Creation

Prerequisites: Spellcraft: 6 Ranks. Feat: Innate Cantrip

Vocation: Diplomatic, Supernatural.

Occupation: Adept (Archaic), Celebrity (Modern), Entertainer/Wanderer (Archaic).

Base Class: Charismatic Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	3 + Int modifier

Initial Feats: Heritage Focus^{FX} or Elemental Focus^{FX} or Formulaic Focus^{FX}.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent & FX	+1	+0
2 nd	+1	+0	+0	+3	Talent & FX	+1	+2
3 rd	+1	+1	+1	+3	Feat & FX	+2	+2
4 th	+2	+1	+1	+4	Talent & FX	+2	+2
5 th	+2	+1	+1	+4	Talent & FX	+3	+3
6 th	+3	+2	+2	+5	Feat & FX	+3	+3
7 th	+3	+2	+2	+5	Talent & FX	+4	+3
8 th	+4	+2	+2	+6	Talent & FX	+4	+4
9 th	+4	+3	+3	+6	Feat & FX	+5	+4
10 th	+5	+3	+3	+7	Talent & FX	+5	+4

Class Skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Knowledge (arcane lore) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft^{FX} (Int) and Use Magic Device^{FX} (Cha).

Class Feats: Air Tradition^{FX}, Attentive, Cautious, Combat Expertise, Earth Tradition^{FX}, Educated, Elemental Focus^{FX}, Fire Tradition^{FX}, Force Tradition^{FX}, Formulaic Focus^{FX}, Heritage Focus^{FX}, Improved Innate Cantrip^{FX}, Legacy Focus^{FX}, Light Tradition^{FX}, Personal Firearms Proficiency, Point Blank Shot, Renown, Scholastic Focus^{FX}, Studious, Water Tradition^{FX}, Weather Tradition^{FX}.

Class Talents:

Empathic Awareness The character is adept at reading the emotions of an individual and reacting accordingly.

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

Familiar^{FX} The character has talents that allow him or her to summon a mystical familiar.

Innate Caster^{FX} An innate caster casts arcane spells instinctively.

Insight The character's innate insightfulness serves her well.

Advancement

Advanced Class: Negotiator (Modern), Personality (Modern).

Prestige Class: Artificer (Archaic), Bard (Archaic), Savant (Archaic), Spell Shaper (Archaic).

Wizard (Archaic Advanced Class)

The Wizard advanced class loses some of its combat ability but gains knowledge and research based talents. The Wizard advanced class can no longer create advanced FX items, this is handled by the new Artificer prestige class.

Creation

Prerequisites: Knowledge (Arcane lore): 6 Ranks. Feat: Arcane Cantrip.

Vocation: Academic, Scientific, Supernatural.

Occupation: Academic (Modern), Adept (Archaic), Expert/Scholar (Archaic).

Base Class: Smart Hero.

Characteristics

Hit Die	Action Points	Skill Points
1d4	6 + ½ character level	5 + Int modifier

Initial Feats: Formulaic Focus^{FX}.

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent & FX	+1	+0
2 nd	+0	+0	+0	+3	Talent & FX	+0	+2
3 rd	+1	+1	+1	+3	Feat & FX	+1	+2
4 th	+1	+1	+1	+4	Talent & FX	+1	+2
5 th	+1	+1	+1	+4	Talent & FX	+1	+3
6 th	+2	+2	+2	+5	Feat & FX	+2	+3
7 th	+2	+2	+2	+5	Talent & FX	+2	+3
8 th	+2	+2	+2	+6	Talent & FX	+2	+4
9 th	+3	+3	+3	+6	Feat & FX	+3	+4
10 th	+3	+3	+3	+7	Talent & FX	+3	+4

Class Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft^{FX} (Int), and Use Magic Device^{FX} (Cha).

Class Feats: Abjuration Tradition^{FX}, Attentive, Cautious, Conjunction Tradition^{FX}, Divination Tradition^{FX}, Educated, Enchantment Tradition^{FX}, Evocation Tradition^{FX}, Illusion Tradition^{FX}, Improved Arcane Cantrip^{FX}, Necromantic Tradition^{FX}, Renown, Scholastic Focus^{FX}, Studious, Transmutation Tradition^{FX}.

Class Talents:

Arcane Caster^{FX} A spell user who casts arcane spells.

Familiar^{FX} The character has talents that allow him or her to summon a mystical familiar.

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

Strategy The character has the brainpower to see solutions in most situations.

Spell Item Creation^{FX} The character has talents that allow him or her to create items with FX effects incorporated within them.

Street Smart The character has talents that allow him or her to apply intelligence to combat and stressful situations.

Advancement

Advanced Class: Field Scientist (Modern), Techie (Modern).

Prestige Class: Artificer (Archaic), Savant (Archaic), Spell Shaper (Archaic).

ARCHAIC PRESTIGE CLASSES

Artificer (Archaic Prestige Class)

The Artificer is a prestige class that builds on most of the other spell casting classes to allow access to more advanced FX item creation talents. Spell levels gained from the Artificer class can stack with any class that uses Arcane, Divine or Nature magic, effectively allowing higher caster levels for those classes.

Creation

Prerequisites: Craft (any): 14 ranks. Caster Level (Arcane, Divine or Nature) 6+, Talents: Spell Item Creation (any 2).

Advanced Class: Sorcerer (Archaic), Techie (Modern), Wizard (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d4	6 + ½ character level	5 + Int modifier

Base					Class Features	Defence Bonus	Reputation Bonus
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent & FX	+0	+2
2 nd	+0	+0	+0	+3	Talent & FX	+1	+2
3 rd	+1	+1	+1	+3	Feat & FX	+1	+2
4 th	+1	+1	+1	+4	Talent & FX	+1	+3
5 th	+1	+1	+1	+4	Talent & FX	+2	+3
6 th	+2	+2	+2	+5	Feat & FX	+2	+3
7 th	+2	+2	+2	+5	Talent & FX	+2	+4
8 th	+2	+2	+2	+6	Talent & FX	+3	+4
9 th	+3	+3	+3	+6	Feat & FX	+3	+4
10 th	+3	+3	+3	+7	Talent & FX	+3	+5

Class Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis), Spellcraft^{FX} (Int), and Use Magic Device^{FX} (cha).

Class Feats: Alchemical Focus^{FX}, Attentive, Cautious, Educated, Renown, Runic Focus^{FX}, Studious.

Class Talents:

- Arcane Caster^{FX}** A spell user who casts arcane spells.
- Divine Caster^{FX}** A spell user who casts divine spells.
- Master Mechanic** The character is adept at creating and repairing electronic and mechanical devices.
- Nature Caster^{FX}** The character can cast spells using Nature Magic.
- Spell Item Creator^{FX}** The character has talents that allow him or her to create items with FX effects incorporated within them.
- Unique Item Creator^{FX}** The character has talents which allow him or her to create advanced FX items

Advancement

Prestige Class: Druid (Archaic), Savant (Archaic), Spell Shaper (Archaic).

Bard (Archaic Prestige Class)

A prestige class adding mystical performance abilities and leadership talents.

Creation

Prerequisites: Perform: 8 Ranks, Allegiance: not Lawful

Advanced Class: Negotiator (Modern), Personality (Modern), Rogue (Archaic), Sorcerer (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	7 + Int modifier

Initial Feats: Heritage Focus^{FX}

Base					Class Features	Defence Bonus	Reputation Bonus
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+0	+2	Talent & FX	+0	+2
2 nd	+1	+0	+0	+3	Talent & FX	+1	+2
3 rd	+2	+1	+1	+3	Feat & FX	+1	+2
4 th	+3	+1	+1	+4	Talent & FX	+1	+3
5 th	+3	+1	+1	+4	Talent & FX	+2	+3
6 th	+4	+2	+2	+5	Feat & FX	+2	+3
7 th	+5	+2	+2	+5	Talent & FX	+2	+4
8 th	+6	+2	+2	+6	Talent & FX	+3	+4
9 th	+6	+3	+3	+6	Feat & FX	+3	+4
10 th	+7	+3	+3	+7	Talent & FX	+3	+5

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Slight of Hand (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft^{FX} (Int), Tumble (Dex), Use Magic Device^{FX} (Cha).

Class Feats: Alertness, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (shields), Archaic Melee, Weapon Proficiency, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Dervish Tradition^{FX}, Educated, Legacy Focus^{FX}, Song Tradition^{FX}, Trustworthy.

Class Talents:

- Arcane Caster^{FX}** A spell user who casts arcane spells.
- Charm** The character has an innate talent for being charming and captivating.
- Divine Caster^{FX}** A spell user who casts divine spells.
- Fast Talk** The character has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.
- Innate Caster^{FX}** An innate caster casts arcane spells instinctively.
- Influence** The character has a talent at influencing an audience and changing opinions.
- Leadership** The character has a talent for leadership and inspiration.
- Mystical Performance^{FX}** The character can use song or poetics to produce mystical effects on those around him or her.
- Nature Caster^{FX}** The character can cast spells using Nature Magic.

Advancement

Prestige Class: Savant (Archaic), Spell Shaper (Archaic).

Divine Warrior (Archaic Prestige Class)

A prestige class that specialises the cleric to add combat, leadership and battle-healing abilities.
Subsumes both the Paladin and Blackguard.

Creation

Prerequisites: Base Attack Bonus 6+, Knowledge (Theology and Philosophy): 2 ranks. Feat: Cleave, Sunder. A Divine Warrior must have made peaceful contact with an outsider or other powerful individual with a matching Allegiance.

Advanced Class: Body Guard (Modern), Cleric (Archaic), Fighter (Archaic), Soilder (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d10	6 + ½ character level	3 + Int modifier

Initial Feats: Battle Focus^{FX}.

Base									
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus		
1 st	+1	+2	+0	+0	Talent	+0	+0		
2 nd	+2	+3	+0	+0	Talent & FX	+1	+0		
3 rd	+3	+3	+1	+1	Feat	+1	+0		
4 th	+4	+4	+1	+1	Talent & FX	+1	+0		
5 th	+5	+4	+1	+1	Talent	+2	+1		
6 th	+6	+5	+2	+2	Feat & FX	+2	+1		
7 th	+7	+5	+2	+2	Talent	+2	+1		
8 th	+8	+6	+2	+2	Talent & FX	+3	+1		
9 th	+9	+6	+3	+3	Feat	+3	+2		
10 th	+10	+7	+3	+3	Talent & FX	+3	+2		

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (religion and philosophy) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), and Treat Injury (Wis).

Class Feats: Advanced Defensive Master, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), *Armour Proficiency (shields)**, Archaic Melee Weapon Proficiency, Archaic Polearm Proficiency, Defensive Master, Improved Defensive Master.

Class Talents:

Aura^{FX} The character has a mystical aura that provides a number of effects.

Divine Caster^{FX} A spell user who casts divine spells.

Divine Health^{FX} The character has a mystical ability to heal injuries and remove disease.

Faith Turning^{FX} A character has talents that allow him or her to channel their faith in their patron to push back or destroy unnatural creatures.

Healing The character has a talent for healing.

Leadership The character has a talent for leadership and inspiration.

Advancement

Prestige Class: Equine Master (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Druid (Archaic Prestige Class)

A prestige class that forms the natural progression for a ranger. The Druid is a specialised Nature spell caster. Druids gain the potential to turn a variety of natural creatures, but can no longer create advanced FX items, this is handled by the new Artificer prestige class.

Creation

Prerequisites: Knowledge (earth and life sciences): 8 ranks. Allegiance: any Neutral, Feat: Nature Orison

Advanced Class: Field Scientist (Modern), Ranger (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + ½ character level	5 + Int modifier

Initial Feats: Elemental Focus^{FX} or Life Focus^{FX}.

Base									
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus		
1 st	+0	+2	+0	+2	Talent & FX	+0	+0		
2 nd	+1	+3	+0	+3	Talent & FX	+1	+0		
3 rd	+2	+3	+1	+3	Feat & FX	+1	+0		
4 th	+3	+4	+1	+4	Talent & FX	+1	+0		
5 th	+3	+4	+1	+4	Talent & FX	+2	+1		
6 th	+4	+5	+2	+5	Feat & FX	+2	+1		
7 th	+5	+5	+2	+5	Talent & FX	+2	+1		
8 th	+6	+6	+2	+6	Talent & FX	+3	+1		
9 th	+6	+6	+3	+6	Feat & FX	+3	+2		
10 th	+7	+7	+3	+7	Talent & FX	+3	+2		

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (earth and life sciences) (Int), Navigate (Wis), Profession (Wis), Speak Language (Int), Spellcraft^{FX} (Int), Swim (Str), Survival (Wis), Treat Injury (Wis), and Use Magic Device^{FX} (Cha).

Bonus Feats: Air Tradition^{FX}, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (shields), Archaic Melee Weapon Proficiency, Earth Tradition^{FX}, Elemental Focus^{FX}, Force Tradition^{FX}, Fire Tradition^{FX}, Improved Orison^{FX}, Life Focus^{FX}, Light Tradition^{FX}, Trail Focus^{FX}, Water Tradition^{FX}, Weather Tradition^{FX}.

Talent Trees:

Empathic The character's innate talents give him or her a great capacity for empathy.

Nature Caster^{FX} The character can cast spells using Nature Magic.

Nature's Friend^{FX} A character has talents that allow him or her to understand and interact with nature.

Nature Turning^{FX} A character has talents that allow him or her to channel their faith in their patron to push back or destroy natural creatures.

Spell Item Creation^{FX} The character has talents that allow him or her to create items with FX effects incorporated within them.

Wild Shape^{FX} The character gains the ability to change into a Small or Medium-size animals.

Advancement

Prestige Class: Artificer (Archaic), Savant (Archaic), Spell Shaper (Archaic).

Equine Master (Archaic Prestige Class)

This is a new prestige class that fills a niche not covered by the other classes. An Equine Master is not limited to riding just horses, but is the expert at riding his or her own chosen signature mount.

The Equine Master integrates well into a non-supernatural campaign, but gains extra options when FX abilities are being used.

Creation

Prerequisites: Ride: 8 ranks.

Advanced Class: Daredevil (Modern), Fighter (Archaic), Gunslinger (Modern), Ranger (Archaic), Soilder (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + 1/2 character level	5 + Int modifier

Base					Class Features	Defence Bonus	Reputation Bonus
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+0	+2	+0	Talent & FX	+0	+0
2 nd	+1	+0	+3	+0	Talent & FX	+1	+0
3 rd	+2	+1	+3	+1	Feat & FX	+1	+0
4 th	+3	+1	+4	+1	Talent & FX	+1	+0
5 th	+3	+1	+4	+1	Talent & FX	+2	+1
6 th	+4	+2	+5	+2	Feat & FX	+2	+1
7 th	+5	+2	+5	+2	Talent & FX	+2	+1
8 th	+6	+2	+6	+2	Talent & FX	+3	+1
9 th	+6	+3	+6	+3	Feat & FX	+3	+2
10 th	+7	+3	+7	+3	Talent & FX	+3	+2

Class Skills: Craft (Int), Handle Animal (Cha), Knowledge (earth and life sciences) (Int), Listen (Wis), Navigate (Wis), Profession (Wis), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), and Survival (Wis).

Class Feats: Archaic Polearm Proficiency*, Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (shields)*, Combat Reflexes, Dodge, Improved Initiative, Mounted Archery*, Mounted Combat*, Quick Draw, Ride-By Attack*, Shot on the Run, Spirited Charge*, Trample*, Weapon Finesse.

Talent Trees:

Equine Companion A character has talents that allow him or her to bond with a horse or other mount.

Equine Speed The character can increase his or her mount.

Mystical Mount^{FX} The character has talents that add mystical effects to aid when riding.

Advancement

Prestige Class: Divine Warrior (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Monk (Archaic Prestige Class)

The Monk, now a prestige class, the Monk loses some of its combat abilities to the Martial Artist advanced class, but gains some of the bodily control talents normally associated with the Druid core class.

Creation

Prerequisites: Base Attack Bonus 6+. Allegiance: Lawful, Feat: Advanced Combat Martial Arts.

Advanced Class: Body Guard (Modern), Daredevil (Modern), Fighter (Archaic), Martial Artist (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + 1/2 character level	4 + Int modifier

Base					Class Features	Defence Bonus	Reputation Bonus
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+0	+2	+2	+2	Talent	+1	+1
2 nd	+1	+3	+3	+3	Talent	+1	+1
3 rd	+2	+3	+3	+3	Feat	+2	+1
4 th	+3	+4	+4	+4	Talent	+2	+2
5 th	+3	+4	+4	+4	Talent	+3	+2
6 th	+4	+5	+5	+5	Feat	+3	+2
7 th	+5	+5	+5	+5	Talent	+4	+3
8 th	+6	+6	+6	+6	Talent	+4	+3
9 th	+6	+6	+6	+6	Feat	+5	+3
10 th	+7	+7	+7	+7	Talent	+5	+4

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore) (Int), Knowledge (religion and philosophy) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Class Feats: Acrobatic, Archaic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Exotic Melee Weapon Proficiency, Improved Combat Throw, Unbalance Opponent.

Class Talents:

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

Increased Speed The character can increase his or her natural base speed.

Bodily Control The character has an extreme control of his or her body.

Bodily Movement The character is capable of extreme acts of movement.

Mystical Martial Arts^{FX} The character has talents that add mystical effects to unarmed combat.

Advancement

Prestige Class: Divine Warrior (Archaic), Mystical Warrior (Archaic), Slayer (Archaic).

Mystical Warrior (Archaic Prestige Class)

A melee combatant whose attacks are enhanced by magic. This new prestige class subsumes the Arcane Archer.

Creation

Prerequisites: Base Attack Bonus 6+. Feats: Weapon Focus (Any one)

Advanced Class: Fighter (Archaic), Gunslinger (Modern), Ranger (Archaic), Soilder (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d8	6 + ½ character level	3 + Int modifier

Class Level	Base				Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1 st	+1	+2	+2	+0	Talent	+0	+0
2 nd	+2	+3	+3	+0	Talent	+1	+0
3 rd	+3	+3	+3	+1	Feat	+1	+0
4 th	+4	+4	+4	+1	Talent	+1	+0
5 th	+5	+4	+4	+1	Talent	+2	+1
6 th	+6	+5	+5	+2	Feat	+2	+1
7 th	+7	+5	+5	+2	Talent	+2	+1
8 th	+8	+6	+6	+2	Talent	+3	+1
9 th	+9	+6	+6	+3	Feat	+3	+2
10 th	+10	+7	+7	+3	Talent	+3	+2

Class Skills: Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis).

Class Feats: Advanced Two Weapon Fighting, Archaic Weapon Proficiency, Archaic Polearm Proficiency, Armor Proficiency (medium), Armor Proficiency (heavy), *Armor Proficiency (shields)**, **Battle Focus^{FX}**, Cleave, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quick Draw, Shot on the Run, Sunder, Two-Weapon Fighting, Weapon Finesse.

Class Talents:

Arcane Caster^{FX} A spell user who casts arcane spells.

Cover Awareness The character was a talent at spotting the safest and most beneficial places to be during a firefight.

Innate Caster^{FX} An innate caster casts arcane spells instinctively.

Damage Reduction The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms

Mystical Projectile^{FX} The character has talents that add mystical effects to projectiles used in ranged combat.

Mystical Weapon^{FX} The character has talents that add mystical effects to weapons used in melee combat.

Nature Caster^{FX} The character can cast spells using Nature Magic.

Advancement

Prestige Class: Divine Warrior (Archaic), Equine Master (Archaic), Slayer (Archaic).

Savant (Archaic Prestige Class)

A renamed Loremaster, the savant adds knowledge and lore abilities to any spell-casting class.

Creation

Prerequisites: Knowledge (arcane): 8 ranks. Knowledge (any other two): 8 ranks. Caster Level (any) 4+

Advanced Class: Field Scientist (Modern), Investigator (Modern), Sorcerer (Archaic), Wizard (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d4	6 + ½ character level	5 + Int modifier

Class Level	Base					Class Features	Defence Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save				
1 st	+0	+0	+0	+2	Talent & FX	+0	+2	
2 nd	+1	+0	+0	+3	Talent & FX	+1	+2	
3 rd	+1	+1	+1	+3	Feat & FX	+1	+2	
4 th	+2	+1	+1	+4	Talent & FX	+1	+3	
5 th	+2	+1	+1	+4	Talent & FX	+2	+3	
6 th	+3	+2	+2	+5	Feat & FX	+2	+3	
7 th	+3	+2	+2	+5	Talent & FX	+2	+4	
8 th	+4	+2	+2	+6	Talent & FX	+3	+4	
9 th	+4	+3	+3	+6	Feat & FX	+3	+4	
10 th	+5	+3	+3	+7	Talent & FX	+3	+5	

Class Skills: Concentration (Con), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (any) (Int), Perform (Cha), Profession (Wis), Research (Int), Speak Language, **Spellcraft^{FX}** (Int), Read/Write Language (none), and **Use Magic Device^{FX}** (Cha).

Class Feats: Attentive, Cautious, Educated, Renown, Studious.

Class Talents:

Arcane Caster^{FX} A spell user who casts arcane spells.

Divine Caster^{FX} A spell user who casts divine spells.

Innate Caster^{FX} An innate caster casts arcane spells instinctively.

Mystical Secret In his or her studies, the character has stumbled upon all sorts of mystical knowledge and secrets.

Nature Caster^{FX} The character can cast spells using Nature Magic.

Insight The character's innate insightfulness serves her well.

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

Sage Knowledge The character has a talent at using research to find answers to questions.

Advancement

Prestige Class: Artificer (Archaic), Druid (Archaic), Spell Shaper (Archaic).

Slayer (Archaic Prestige Class)

A prestige class formed from both the assassin and the shadow dancer, the slayer adds minor arcane spell casting abilities and death-dealing talents.

Creation

Prerequisites: Move Silently: 8 Ranks, Hide: 8 Ranks. Feats: Dodge, Mobility, Combat Reflexes.

Advanced Class: Fighter (Archaic), Gunslinger (Modern), Infiltrator (Modern), Rogue (Archaic), Soilder (Modern).

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	5 + Int modifier

Initial Feats: Shadow Focus^{FX}.

Base							
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus
1 st	+0	+0	+2	+0	Talent	+1	+0
2 nd	+1	+0	+3	+0	Talent	+1	+0
3 rd	+2	+1	+3	+1	Feat	+2	+1
4 th	+3	+1	+4	+1	Talent	+2	+1
5 th	+3	+1	+4	+1	Talent	+3	+1
6 th	+4	+2	+5	+2	Feat	+3	+2
7 th	+5	+2	+5	+2	Talent	+4	+2
8 th	+6	+2	+6	+2	Talent	+4	+2
9 th	+6	+3	+6	+3	Feat	+5	+3
10 th	+7	+3	+7	+3	Talent	+5	+3

Class Skills: Balance (Dex), Climb (Str), Craft (pharmaceutical) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Navigate (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device^{FX} (Cha).

Class Feats: Acrobatic, Alertness, Armor Proficiency (light), Archaic Weapons Proficiency, Athletic, Attentive, Cautious, Defensive Martial Arts, Elusive Target, Exotic Melee Weapon Proficiency, Meticulous, Mobility, Nimble, Run, Stealthy.

Class Talents:

Arcane Caster^{FX} A spell user who casts arcane spells.

Focused Attack The character has talents that allow his or her attacks to cause a number of additional effects on the victim.

Poison Lore A character has a talent at using and resisting posion.

Sneak Attack The character has talents that allow him or her to spot weaknesses in combat

Shadow Manipulation^{FX} The character has talents that allow him or her to manipulate shadows.

Shadow Movement^{FX} The character has talents that allow him or her to move through shadows.

Advancement

Prestige Class: Divine Warrior (Archaic), Equine Master (Archaic), Mystical Warrior (Archaic).

Spell Shaper (Archaic Prestige Class)

A spell-caster specialised at manipulating, shaping, and controlling magic, abilities not now available to the other spell-casting classes.

Creation

Prerequisites: Caster Level (Arcane, Divine, Innate, or Nature) 5+. Talents: Improved Arcane Magic, Improved Divine Magic, Improved Innate Magic, or Improved Nature Magic.

Advanced Class: Ranger (Archaic), Sorcerer (Archaic), Wizard (Archaic).

Characteristics

Hit Die	Action Points	Skill Points
1d6	6 + ½ character level	3 + Int modifier

Base								
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Reputation Bonus	
1 st	+0	+1	+1	+1	Talent & FX	+0	+0	
2 nd	+1	+2	+2	+2	Talent & FX	+1	+0	
3 rd	+1	+2	+2	+2	Feat & FX	+1	+1	
4 th	+2	+2	+2	+2	Talent & FX	+1	+1	
5 th	+2	+3	+3	+3	Talent & FX	+2	+1	
6 th	+3	+3	+3	+3	Feat & FX	+2	+2	
7 th	+3	+4	+4	+4	Talent & FX	+2	+2	
8 th	+4	+4	+4	+4	Talent & FX	+3	+2	
9 th	+4	+4	+4	+4	Feat & FX	+3	+3	
10 th	+5	+5	+5	+5	Talent & FX	+3	+3	

Class Skills: Concentration (Con), Knowledge (arcane lore) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), and Spellcraft^{FX} (Int).

Class Feats: Attentive, Cautious, Combat Expertise, Educated, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Class Talents:

Arcane Caster^{FX} A spell user who casts arcane spells.

Casting Mastery^{FX} The character has improved talent at creating FX effects.

Divine Caster^{FX} A spell user who casts divine spells.

Enhanced FX^{FX} The character has talents that allow FX effects to be enhanced in a number of ways.

Innate Caster^{FX} An innate caster casts arcane spells instinctively.

Nature Caster^{FX} The character can cast spells using Nature Magic.

Advancement

Prestige Class: Artificer (Archaic), Druid (Archaic), Savant (Archaic).

TALENT TREES

Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated. Talents are considered to be extraordinary abilities. Some talents have prerequisites that must be met before selection.

Talent Tree	Classes	Description
Adrenaline	<i>Daredevil</i>	The character has talents give a surge of adrenaline in dire circumstances, temporarily increasing abilities or health.
Agitate	<i>Negotiator, Rogue</i>	The character has a talent at changing the emotions and behaviour of an individual.
Arcane Caster ^{FX}	<i>Artificer, Bard, Mystical Warrior, Savant, Slayer, Spell Shaper, Wizard</i>	A spell user who casts arcane spells.
Aura ^{FX}	<i>Divine Warrior</i>	The character has a mystical aura that provides a number of effects.
Bodily Control	<i>Monk</i>	The character has an extreme control of his or her body.
Bodily Movement	<i>Monk</i>	The character is capable of extreme acts of movement.
Build Robot	<i>Techie</i>	The character can build remote-controlled robots that can serve as the character's eyes, ears, or hands.
Casting Mastery ^{FX}	<i>Spell Shaper</i>	The character has improved talent at creating FX effects.
Charm	<i>Bard, Charismatic Hero</i>	The character has an innate talent for being charming and captivating.
Combat Awareness	<i>Bodyguard, Fighter</i>	The character has an instinctive awareness and reactions while in combat.
Contacts	<i>Investigator</i>	The character has a network of contacts that an help provide information or other services.
Cover Awareness	<i>Gunslinger, Mystical Warrior</i>	The character was a talent at spotting the safest and most beneficial places to be during a firefight.
Damage Reduction	<i>Ranger, Mystical Warrior, Tough Hero</i>	The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms
Defensive	<i>Fast Hero, Infiltrator, Monk, Rogue, Shadow Dancer, Slayer</i>	The character gains the ability to improve his or her innate defensive talents as the character attains new levels.
Defensive Awareness	<i>Bodyguard</i>	The character has a talent that aids him or her to protect allies while in combat.
Divine Caster ^{FX}	<i>Artificer, Bard, Cleric, Divine Warrior, Savant, Spell Shaper</i>	A spell user who casts divine spells.
Divine Health ^{FX}	<i>Divine Warrior</i>	The character has a mystical ability to heal injuries and remove disease.
Empathic	<i>Dedicated Hero, Druid</i>	The character's innate talents give him or her a great capacity for empathy.
Empathic Awareness	<i>Negotiator, Sorcerer</i>	The character is adept at reading the emotions of an individual and reacting accordingly.
Energy Resistance	<i>Tough Hero, Sorcerer</i>	The character is particularly resistant to certain kinds of deadly energy effects.
Enhanced FX ^{FX}	<i>Spell Shaper</i>	These talents can be selected in any order. The character has talents that allow FX effects to be enhanced in a number of ways.
Equine Companion	<i>Equine Master</i>	A character has talents that allow him or her to bond with a horse or other mount.
Equine Speed	<i>Equine Master</i>	The character can increase his or her mount.
Extreme Effort	<i>Strong Hero</i>	A character can push him or herself to make an extreme effort.
Faith ^{FX}	<i>Cleric</i>	A character has talents that arise from his or her intense faith in their patron.
Faith Turning ^{FX}	<i>Cleric, Divine Warrior</i>	A character has talents that allow him or her to channel their faith in their patron to push back or destroy unnatural creatures.
Fame	<i>Personality</i>	The character is in the public eye, can gain free access or upgrades. The characters Fame also leads eventually to increased wealth.
Familiar ^{FX}	<i>Sorcerer, Wizard</i>	The character has talents that allow him or her to summon a mystical familiar.
Fast Talk	<i>Bard, Charismatic Hero</i>	The character has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.
Favoured Enemy	<i>Ranger</i>	The character has talents that aid when dealing with signature enemy creatures.
Firearm Mastery	<i>Gunslinger</i>	The character excels when using a signature firearm.
Focused Attack	<i>Slayer</i>	The character has talents that allow his or her attacks to cause a number of additional effects on the victim.
Healing	<i>Cleric, Dedicated Hero, Divine Warrior</i>	The character has a talent for healing.
Ignore Hardness	<i>Strong Hero</i>	The character has an innate talent for finding weaknesses in objects. This allows a character to ignore some of an object's hardness when making a melee attack to break it.
Improvise	<i>Infiltrator</i>	The character is good at improvising in any situation or environment.
Increased Speed	<i>Fast Hero, Monk</i>	The character can increase his or her natural base speed.
Influence	<i>Bard, Personality</i>	The character has a talent at influencing an audience and changing opinions.
Innate Caster ^{FX}	<i>Bard, Mystical Warrior, Spell Shaper, Sorcerer, Savant</i>	An innate caster casts arcane spells instinctively.
Insight	<i>Dedicated Hero, Savant, Sorcerer</i>	The character's innate insightfulness serves her well.

Talent Tree	Classes	Description
Instinctive Feeling	<i>Investigator</i>	The character has an instinctive talent at finding information when questioning witnesses or assessing an environment.
Jury Rig	<i>Techie</i>	The character is adept at making temporary repairs and enhancements.
Leadership	<i>Bard, Charismatic Hero, Divine Warrior</i>	The character has a talent for leadership and inspiration.
Living Weapon	<i>Martial Artist</i>	The character has trained his or her body as a weapon.
Martial Strike	<i>Martial Artist</i>	The character has talents that grant special unarmed manouvers in combat.
Master Mechanic	<i>Artificer, Techie</i>	The character is adept at creating and repairing electronic and mechanical devices.
Medical Mastery	<i>Field Medic</i>	The character has a talent with emergency medical aid.
Medical Specialist	<i>Field Medic</i>	The character has a talent with medical care and procedures.
Melee Smash	<i>Strong Hero</i>	The character has an innate talent that increases melee damage.
Mystical Martial Arts ^{FX}	<i>Monk</i>	The character has talents that add mystical effects to unarmed combat.
Mystical Mount ^{FX}	<i>Equine Master</i>	The character has talents that add mystical effects to aid when riding.
Mystical Performance ^{FX}	<i>Bard</i>	The character can use song or poetics to produce mystical effects on those around him or her.
Mystical Projectile ^{FX}	<i>Mystical Warrior</i>	The character has talents that add mystical effects to projectiles used in ranged combat.
Mystical Secret ^{FX}	<i>Savant</i>	In his or her studies, the character has stumbled upon all sorts of mystical knowledge and secrets.
Mystical Weapon ^{FX}	<i>Mystical Warrior</i>	The character has talents that add mystical effects to weapons used in melee combat.
Nature Caster ^{FX}	<i>Artificer, Bard, Druid, Mystical Warrior, Ranger, Savant, Spell Shaper</i>	The character can cast spells using Nature Magic.
Nature Turning ^{FX}	<i>Druid, Ranger</i>	A character has talents that allow him or her to channel their faith in their patron to push back or destroy natural creatures.
Nature's Friend ^{FX}	<i>Druid, Ranger</i>	A character has talents that allow him or her to understand and interact with nature.
Poison Lore	<i>Slayer</i>	A character has a talent at using and resisting poison.
Profane Command ^{FX}	<i>Cleric, Divine Warrior</i>	A character has talents that allow him or her to control or punish unnatural creatures.
Research	<i>Savant, Smart Hero, Wizard</i>	The character has a natural aptitude for study and fact-finding. These talents can be selected in any order.
Sage Knowledge	<i>Savant</i>	The character has a talent at using research to find answers to questions.
Scientific Research	<i>Field Scientist</i>	The character has talents that allow him or her to improvise electronic devices and to create wealth through scientific research.
Shadow Manipulation ^{FX}	<i>Shadow Dancer</i>	The character has talents that allow him or her to manipulate shadows.
Shadow Movement ^{FX}	<i>Shadow Dancer</i>	The character has talents that allow him or her to move through shadows.
Sneak Attack	<i>Rogue, Slayer</i>	The character has talents that allow him or her to spot weaknesses in combat.
Spell Item Creation ^{FX}	<i>Artificer, Cleric, Druid, Wizard</i>	The character has talents that allow him or her to create items with FX effects incorporated within them.
Strategy	<i>Smart Hero, Wizard</i>	The character has the brainpower to see solutions in most situations.
Street Smart	<i>Field Scientist, Wizard</i>	The character has talents that allow him or her to apply intelligence to combat and stressful situations.
Streetwise	<i>Rogue</i>	The character has talents that allow him or her to use street skills in unusual ways.
Sweep	<i>Infiltrator</i>	The character has talents that help to search and secure an area.
Tactical Awareness	<i>Soldier</i>	The character can react quickly and aid others in combat.
Talk Down	<i>Negotiator</i>	The character is adept at talking his or her way out of trouble.
Trap Use	<i>Rogue</i>	The character is adept at detecting and manipulating traps.
Unbreakable	<i>Ranger, Tough Hero</i>	The character is particularly resilient and robust.
Unique Item Creation ^{FX}	<i>Artificer</i>	The character has talents which allow him or her to create advanced FX items.
Weapon Master	<i>Fighter, Soldier</i>	The character excels when using a signature weapon.
Wild Shape ^{FX}	<i>Druid</i>	The character gains the ability to change into a Small or Medium-size animals.

Class	Talent Trees
<i>Artificer</i>	Arcane Caster ^{FX} , Divine Caster ^{FX} , Master Mechanic, Nature Caster ^{FX} , Spell Item Creation ^{FX} , Unique Item Creation ^{FX}
<i>Bard</i>	Charm, Fast Talk, Influence, Leadership, Mystical Performance ^{FX}
<i>Bodyguard</i>	Combat Awareness, Defensive Awareness
<i>Charismatic Hero</i>	Charm, Fast Talk, Leadership.
<i>Cleric</i>	Divine Caster ^{FX} , Faith ^{FX} , Healing, Faith Turning ^{FX} , Profane Command ^{FX} , Spell Item Creation ^{FX}
<i>Daredevil</i>	Adrenaline
<i>Dedicated Hero</i>	Empathic, Healing, Insight.
<i>Divine Warrior</i>	Aura ^{FX} , Healing, Faith Turning ^{FX} , Profane Command ^{FX} , Leadership, Divine Caster ^{FX} , Divine Health ^{FX}
<i>Druid</i>	Empathic, Nature Caster ^{FX} , Natures Friend ^{FX} , Nature Turning ^{FX} , Wild Shape ^{FX} , Spell Item Creation ^{FX}
<i>Equine Master</i>	Equine Companion, Equine Speed, Mystical Mount ^{FX}
<i>Fast Hero</i>	Defensive, Increased Speed.
<i>Field Medic</i>	Medical Mastery, Medical Specialist
<i>Field Scientist</i>	Scientific Research, Street Smart.
<i>Fighter</i>	Combat Awareness, Weapon Master
<i>Gunslinger</i>	Firearm Mastery, Cover Awareness.
<i>Infiltrator</i>	Defensive, Sweep, Improvise
<i>Investigator</i>	Contacts, Instinctive Feeling
<i>Martial Artist</i>	Living Weapon, Martial Strike.
<i>Monk</i>	Defensive, Increased Speed, Bodily Control, Bodily Movement, Mystical Martial Arts ^{FX}
<i>Mystical Warrior</i>	Arcane Caster ^{FX} , Cover Awareness, Damage Reduction, Innate Caster ^{FX} , Mystical Projectile ^{FX} , Mystical Weapon ^{FX} , Nature Caster ^{FX}
<i>Negotiator</i>	Agitate, Empathic Awareness, Talk Down
<i>Personality</i>	Fame, Influence
<i>Ranger</i>	Damage Reduction, Favoured Enemy, Nature Caster ^{FX} , Natures Friend ^{FX} , Unbreakable
<i>Rogue</i>	Agitate, Defensive, Sneak Attack, Streetwise, Trap Use
<i>Savant</i>	Arcane Caster ^{FX} , Divine Caster ^{FX} , Innate Caster ^{FX} , Insight, Mystical Secret, Nature Caster ^{FX} , Research, Sage Knowledge
<i>Slayer</i>	Arcane Caster ^{FX} , Focused Attack, Poison Lore, Sneak Attack, Shadow Manipulation ^{FX} , Shadow Movement ^{FX} .
<i>Smart Hero</i>	Research, Strategy.
<i>Soldier</i>	Tactical Awareness, Weapon Master.
<i>Sorcerer</i>	Empathic Awareness, Energy Resistance, Familiar ^{FX} , Innate Caster ^{FX} , Insightful
<i>Spell Shaper</i>	Arcane Caster ^{FX} , Casting Mastery ^{FX} , Divine Caster ^{FX} , Enhanced Casting ^{FX} , Innate Caster ^{FX} , Nature Caster ^{FX}
<i>Strong Hero</i>	Extreme Effort, Ignore Hardness, Melee Smash.
<i>Techie</i>	Build Robot, Jury Rig, Master Mechanic
<i>Tough Hero</i>	Damage Reduction, Energy Resistance, Unbreakable.
<i>Wizard</i>	Arcane Caster ^{FX} , Familiar ^{FX} , Research, Strategy Spell Item Creation ^{FX} , Street Smart

Adrenaline (*Daredevil*)

The character has talents give a surge of adrenaline in dire circumstances, temporarily increasing abilities or health.

Fearless: The character gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Nip-Up: Stand up from a prone position as a free action that does not provoke an attack of opportunity.

Prerequisites: Fearless

Action Boost: This ability allows the character to spend 2 action points in a round. The individual can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as he or she does so before the Gamemaster reveals the result of the action.

Prerequisites: Nip-Up

Adrenaline Rush: Temporarily increase one of the character's physical ability scores (Strength, Dexterity, or Constitution). The character spends 1 action point and gets to increase the selected ability score by 1d4+1 points. This lasts for a number of rounds equal to the character's class level. At the end of the duration, the character is fatigued for 1d4+1 rounds.

Prerequisites: Action Boost

Delay Damage: Once per day delay the damage dealt by a single attack or effect for a number of rounds equal to the character's class level.

Prerequisites: Action Boost

Improved Adrenaline Rush: As per Adrenaline Rush but the character can temporarily increase two physical ability scores. At the end of the duration, the character is fatigued for 1d6+2 rounds.

Prerequisites: Adrenaline Rush

Damage Threshold: Increases the character's massive damage threshold by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.

Prerequisites: Delay Damage

Agitate (*Negotiator, Rogue*)

The character has a talent at changing the emotions and behaviour of an individual.

Agitate: The character has the ability to temporarily rattle a target (a GM character) through the use of subtle insults, slurs or misinterpreted phrases. The target must have an Intelligence score of 3 or higher to be susceptible to agitation, must be within 30 feet of the agitator, and must be able to hear and understand the agitator.

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

The target resists the agitation by making a Will saving throw (DC 10 + agitator's class level + agitator's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round. A taunt can be played on an opponent any number of times.

Sow Distrust: The character can turn one character against another. The character must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the Negotiator.

The target makes a Will save. The DC is equal to 10 + character's class level + character's Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the character uses this talent against him or her. As long as the target continues to fail the Will save, the character can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks

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the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the character to sow distrust. The character can't use this talent on allies.

Prerequisites: Diplomacy: 14 ranks

Arcane Caster^{FX}

(Artificer, Mystic Warrior, Savant, Spell Shaper, Slayer, Wizard)

A spell user who casts arcane spells. The caster is limited to a certain number of spells of each spell level per day, according to the character's casting level.

Arcane casters must prepare spells ahead of time by getting a good night's sleep and spending 1 hour each day to prepare their spells by studying a spellbook.

An arcane caster cannot prepare any spell not recorded in the character's spellbook (except for read magic, which all arcane caster can prepare from memory).

While studying, the arcane caster decides which spells to prepare. To learn, prepare, or cast a spell, an arcane caster must have an Intelligence score of at least 10 + the spell's level. An arcane caster's bonus spells are based on Intelligence. The Difficulty Class for saving throws against arcane magic spells is 10 + the spell's level + the caster's Intelligence modifier.

A character may fail when trying to cast an arcane spell while wearing armour. Chance of failure depends on the type of armour and the character's proficiency with it.

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

Caster levels from the Arcane Caster talent stack with those from Improved Arcane Caster and Advanced Arcane Caster. These talents may be taken more than once; each time the caster level of the individual increases by one, giving access the number of spells per day shown below.

Arcane Caster: Can cast minor arcane spells according to caster level, as shown on the table below.

Caster Level	Spells Per Day			
	1 st	2 nd	3 rd	4 th
1	0	—	—	—
2	1	—	—	—
3	1	0	—	—
4	1	1	—	—
5	1	1	0	—
6	1	1	1	—
7	2	1	1	0
8	2	1	1	1
9	2	2	1	1
10	2	2	2	1

Improved Arcane Caster: Can cast moderate arcane spells according to caster level, as shown on the table below.

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

Prerequisites: Arcane Caster. Arcane Caster level 3+, Knowledge (arcane lore): 2 + ½ Caster Level, Feat: Arcane Cantrip.

Advanced Arcane Caster: Can cast advanced arcane spells according to caster level, as shown on the table below.

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

Prerequisites: Improved Arcane Caster, Arcane caster level 5+, Knowledge (arcane lore): 3+Caster Level ranks.

Aura^{FX} (Divine Warrior)

The character has a mystical aura that provides a number of effects.

In order to use the talents from this tree the character must have at least one allegiance.

Detect: At will, the individual can detect opposing allegiances as a spell-like ability. This works in a similar manner to Detect Magical Aura, but detects the strength of the opposing allegiance rather the strength of the magic aura.

Blessed Aura: The individual applies his Charisma modifier (if positive) as a bonus to all saving throws.

Smite: Once per day, may attempt to smite an enemy with an opposing allegiance with one normal melee attack. She adds her Charisma modifier (if positive) to attack roll and deals 1 extra point of damage per class level. Smiting a creature that is not of an opposing allegiance has no effect but uses up the smite for that day. Smite is a supernatural ability.

Prerequisites: Divine Grace

Aura of Courage: The individual is immune to fear (magical or otherwise). Allies within 10 feet o gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Prerequisites: Smite, Allegiance: Good

Aura of Despair: Radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

Prerequisites: Smite, Allegiance: Evil

Special Mount: Can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade. This Divine Companion is usually a heavy warhorse.

Should the companion die, another cannot be called for a year and a day. The new companion has all the accumulated abilities due a companion of the character's level.

The DM will provide information about the companion that responds to the paladin's call.

Prerequisites: Aura of Courage, Allegiance: Good

Fiendish Servant: The character can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. This Divine Companion may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The companion further gains HD and special abilities based on the character's class level.

The character may have only one Divine Companion at a time. Should the companion die, he may call for another one after one year and a day. The new companion has all the accumulated abilities due to the characters class level.

Prerequisites: Aura of Despair, Allegiance: Evil.

Divine Companion

Character Level	Bonus HD	Natural Armour	Strength Adjustment	Intelligence
10 or less	+2 HD ¹	+3	+1	6
11 to 14	+4 HD ²	+5	+2	7
15 to 18	+6 HD ³	+7	+3	8
19 to 20	+8 HD ⁴	+9	+4	9

¹ **Improved Evasion.** If the companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

¹ **Share Spells.** At the character's option, he may have any spell he casts on himself also affect his companion. The companion must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the companion if it moves farther than 5 feet away and will not affect the companion again even if the servant returns to the character before the duration expires. Additionally, the character may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself. The character and the companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

¹ **Empathic Link.** The character has an empathic link with the companion out to a distance of up to one mile. The character cannot see through the companion's eyes, but they can communicate telepathically. Even intelligent companions see the world differently from humanoids, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the companion and the character, the character has the same connection to a place or an item that the companion does.

¹ **Share Saving Throws.** The companion uses its own base save or the character's, whichever is higher.

² **Speak with Master.** The character and companion can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

³ **Blood Bond.** The companion gains a +2 bonus to all attacks, checks, and saves if it witnesses the character threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

⁴ **Spell Resistance.** The companion's spell resistance equals the character's level + 5. To affect the companion with a spell, a spell caster must make a caster level check (1d20 + caster level) at least equal to the companion's spell resistance.

⁴ **Command:** The companion's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The companion can use this ability once per day per two levels of its master, and the ability functions just like the spell command (for purposes of this spell, the companion can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the companion must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the companion's daily uses.

Bodily Control (Monk)

The character has an extreme control of his or her body.

Venom Immunity: The character gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

Diamond Body: The character gains immunity to poison of all kinds. Diamond body is a supernatural ability.

Prerequisites: Venom Immunity

Purity of Body: The character gains immunity to all diseases except for magical diseases.

Prerequisites: Diamond Body

Wholeness of Body: The character can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

Prerequisites: Purity of Body

Timeless Body: The character no longer suffers ability penalties for aging and cannot be magically aged. Any penalties the character may have already suffered, however, remain in place. Bonuses still accrue, and the character still dies of old age when her time is up.

Prerequisites: Wholeness of Body

Diamond Soul: The character gains spell resistance equals level + 10.

Prerequisites: Timeless Body

Perfect Self: The character is treated as an outsider rather than as a humanoid. Additionally, the character gains damage reduction 20/+1.

Prerequisites: Diamond Soul

Bodily Movement (Monk)

The character is capable of extreme acts of movement.

When wearing armour **Bodily Movement** talents all face the arcane spell failure chance that the armour type normally imposes.

Slow Fall: The character takes damage as if a fall were 10 feet shorter than it actually is. This talent stacks, each time it is taken, reduce the falling distance by an additional 10 feet, to a maximum of a 40 foot reduction.

Free Fall: The character can use a nearby wall to slow her descent and fall any distance without harm.

Prerequisites: Slow Fall 30 foot.

Leap of the Clouds: The character's jumping distance (vertical or horizontal) is not limited according to the individual's height.

Prerequisites: Slow Fall 20 foot.

Abundant Step: The character can slip magically between spaces, as per the spell dimension door, once per day. This is a spell-like ability, and the effective casting level is one-half of the character's class level (rounded down).

Prerequisites: Slow Fall 20 foot.

Empty Body: The character can assume an ethereal state for 1 round per level per day, as per the spell etherealness. The character may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed her level. Empty body is a supernatural ability.

Prerequisites: Abundant Step.

Build Robot (Techie)

The character can build remote-controlled robots that can serve as the character's eyes, ears, or hands.

Build Diminutive Robot: The character can build remote-controlled robots that are Diminutive in size. These robots serve as the character's eyes, ears, or hands out to a predetermined distance away from the character when using one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

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

Prerequisites: Extreme Machine

Build Tiny Robot: The character can build remote-controlled robots that are Tiny or Diminutive in size.

Prerequisites: Build Diminutive Robot

Casting Mastery^{FX} (Spell Shaper)

The character has improved talent at creating FX effects.

Combat Casting: The character gets a +4 bonus to Concentration checks made to create an FX effect while on the defensive.

Spell Penetration: The character gets a +2 bonus to Caster level checks (1d20+Caster level) to beat a spell resistance.

Spell Focus: Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

The character can gain this talent multiple times. Its effects do not stack. Each time the character takes the talent, it applies to a new school of magic.

Spell Mastery: Each time an Arcane Magic caster takes this feat, choose a number of spells equal to the characters Intelligence modifier (they must be spells that the character already knows). From that point on, the character can prepare those spells without referring to a spellbook.

Prerequisite: Arcane Magic caster level 1+.

Building A Robot

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

Size	Purchase DC
Diminutive	18
Tiny	15

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

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

Size	Craft DC
Diminutive	15
Tiny	12
Components	DC Modifier
<i>Frame Shape and Locomotion (Select One)</i>	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
<i>External Components (Select One or More)</i>	
Manipulators*	+3
Audio/visual sensor	+2
<i>Remote Range (Select One)</i>	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

*Necessary for a robot built to use any skill except Listen or Spot.

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

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

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

3. Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

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

For example, wiring the electronics for the Tiny robot described above requires a check against DC 19 after 6 hours of work.

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

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

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

Charm (*Bard, Charismatic Hero*)

The character has an innate talent for being charming and captivating.

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

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

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

The character spends 1 action point to activate this talent. To make a favour check, roll a d20 and add the the character's class level. The GM sets the DC based on the scope of the favour being requested. The DC ranges from 10 for a simple favour to as high as 30 for formidable and highly dangerous, expensive, or illegal favours. The character cannot take 10 or 20 on this check, nor can the character retry the check for the same (or virtually the same) favour. Favours should help advance the plot of an adventure. A favour that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favour check.

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

Prerequisite: Charm.

Captivate: The character has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To captivate a target, the character must use an attack action and make a Charisma check (DC 15), adding the character's class level as a bonus. If the Charisma check succeeds, the target can try to resist.

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

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

Prerequisites: Charm, Favour.

Combat Awareness (*Bodyguard, Fighter*)

The character has an instinctive awareness and reactions while in combat.

Combat Sense: Designate a single opponent during an action and receive a +1 competence bonus on attacks against that opponent. The character may select a new opponent on any action.

Improved Combat Sense: As Combat Sense but the bonus increases to +2.

Prerequisites: Combat Sense, BAB 8+

Sudden Action: Once per day the character can suddenly burst into action when the situation calls for it. The character can change his or her place in the initiative order, moving higher in the count by a number less than or equal to the character's class level, as the character sees fit. The character can declare the use of this ability at the start of any round, before anyone else takes an action.

Prerequisites: Combat Sense

Improved Charge: The character can charge without having to move in a straight line. All other charge rules apply, but the character can alter his or her direction when making a charge to avoid obstacles.

Prerequisites: Combat Sense

Contacts (*Investigator*)

The character has a network of contacts that can help provide information or other services.

Low-Level Contact: The character has cultivated associates and informants. 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 contact must be an ordinary character, not a heroic character.

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

The character cannot call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the character owes him or her a favour. 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 skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Mid-Level Contact: As above, but the character gains a mid-level contact. For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 15.

Prerequisites: Low-Level Contact, Character Level 8+

High-Level Contact: As above, but the character gains a high-level contact. For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 20.

Prerequisites: Mid-Level Contact, Character Level 12+

Cover Awareness (*Gunslinger, Mystical Warrior*)

The character was a talent at spotting the safest and most beneficial places to be during a firefight.

Defensive Position: The character gains an additional +2 cover bonus to Defence and an additional +2 cover bonus on Reflex saves whenever the character has one-quarter, one-half, three-quarters, or nine-tenths cover.

Prerequisites: BAB +5

Lightning Shot: The character can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the attacker may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using lightning shot is a full-round action. The attacker can't take more than a 5-foot step and use lightning shot in the same round.

Prerequisites: Defensive Position, BAB +5

Sharp-Shooting: If the character uses a personal firearm to attack a target, the cover bonus to the target's Defence for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Prerequisites: Lightning Shot, BAB +7

Damage Reduction (*Ranger, Mystical Warrior, Tough Hero*)

The character has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms. Before the character can select a talent from this tree the character must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

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

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

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

Prerequisites: Damage reduction 1/—.

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

Prerequisites: Damage reduction 2/—.

Damage Reduction 4/—: The character ignores an additional 1 point of damage from melee and ranged weapons (DR 4/— total).

Prerequisites: Damage reduction 3/—, BAB 8+.

Damage Reduction 5/—: The character ignores an additional 1 point of damage from melee and ranged weapons (DR 5/— total).

Prerequisites: Damage reduction 4/—, BAB 11+.

Defensive (*Fast Hero, Infiltrator, Monk, Rogue, Slayer*)

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

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

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

Prerequisite: Evasion.

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

Prerequisites: Evasion, Uncanny Dodge 1.

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

The character spends 1 action point to use this talent. Once the point is spent, the character makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The character must be able to react to the attack to execute a defensive roll—if the character is immobilized, he or she can't use this talent.

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

Prerequisites: Evasion, uncanny Dodge 1.

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

Prerequisite: Evasion.

Improved Evasion: If the character with this talent is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the character suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing no or light armour.

Prerequisite: Evasion, Defensive Roll

Slippery Mind: This extraordinary ability represents the individual's ability to wriggle free from magical effects that would otherwise control or compel her. If the individual is affected by an enchantment and fails her saving throw, 1

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round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects proceed normally.

Prerequisite: Improved Evasion

Defensive Stance *(Bodyguard)*

The character has a talent that aids him or her to protect allies while in combat.

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

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

Defensive Strike: If an opponent makes a melee attack against the character and misses while the character is using the total defence option, the character can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The character gains no bonus against an opponent who doesn't attack the character or against an opponent who makes a successful attack.

Prerequisites: Harm's Way, BAB 7+

Blanket Protection: The character can use his or her expertise to provide protection for up to six allies (not including him or herself). The character spends 1 action point and takes a full-round action to issue orders and directions. Doing this provides the character's allies with a +1 insight bonus to Defence for 3 rounds.

Prerequisites: Defensive Strike, BAB 8+

Divine Caster^{FX}

(Artificer, Cleric, Divine Warrior, Savant, Spell Shaper)

A spell user who casts divine spells. When your character begins to cast Divine Magic, you may choose to have your character serve a specific deity. The character's deity influences allegiance, usable magic, values, and interaction with others.

The Difficulty Class for a saving throw against a character's spell is 10 + the spell's level + the character's Wisdom modifier. Bonus spells are based on Wisdom.

The character must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a character can prepare spells.

A divine magic user cannot cast spells from an opposing allegiance.

Caster levels from the Divine Caster talent stack with those from Improved Divine Caster and Advanced Divine Caster. These talents may be taken more than once; each time the divine caster level of the individual increases by one, giving access the number of spells per day shown below.

Divine Caster: Can cast minor divine spells according to caster level, as shown on the table below:

Caster Level	1 st	2 nd	3 rd	4 th
1	0	—	—	—
2	1	—	—	—
3	1	0	—	—
4	1	1	—	—
5	1	1	0	—
6	1	1	1	—
7	2	1	1	0
8	2	1	1	1
9	2	2	1	1
10	2	2	2	1

Improved Divine Caster: Can cast moderate divine spells according to caster level, as shown on the table below:

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

Prerequisites: Divine Caster, Divine Caster level 3+, Knowledge (theology and philosophy): 2 + ½ Caster Level, Feat: Divine Orison

Advanced Divine Caster: Can cast advanced divine spells according to caster level, as shown on the table below:

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

Prerequisites: Improved Divine Caster, Divine Caster level 5+, Knowledge (theology and philosophy): 3+Caster Level ranks.

Divine Health^{FX} *(Divine Warrior)*

The character has a mystical ability to heal injuries and remove disease.

Divine Health: The character is immune to all diseases, including magical diseases.

Lay on Hands: Each day the character can cure a total number of hit points equal to the character's Charisma bonus (if any) times class level. The character can cure themselves as well as others. The character may choose to divide her curing among multiple recipients, and he or she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the character can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. The character decides how many cure points to use as damage after successfully touching the creature.

Prerequisites: Divine Health

Remove Disease: The character can remove disease; as per the spell remove disease, once per week. Remove disease is a spell-like ability. This talent stacks; each time it is taken is it usable an extra time each week.

Prerequisites: Lay on Hands.

Empathic (*Dedicated Hero, Druid*)

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

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

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

Prerequisite: Empathy.

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

Prerequisite: Empathy.

Empathic Awareness (*Negotiator, Sorcerer*)

The character is adept at reading the emotions of an individual and reacting accordingly.

Conceal Motive: The character can add a bonus equal to his or her class level whenever he or she opposes a Sense Motive check.

React First: The Character gains the ability to react first when trying to make a deal or mediate a settlement. The character must make contact and speak to the participants prior to the start of combat. If he or she does this, he or she gains a free readied action that allows the character to make either a move or attack action if either side in the negotiation (other than the character) decides to start hostilities. The character gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Prerequisites: Conceal Motive

No Sweat: If the character spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6 and add the highest of the two to his or her d20 roll.

Prerequisites: React First

Energy Resistance (*Tough Hero, Sorcerer*)

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

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

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

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

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

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

Enhanced FX^{FX} (*Spell Shaper*)

The character has talents that allow FX effects to be enhanced in a number of ways.

Innate Magic: Innate magic casters choose their spells as they cast them. They can choose when they cast their spells whether to use Enhanced Casting talents to improve them. As with other Casters, the improved spell uses up a higher-level spell slot. If its normal casting time is 1 action, casting a Enhanced spell is a full-round action for a Caster that chooses

spells as they cast them. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting: Clerics spontaneously casting cure or inflict spells can cast Enhanced versions of them. Casting an attack-action Enhanced spell spontaneously is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Effects of Enhanced Casting talents: In all ways, an Enhanced effect operates at its original level even though it is prepared and cast as a higher-level effect. Saving throw modifications are not changed (unless stated otherwise in the talent description). The modifications made by these effects only apply to effects created directly by the talent user. A Caster cannot use an Enhanced Casting talent to alter an effect being cast from a wand, scroll, or other device.

Multiple Enhanced Casting talents: A Caster can use multiple Enhanced Casting talents on a single effect. Changes to the cost of the effect are cumulative.

Enhanced Items: With the right item creation talent, a character can store an Enhanced effect in a scroll, potion, or wand. Level limits for potions and wands apply to the effect's higher, Enhanced level. A character doesn't need the Enhanced Casting talent to activate an item storing an Enhanced effect.

Counterspelling: Whether an FX effect has been enhanced by a Enhanced Casting talent does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Empower: All variable, numeric effects of an empowered FX effect are increased by one-half. An empowered FX effect deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. FX effects without random variables are not affected.

Cost: An empowered FX effect uses up a spell slot two levels higher, costs 4 more power points, depending upon the Caster type.

Enlarge: An enlarged FX effect has its range doubled. FX effects whose ranges are not defined by distance do not have their ranges increased. An FX effect whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally.

Cost: An enlarged FX effect uses up a spell slot one level higher, costs 2 more power points, depending upon the Caster.

Extend: An extended FX effect lasts twice as long as normal. FX effects with a concentration, instantaneous, or permanent duration are not affected by this talent.

Cost: An extended FX effect uses up a spell slot one level higher, costs two more points to cast, depending upon the Caster.

Heighten: A heightened FX effect has a higher FX level than normal (up to 9th level). Unlike other meta-FX talents, Heighten FX actually increases the effective level of the FX effect that it modifies. All effects dependent on FX level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level.

Cost: The heightened FX effect is as difficult to prepare and cast as an FX effect of its heightened level.

Hide: An FX effect can be created without verbal, somatic or display components. Spells without such components are not affected.

Cost: For each component that is hidden the FX effect uses a slot one level higher, costs 2 more power points, depending upon the Caster.

Special: Song Focus FX effects cannot be created without a verbal component.

Maximize: All variable, numeric effects of a maximized FX effect are maximized. A maximized FX effect deals maximum damage, cures the maximum number of hit points, affects the

maximum number of targets, etc., as appropriate. FX effects without random variables are not affected.

Cost: A maximized FX effect uses up a spell slot three levels higher, 6 more power points, depending upon the Caster.

Special: An empowered, maximized FX effect gains the separate benefits of each talent: the maximum result plus one-half the normally rolled result.

Quicken: Creating a quickened FX effect is a free action. The character can perform another action, even creating another FX effect, in the same round as the character creates a quickened FX effect. The character may only create one quickened FX effect per round. A FX effect whose casting time is more than 1 full round cannot be quickened.

Cost: A quickened FX effect uses up a spell slot four levels or costs 8 more points to create, depending upon the Caster.

Special: Innate Casting FX effects are not quickened by this talent.

Equine Companion (Druid, Ranger)

A character has talents that allow him or her to bond with a horse or other mount.

Signature Mount: The character picks one species of animal that can be used as a mount. When riding creatures of this species the character receives a +2 insight bonus to Ride checks, and can take 10 on ride checks even when in a stressful situation.

Equine Empathy: The character can use the Handle Animal skill to alter the reaction of creatures of the same species as his or her signature mount. The skill works in the same way, and with the same difficulty, as the Diplomacy skill, but with animals and vermin instead of people.

Prerequisites: Signature Mount.

Horse Whisperer. The character can speak with any creature of the same species as his or her signature mount.

Prerequisites: Equine Empathy.

Bonded Companion

Character Level	Bonus HD	Natural Armour	Strength Adjustment	Intelligence
10 or less	+2 HD ¹	+3	+1	6
11 to 14	+4 HD ²	+5	+2	7
15 to 18	+6 HD ³	+7	+3	8
19 to 20	+8 HD ⁴	+9	+4	9

¹**Improved Evasion.** If the companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

¹**Empathic Link.** The character has an empathic link with the companion out to a distance of up to one mile. The character cannot see through the companion's eyes, but they can communicate telepathically. Even intelligent companions see the world differently from humanoids, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the companion and the character, the character has the same connection to a place or an item that the companion does.

¹**Share Saving Throws.** The companion uses its own base save or the character's, whichever is higher.

³**Blood Bond.** The companion gains a +2 bonus to all attacks, checks, and saves if it witnesses the character threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

⁴**Command.** The companion's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The companion can use this ability once per day per two levels of its naster, and the ability functions just like the spell command (for purposes of this spell, the companion can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the companion must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the companion's daily uses.

Special Bond: Can create a bond with a loyal steed belonging to the character's signature species. The character is responsible for finding the creature in the first place, and must spend 1 month getting to know the animal before a bond can be created.

Should the bonded companion die, another cannot be bonded for a year and a day. The new companion has all the accumulated abilities due a companion of the character's level.

Prerequisites: Horse Whisperer

Equine Speed (Fast Hero, Monk)

The character can increase his or her mount.

Equine Speed: The base speed of the character's increases by 10 feet.

Improved Equine Speed: The base speed of the character's mount increases by 10 feet. This talent stacks with increased speed (20 feet total).

Prerequisite: Equine speed.

Advanced Equine Speed: The base speed of the character's mount increases by 10 feet. This talent stacks with equine speed and improved equine speed (30 feet total).

Prerequisites: Equine speed, improved equine speed.

Extreme Effort (Strong Hero)

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

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

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

Prerequisite: Extreme effort.

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

Prerequisites: Extreme effort, improved extreme effort.

Faith^{FX} (Cleric)

A character has talents that arise from his or her intense faith in their patron.

Spontaneous Healing. May cast healing spells in place of another prepared spell of the same level or lower.

Special: Spontaneous Healing and Spontaneous Infliction cannot both be taken, the character may only ever take one or the other.

Prerequisites: Good or Neutral Allegiance.

Spontaneous Infliction. May cast inflict spells in place of another prepared spell of the same level or lower.

Special: Spontaneous Healing and Spontaneous Infliction cannot both be taken, the character may only ever take one or the other.

Prerequisites: Evil or Neutral Allegiance.

Divine Domain. The character has access to a single Divine Domain. Choose from among the deity's domains for your character's domains. You can only select an allegiance domain (such as Good) for your character's allegiance matches that domain.

If your character is not devoted to a particular deity, you still select a domain to represent his spiritual inclinations and abilities (but the restriction on allegiance domains still applies).

Each domain gives your character access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your character gets the granted powers of each domain selected. With access to more than one domain spell at a given spell level, the character prepares only one of them each day. If a domain spell is not on the Divine Spells list, the character can only prepare it in his domain slot.

The character may cast one domain spell for each spell Divine spell level the caster can currently use. When the character prepares a domain spell, it must come from one of the character's chosen domains.

Prerequisites: Divine Magic caster level 3+

Additional Divine Domain: Has access to a second Divine Domain.

Prerequisites: Divine Domain, Divine Magic caster level 5+

Faith Turning^{FX} (*Cleric, Divine Warrior*)

A character has talents that allow him or her to channel their faith in their patron to push back or destroy unnatural creatures.

Faith Turning is a supernatural ability that can be performed as an attack-action. It does not provoke attacks of opportunity. The character must present a holy symbol or other suitable focus of faith to perform a faith turning. Faith Turning is considered an attack.

The character affects the closest turnable creature first, and cannot turn creature that are more than 60 feet away or that have total cover relative to the character.

To perform a Faith Turning the character attempts a Charisma check to see how powerful the turning affect is (1d20 + the combatant's Charisma modifier).

Charisma Check Result	Most Powerful Creature Affected
Up to 0	Class Level -4
1-3	Class Level -3
4-6	Class Level -2
7-9	Class Level -1
10-12	Class Level
13-15	Class Level +1
16-18	Class Level +2
19-21	Class Level +3
22+	Class Level +4

If the table above indicates that one or more creature within 60 feet is affected, the character rolls 2d6 + the class level + the Charisma modifier for turning damage. That's how many total Hit Dice of creature that can be turned.

The character may ignore already turned creatures that are still within range.

Turned creatures flee away from the character by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If the character approaches within 10 feet of them, however, they overcome being turned and act normally. The character can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

If the character has twice as many class levels (or more) as the creatures have Hit Dice, the character destroys any creatures that the character would normally turn.

Note that a character who takes talents from this tree can never take talents from the Profane Command tree.

Turn Undead: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Theology and philosophy) 4+ ranks.

Turn Construct: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Arcane Lore) 8+ ranks.

Turn Outsider: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Arcane Lore) 12+ ranks, Knowledge (Theology and philosophy) 12+ ranks.

Extra Turning: Allows a character to turn or rebuke four more times per day than normal. This talent may be taken more than once, each time the character should choose of the other talents in this tree is improved.

Prerequisites: Turn Undead, Turn Construct or Turn Outsider

Fame (*Personality*)

The character is in the public eye, can gain free access or upgrades. The characters Fame also leads eventually to increased wealth.

Unlimited Access: When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the character adds a bonus equal to the character's class level.

When a character buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theatre ticket to backstage pass	20
Economy transportation to first-class	25

Royalty: The characters activities in the public eye generate extra income. This income provides a Wealth increase of +4.

Prerequisites: Unlimited Access, Reputation 6+

Greater Royalty: The characters activities in the public eye increase further, providing a second Wealth increase of +4.

Prerequisites: Royalty, Reputation 8+

Familiar^{FX} (*Sorcerer, Wizard*)

The character has talents that allow him or her to summon a mystical familiar.

Summon Familiar: May use this ability a number of times per day equal to three plus Charisma modifier.

The character can call a familiar. Doing so takes a day and uses up magical materials that cost 100 gp. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant. The character can only have one familiar at a time.

The character chooses the type of familiar he gets. As the character increases in caster level, the familiar also increases in power. In the special case of a character with both arcane and innate caster levels, the character can add those levels together to determine the power level of the familiar.

If the familiar dies, or the master chooses to dismiss it, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per caster level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

The familiar provides a mystical special ability to its master when the two are within one mile of each other. The effects of this special ability depend upon the type of familiar:

Familiar	Special
Bat	-
Cat	Master gains a +2 bonus to Move Silently checks
Hawk	-
Owl	Has low-light vision; master gains a +2 bonus on Move Silently checks
Rat	Master gains a +2 bonus to Fortitude saves
Raven	Speaks one language
Snake (Tiny)	Poisonous bite
Toad	Master gains +2 to Constitution score
Weasel	Master gains a +2 bonus on Reflex saves

Prerequisites: Arcane or Innate caster level 1+.

Familiar

Caster Level	Natural Armour	Intelligence
1-2 ¹	+1	6
3-4 ²	+2	7
5-6 ³	+3	8
7-8 ⁴	+4	9
9-10	+5	10
11-12 ⁵	+6	11
13-14 ⁶	+7	12
15-16	+8	13
17-18	+9	14
19-20	+10	15

¹**Enhanced:** The familiar has is better than a normal animal of it's type. Use the normal statistics and modify as follows:

Hit Dice: Use the higher of the familiar's Hit Dice or the masters caster level for effects related to Hit Dice.

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

Attacks: Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks.

Saving Throws & Skills: Use the normal skills for an animal of that type or the master's, whichever are better.

¹**Alertness:** The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

¹**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

¹**Share Spells:** At the master's option, he may have any spell he or she casts on themselves also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

¹**Empathic Link:** The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability. Because of the empathic link the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.

²**Touch:** The familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

³**Speak with Master:** The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication with out magical help.

⁴**Speak with Animals of Its Type:** The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

⁵**Spell Resistance:** The familiar gains spell resistance equal to the master's caster level + 5.

⁶**Scry:** The master may scry on the familiar (as if casting the spell scrying) once per day. This is a spell-like ability that requires no material components or focus.

Fast-Talk (*Bard, Charismatic Hero*)

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

Fast-Talk: The character has a way with words when attempting to con and deceive. With this talent, add the character's class level as a bonus on any Bluff, Diplomacy, or Gamble checks the character makes while attempting to lie, cheat, or otherwise bend the truth.

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

To dazzle a target, the character must use an attack action and make a Charisma check (DC 15), adding the characters class level as a bonus. If the Charisma check succeeds, the target can try to resist.

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

This talent can be selected multiple times, each time worsening the dazzled penalty by -1.

Prerequisite: Fast-talk.

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

To taunt a target, the character must use an attack action and make a Charisma check (DC 15), adding the characters class level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + character's class level + character's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round. A taunt can be played on an opponent any number of times.

Prerequisites: Fast-talk, dazzle.

Suggestion: For the cost of an action point the character can make a suggestion (as the spell) to a creature that he has already dazzled (see above). A Will saving throw (DC 13 + the performer's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

Prerequisites: Fast-talk, dazzle.

Favoured Enemy (*Ranger*)

The character has talents that aid when dealing with signature enemy creatures.

Favoured Enemy: The character may select a type of creature as a favoured enemy. Due to his extensive study of his foes and training in the proper techniques for combating them, the individual gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. The character also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the character cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

Favoured Enemies should be chosen from the following list: Aberrations, Animals, Constructs, Dragons, Elementals, Fey, Giants, Humanoid (specific type), Magical beasts, Oozes, Outsider (specific type), Plants, Undead, Vermin.

This Talent can be taken more than once. Each time it is taken the character may either select a new Favoured Enemy or increase the bonuses associated with a previously selected favoured enemy by +1, to a maximim of +5.

Firearm Mastery *(Gunslinger)*

The character excels when using a signature firearm.

Close Combat Shot: The character gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus: The character gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The attacker must choose a specific personal firearm, to which +1 is added to all attack rolls.

Prerequisites: Close Combat Shot, BAB +3

Greater Weapon Focus: The character gains +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus talent. This bonus stacks with the earlier bonus.

Prerequisites: Weapon Focus, BAB +8

Bullseye: The character is so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that their attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the character can spend 1 action point to deal +3d6 points of damage.

Prerequisites: Greater Weapon Focus, BAB +9

Focused Attack *(Slayer)*

The character has talents that allow his or her attacks to cause a number of additional effects on the victim.

If the character studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack may have an additional effect.

While studying the victim, the character can undertake other actions so long as his attention stays focused on the target and the target does not detect the character or recognize the attacker as an enemy.

Once the character has completed the 3 rounds of study, the special attack must be attempted within the next 3 rounds. If a special attack is attempted and fails (the victim makes her save) or if the character does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the character can attempt another special attack.

Stunning Attack: The attack can cause the target to become stunned. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the character's class level + the character's Intelligence modifier) against the stunning effect, the victim's is stunned for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Prerequisites: Sneak Attack +4d6

Paralysing Attack: The attack can cause the target to become paralysed. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the character's class level + the character's Intelligence modifier) against the paralysing effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the attacker. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Prerequisites: Stunning Attack

Slaying Attack: The attack can killing the target outright. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the character's class level + the character's Intelligence modifier) against the kill effect, she dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Prerequisites: Paralysing Attack

Healing *(Cleric, Dedicated Hero, Divine Warrior)*

The character has a talent for healing.

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

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

Prerequisite: Healing knack.

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

Prerequisites: Healing knack, healing touch 1.

Ignore Hardness *(Strong Hero)*

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

Ignore Hardness: The character ignores 2 point of an object's hardness.

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

Prerequisite: Ignore hardness.

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

Prerequisites: Ignore hardness, improved ignore hardness.

Improvise *(Infiltrator)*

The character is good at improvising in any situation or environment.

Improvise Implements: The character no longer takes a -4 penalty when wielding an improvised weapon, and is able to make do without proper equipment in certain circumstances. In addition the character no longer taking a -4 penalty when using the Climb and Disable Device skills without the proper tools.

Improvise Skills: The character is good at quickly adapting skills to new situations. Select a number of skills from the character's class list equal to 3 + the character's Intelligence modifier. When making a check using one of these skills, the character may take 10 even if stress and distractions would normally prevent him or her from doing so.

Prerequisites: Improved Sweep

Improvise Weapon Damage: Attacks with improvised weapons deal more damage - treat an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Prerequisites: Improved Sweep, BAB 5+

Increased Speed *(Fast Hero, Monk)*

The character can increase his or her natural base speed.

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

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

Prerequisite: Increased speed.

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

Prerequisites: Increased speed, improved increased speed.

Influence *(Personality)*

The character has a talent at influencing an audience and changing opinions.

Winning Smile: The character develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the character or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the character's words and actions. The DC is 10 + character's class level + character's Charisma bonus.

This ability doesn't enable the character to control the target, but the target perceives the character's words and actions in the most favourable way. The character can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the character or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per class level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the character compelled the target to do.

Prerequisites: Perform (Select one): 12 ranks

Compelling Performance: The character's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the character must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the character (or within 15 feet of a television, radio, or telephone that broadcasts the character's performance). The performance requires a full-round action, its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + character's class level + character's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defence. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Prerequisites: Perform (Select one): 16 ranks

Inspire Greatness: At the cost of an action point the character can inspire greatness in another creature.

To inspire greatness must hear the character speak or perform for a full round. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses. (All these bonuses are competence bonuses.)

The target gains the following boosts: * +2 Hit Dice (d10s that grant temporary hit points). * +2 competence bonus on attacks. * +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

The performance requires a full-round action, its effects on the target last for 1d4+1 rounds.

This talent stacks, each time it is taken the Inspire Greatness can affect an additional creature per performance.

Prerequisites: Perform (Select one): 17 ranks, Compelling Performance.

Innate Caster^{FX}

(Bard, Mystical Warrior, Spell Shaper, Sorcerer, Savant)

An innate caster casts arcane spells instinctively. An innate caster is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance.

Bonus spells are based on Charisma. The number of spells he can cast per day is improved by his bonus spells, if any, although the number of spells an innate caster knows is not. To learn or cast a spell, an innate caster must have a

Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against innate caster spells is 10 + the spell's level + the character's Charisma modifier.

An innate caster may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

Caster levels from the Innate Caster talent stack with those from Improved Innate Caster and Advanced Innate Caster. These talents may be taken more than once; each time the caster level of the individual increases by one, giving access the number of spells per day and spells known shown below.

Innate Caster: Minor ability to cast innate spells.

Caster Level	Spells Per Day / Known			
	1 st	2 nd	3 rd	4 th
1	0/1	—	—	—
2	1/2	—	—	—
3	1/3	—	—	—
4	1/3	0/1	—	—
5	2/3	1/2	—	—
6	2/3	1/3	—	—
7	2/3	1/3	0/1	—
8	3/3	2/3	1/2	—
9	3/3	2/3	1/2	—
10	3/3	2/3	1/3	0/1

Improved Innate Caster: Moderate ability to cast innate spells.

Caster Level	Spells Per Day/Known					
	1 st	2 nd	3 rd	4 th	5 th	6 th
4	2/3	0/1	—	—	—	—
5	3/3	1/2	—	—	—	—
6	3/4	2/3	—	—	—	—
7	3/4	2/3	0/1	—	—	—
8	3/4	3/4	1/2	—	—	—
9	3/4	3/4	2/3	—	—	—
10	3/4	3/4	2/3	0/1	—	—
11	3/4	3/4	3/4	1/2	—	—
12	3/4	3/4	3/4	2/3	—	—
13	3/4	3/4	3/4	2/3	0/1	—
14	3/4	3/4	3/4	3/4	1/2	—
15	4/4	3/4	3/4	3/4	2/3	—
16	4/4	4/4	3/4	3/4	2/3	0/1
17	4/4	4/4	4/4	3/4	3/4	1/2
18	4/4	4/4	4/4	4/4	3/4	2/3

Prerequisites: Innate Caster. Innate Caster level 3+, Spellcraft: 2 + ½ Caster Level, Feat: Innate Cantrip.

Advanced Innate Caster: Major ability to cast innate spells.

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

Prerequisites: Improved Innate Caster. Innate Caster level 5+, Spellcraft: 3+Caster Level ranks.

Insightful (*Dedicated Hero, Savant, Sorcerer*)

The character's innate insightfulness serves her well.

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

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

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis plus either faith or aware.

Instinctive Feeling (*Investigator*)

The character has an instinctive talent at finding information when questioning witnesses or assessing an environment.

Profile: By making a Gather Information check (DC 15) when talking to witnesses of a crime, the character compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The character can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the character combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

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

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the character can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Prerequisites: Profile

Sixth Sense: The character has become so attuned at solving mysteries that he or she finds ways to put two and two together and rarely misses a clue. Whenever the character spends 1 action point to improve the result of a skill check made using certain skills (see below), the character gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Prerequisites: Discern Lie

Jury Rig (*Techie*)

The character is adept at making temporary repairs and enhancements.

Jury-Rig: The character gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

Improved Jury-Rig: As Jury-rig but the bonus increases to +3.

Prerequisites: Jury Rig

Advanced Jury-Rig: As Jury-rig but the bonus increases to +4.

Prerequisites: Improved Jury Rig

Leadership (*Bard, Charismatic Hero, Divine Warrior*)

The character has a talent for leadership and inspiration.

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

The character can coordinate a number of allies equal to one-half his or her class level, rounded down (to a minimum of one ally).

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

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A character cannot inspire him or herself. The character can inspire a number of allies equal to one-half his or her class level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

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

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus. The character cannot inspire him or herself. The hero character inspire a number of allies equal to one-half his or her class level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Living Weapon (*Martial Artist*)

The character has trained his or her body as a weapon.

Living Weapon d6: The character attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the character may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a character striking unarmed. The character deals 1d6 points of damage with an unarmed strike.

Living Weapon d8: As Living Weapon, but the unarmed strike damage increases to 1d8.

Prerequisites: BAB 7+

Living Weapon d10: As Living Weapon, but the unarmed strike damage increases to 1d10.

Prerequisites: BAB 11+

Living Weapon d12: As Living Weapon, but the unarmed strike damage increases to 1d12.

Prerequisites: BAB 15+

Living Weapon d20: As Living Weapon, but the unarmed strike damage increases to 1d20.

Prerequisites: BAB 19+

Martial Strike (*Martial Artist*)

The character has talents that grant special unarmed manouvers in combat.

Flying Kick: A charge can be used to deliver a devastating flying kick to an opponent. At the end of this charge, add the character's class level as a bonus to the damage dealt with an unarmed strike.

Prerequisites: BAB 5+

Iron Fist: The character can spend 1 action point to increase the damage dealt to a single opponent with a single unarmed strike. The use of the action point is declared after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

Prerequisites: BAB 8+

Improved Iron Fist The result of the action point roll is added to all successful attacks made in a round.

Prerequisites: Iron Fist, BAB 13+

Flurry of Blows: The character gains the ability to strike with a flurry of blows at the expense of accuracy. The character must be unarmoured to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the character may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.

Prerequisites: BAB 10+

Master Mechanic (*Techie*)

The character is adept at creating and repairing electronic and mechanical devices.

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

Craft Repair DC*	Ranged (d%)	Weapons	Electronic Devices	Vehicles
15	01-25	+1 to damage or +5' range incr.	+1 equipment bonus	+1 on initiative checks
20	01-50	+2 to damage	+2 equipment bonus	+1 to manoeuvre
25	01-75	+3 to damage or +10' range incr.	+3 equipment bonus	+2 to manoeuvre

*For Vehicles add 5 to Craft DC.

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

Mastercraft: The character is adept at creating mastercraft objects. The character applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

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

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A character can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the character must also pay a cost in experience points equal to 25 x his or her class level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the character to below the minimum needed for his or her current level, then the XP can't be paid and the character can't use the mastercraft talent until he or

she gains enough additional XP to remain at his or her current level after the expenditure is made.

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

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

Prerequisites: Extreme Machine

Improved Mastercraft: The character can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected above, so that his or her mastercraft objects provide a +2 bonus.

Prerequisites: Mastercraft

Advanced Mastercraft: The character adds another +1 bonus to his or her mastercraft ability. If the character focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the character already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

Prerequisites: Improved Mastercraft

Medical Mastery (*Field Medic*)

The character has a talent with emergency medical aid.

Expert Healer: The character's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the character restores an additional 1 hit point for every class level.

Medical Mastery: When making a Treat Injury skill check, the character may take 10 even if stress and distractions would normally prevent him or her from doing so.

Prerequisites: Expert Healer

Minor Medical Miracle: The character can save a character reduced to -10 hit points or lower. If the character is able to administer aid within 3 rounds of the patient's death, he or she can make a Treat Injury check. The DC for this check is 30, and the character cannot take 10 or take 20. If the check succeeds, the patient can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the character fails the skill check or the patient fails the save, the patient can't be saved.

Prerequisites: Medical Mastery

Medical Miracle: The character can revive a patient reduced to -10 hit points or lower. If the character is able to administer aid within 3 minutes of the patient's death, he or she can make a Treat Injury check. The DC for this check is 40, and the character cannot take 10 or take 20. If the check succeeds, the patient can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the character fails the skill check or the patient fails the Fortitude save, the patient can't be restored.

Prerequisites: Minor Medical Miracle

Medical Specialist (*Field Medic*)

The character has a talent with medical care and procedures.

Medical Specialist: The character receives a +1 competence bonus on Treat Injury checks.

Improved Medical Specialist: As Medical Specialist but the bonus increases to +2.

Prerequisites: Medical Specialist

Advanced Medical Specialist: As Medical Specialist but the bonus increases to +3.

Prerequisites: Advanced Medical Specialist

Melee Smash *(Strong Hero)*

The character has an innate talent that increases melee damage.

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

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

Prerequisite: Melee smash.

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

Prerequisites: Melee smash, improved melee smash.

Mystical Martial Arts^{FX} *(Monk)*

The character has talents that add mystical effects to unarmed combat.

Awareness Defence: Add Wisdom bonus (if positive) to AC, in addition to normal Dexterity modifier. Awareness Defence represent a preternatural awareness of danger, and a individual does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on, although it is lost when immobilized or when wearing armour.

Stunning Attack: The attacker can use this ability once per round, but no more than once per level per day. The attacker must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by a stunning attack is forced to make a Fortitude saving throw (DC 10 + one-half the attacker's level + Wisdom modifier). In addition to receiving normal damage, If the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

Prerequisites: Living Weapon d6.

Quivering Palm: Can use the quivering palm attack at the cost of one action, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. The attacker must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the attacker strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the attacker can choose to try to slay the victim at any later time within 1 day per level of the attacker. The attacker merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + one-half the attacker's level + Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack (but may be affected by another one at a later time). Quivering palm is a supernatural ability.

Prerequisites: Stunning Attack, Living Weapon d10.

Mystical Mount *(Equine Master)*

The character has talents that add mystical effects to aid when riding.

Woodland Riding: The character may ride through natural thorns, briars, overgrown areas, and similar terrain at his or her mount's normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the character.

Prerequisites: Ride: 10 ranks.

Trackless Mount: The character's mount leaves no trail in natural surroundings and cannot be tracked.

Prerequisites: Woodland Riding, Ride: 12 ranks.

Dimension Stride: For the cost of an action point the character gains the ability to teleport several times to any spot within 500 ft, as per the *Dimension Door* spell. The character can teleport a number of times equal to the character's class level, but can only jump once per round, as a move action.

Prerequisites: Trackless Mount, Ride: 15 ranks.

Mystical Performance^{FX} *(Bard)*

Once per day per level, a performer can use song or poetics to produce mystical effects on those around him or her. This performance is often musical, although it can also include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf performer suffers a 20% chance to fail a Mystical Performance. If the performer fails, the attempt still counts against the daily limit.

Mystical Charm: The performer can enhance the captivate talent from Charm talent tree. On a successful captivation, the target is affected until the performance ends, and then for 1 round per level of the performer plus the performer's Charisma modifier.

Prerequisites: 8 Ranks in Perform

Mystical Fast-Talk: The performer can enhance the Dazzle and Taunt talents from Fast-Talk talent tree. When successfully using these talents, the target is affected until the performance ends, and then for 1 round per level of the performer plus the performer's Charisma modifier thereafter.

Prerequisites: 10 Ranks in Perform

Mystical Influence: The performer can enhance the Compelling Performance and Inspire Greatness talents from Influence talent tree. When successfully using these talents, a number of individuals equal to the performers class level can be affected, and the targets are affected until the performance ends, and then for 1 round per level of the performer plus the performer's Charisma modifier thereafter.

Prerequisites: 12 Ranks in Perform

Mystical Leadership: The performer can enhance the abilities of the Leadership talent tree, giving greater range and duration, in addition to affecting more allies. To be affected, an ally must hear the performance for a full round. The effect lasts as long as the performance, and for a number of rounds afterwards equal to the performers Charisma modifier after the performance ends or the ally can no longer here the performance.

Prerequisites: 15 Ranks in Perform

Mystical Projectile^{FX} *(Mystical Warrior)*

The character has talents that add mystical effects to projectiles used in ranged combat.

Enchant Projectile: Every non-magical projectile (arrow, dart, or bullet) fired becomes enchanted, gaining a +1 enhancement bonus, but only for the character with this talent. This talent stacks, increasing the enhancement bonus by +1 each time.

Seeker Shot: The attacker can launch a ranged attack once per day at a known target within range, and the attack travels to the target, even around corners. Only an unavoidable obstacle or the end of the attack's range prevents the attack's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. This is a spell-like ability.

Imbue Projectile (sp): An area spell can be placed upon a projectile. When it is fired, the spell's area is centered upon where the projectile lands, even if the spell could normally be centered only on the caster, thus increasing the spells range to that of the weapon. It takes a standard action to cast the spell and fire the weapon. The weapon must be fired in the round the spell is cast, or the spell is wasted.

Prerequisites: Enchant Projectile

Hail of Fire: In lieu of a regular attacks, once per day the attacker can fire at each and every target within range, to a maximum of one target for every class level. Each attack uses the attacker's primary attack bonus, and each enemy may only be targeted by a single attack. This is a spell-like ability.

Prerequisites: Seeker Shot, Point Blank Shot feat, Precise Shot Feat.

Phase Shot: At the cost of an action point the attacker may fire a projectile at a target within range. The projectile travels

to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A wall of force, a wall of fire, or the like stops the attack.) This ability negates cover, concealment, and equipment modifiers, but otherwise the attack is rolled normally. This is a spell-like ability.

Prerequisites: Imbue Projectile

Ranged Slayer: At the cost of an action point the attacker can enchant a projectile of slaying that forces the target, if damaged by the attack, to make a Fortitude save (DC 20) or be slain immediately. It takes one day to create a projectile of slaying, and the projectile only functions for the individual who created it. The enchantment lasts no longer than one year, and the individual can only have one such projectile in existence at a time.

Prerequisites: Phase Shot.

Mystical Secret^{FX} (*Savant*)

In his or her studies, the character has stumbled upon all sorts of mystical knowledge and secrets.

Instant Mastery: Gain 4 ranks in a skill in which the character has no ranks.

Secret Health: Gain an additional +3 hit points.

Prerequisites: Level + intelligence modifier is 2 or more.

Secrets of Inner Strength: Gain a +1 bonus to Will saves.

Prerequisites: Level + intelligence modifier is 3 or more.

The Lore of True Stamina: Gain a +1 bonus to Fortitude saves.

Prerequisites: Level + intelligence modifier is 4 or more.

Secret Knowledge: Gain a +1 bonus to Reflex saves.

Prerequisites: Level + intelligence modifier is 5 or more.

Weapon Trick: Gain a +1 bonus to attack rolls.

Prerequisites: Level + intelligence modifier is 6 or more.

Dodge Trick: Gain a +1 bonus to AC.

Prerequisites: Level + intelligence modifier is 7 or more.

Applicable Knowledge: Gain any one feat.

Prerequisites: Level + intelligence modifier is 8 or more.

Newfound Arcana: Gain 1 bonus 1st level spell as if gained through having a high ability score.

Prerequisites: Level + intelligence modifier is 9 or more.

More Newfound Arcana: Gain 1 bonus 2nd level spell as if gained through having a high ability score.

Prerequisites: Level + intelligence modifier is 10 or more.

Mystical Weapon^{FX} (*Mystical Warrior*)

The character has talents that add mystical effects to weapons used in melee combat.

Enchant Weapon When the character attacks with his or her iconic weapon (the weapon with which the Weapon Specialisation talent has been selected for) the weapon becomes enchanted, gaining a +1 enhancement bonus, but only for the character with this talent. This talent stacks, increasing the enhancement bonus by +1 each time.

Prerequisites: Weapon Specialisation

Weapon of Defending: A defender weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his Defense as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to Defense lasts until his next turn.

Prerequisites: Enchant Weapon

Weapon of Wounding: A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on).

Prerequisites: Weapon of Defending.

Dancing Weapon: At the cost of an action point, a dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for one round per +1 enhancement bonus using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action.

Special: This talent can be taken more than once, each time it is taken it increases the length of time that the weapon can dance by its enhancement bonus.

Prerequisites: Weapon of Wounding.

Nature Caster^{FX}

(*Artificer, Druid, Mystical Warrior, Ranger, Savant, Spell Shaper*)

The character can cast spells using Nature Magic. When your character becomes a nature caster, you may choose to have your character serve a specific deity. The character's deity influences allegiance, usable magic, values, and interaction with others. A nature caster cannot cast spells from an opposing allegiance.

Nature casters cast divine spells. The Difficulty Class for a saving throw against a character's spell is 10 + the spell's level + the character's Wisdom modifier. Bonus spells are based on Wisdom.

The character must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a character can prepare spells.

Caster levels from the Nature Caster talent stack with those from Improved Nature Caster and Advanced Nature Caster.

These talents may be taken more than once; each time the divine magic caster level of the individual increases by one, giving access the number of spells per day shown below.

Nature Caster: Can cast minor Nature spells according to the table below

Caster Level	Spells Per Day			
	1 st	2 nd	3 rd	4 th
1	0	—	—	—
2	1	—	—	—
3	1	0	—	—
4	1	1	—	—
5	1	1	0	—
6	1	1	1	—
7	2	1	1	0
8	2	1	1	1
9	2	2	1	1
10	2	2	2	1

Improved Nature Caster: Can cast moderate Nature spells according to the table below.

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

Prerequisites: Nature Caster, Nature Caster level 3+, Knowledge (earth and life sciences): 2 + ½ Caster Level, Feat: Nature Orison

Advanced Nature Caster: Can cast Nature spells according to the table below.

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

Prerequisites: Improved Nature Caster, Nature Caster level 5+, Knowledge (earth and life sciences): 3+Caster Level ranks.

Nature Turning^{FX} (*Druid, Ranger*)

A character has talents that allow him or her to channel their faith in their patron to push back or destroy natural creatures. Nature Turning is a supernatural ability that can be performed as an attack-action. It does not provoke attacks of opportunity. The character must present a holy symbol or other suitable focus of faith to perform a faith turning. Faith Turning is considered an attack.

The character affects the closest turnable creature first, and cannot turn creature that are more than 60 feet away or that have total cover relative to the character.

To perform a Nature Turning the character attempts a Charisma check to see how powerful the turning affect is (1d20 + the combatant's Charisma modifier).

Charisma Check Result	Most Powerful Creature Affected
Up to 0	Class Level -4
1-3	Class Level -3
4-6	Class Level -2
7-9	Class Level -1
10-12	Class Level
13-15	Class Level +1
16-18	Class Level +2
19-21	Class Level +3
22+	Class Level +4

If the table above indicates that one or more creature within 60 feet is affected, the character rolls 2d6 + the class level + the Charisma modifier for turning damage. That's how many total Hit Dice of creature that can be turned.

The character may ignore already turned creatures that are still within range.

Turned creatures flee away from the character by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If the character approaches within 10 feet of them, however, they overcome being turned and act normally. The character can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

If the character has twice as many class levels (or more) as the creatures have Hit Dice, the character destroys any creatures that the character would normally turn.

Turn Animal or Vermin: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (earth and life sciences) 4+ ranks.

Turn Magical Beast or Fay: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (earth and life sciences) 8+ ranks.

Turn Elemental: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Arcane lore) 12+ ranks, Knowledge (earth and life sciences) 12+ ranks.

Extra Turning: Allows a character to turn or rebuke four more times per day than normal. This talent may be taken more than once, each time the character should choose of the "Turn ..." talents in this tree is improved.

Prerequisites: Turn Animal or Vermin, Turn Magical Beast or Fay or Turn Elemental.

Nature's Friend^{FX} (*Druid, Ranger*)

A character has talents that allow him or her to understand and interact with nature.

Nature Sense: The character can identify plants and animals (their species and special traits) with perfect accuracy, determining whether water is safe to drink or dangerous.

Animal Empathy: The character can use the Handle Animal skill to alter the reaction of creatures with the Animal or Vermin type. The skill works in the same way, and with the same difficulty, as the Diplomacy skill, but with animals and vermin instead of people.

Speak in Tongues: The character can speak with any living creature.

Prerequisites: Animal Empathy

Woodland Stride: The character may move through natural thorns, briars, overgrown areas, and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the character.

Prerequisites: Nature Sense

Trackless Step: The character leaves no trail in natural surroundings and cannot be tracked.

Prerequisites: Woodland Stride

Tree Stride: For the cost of an action point the character gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the character enters and all others the character enters must be of the same type, must all be living, and must have girth at least equal to the character's. By moving into a tree, the character instantly knows the location of all other trees of the same type within transport range (see below) and may choose whether the character wants to pass into one or simply step back out of the tree the character moved into. The character may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

Type of Tree	Range of Transport
Oak, Ash, Yew	3,000 feet
Elm, linden	2,000 feet
Other Deciduous	1,500 feet
Any Coniferous	1,000 feet
Any Other Tree	500 feet

The character may move into a tree up to one time per class level (passing from one tree to another counts only as moving into one tree). The ability lasts until the duration is expended or the character exits a tree. Each transport is a full-round action.

The character can, at the character's option, remain within a tree without transporting, though the character is forced out when the hour ends unless the character spends another action point to maintain it. If the tree in which the character is concealed is chopped down or burned, the character is slain if the character does not exit before the process is complete.

Prerequisites: Woodland Stride

Resist Nature's Lure: The character gains a +4 bonus to saving throws against the spell-like abilities of creatures with the Fey type.

Prerequisites: Trackless Step, Speak in Tongues

Profane Command^{FX} (*Cleric, Divine Warrior*)

A character has talents that allow him or her to control or punish unnatural creatures.

Profane Command is a supernatural ability that can be performed as an attack-action. It does not provoke attacks of opportunity. The character must present a profane symbol or other suitable focus of faith to perform a faith turning. Profane Command is considered an attack.

The character channels negative energy to rebuke (awe) or command (control) the closest commandable creature first, and cannot affect creature that are more than 60 feet away or that have total cover relative to the character. To perform a Profane Command the character attempts a Charisma check to see how powerful the turning affect is (1d20 + Charisma modifier).

Charisma Check Result	Most Powerful Creature Affected
Up to 0	Class Level -4
1-3	Class Level -3
4-6	Class Level -2
7-9	Class Level -1
10-12	Class Level
13-15	Class Level +1
16-18	Class Level +2
19-21	Class Level +3
22+	Class Level +4

If the table above indicates that one or more creature within 60 feet is affected, the character rolls 2d6 + the class level + Charisma modifier for the total Hit Dice of creature that can be commanded.

The character may ignore already commanded creatures that are still within range.

A rebuked creature cowers as if in awe. (Attack rolls against the rebuked undead get a +2 bonus.) The effect lasts 10 rounds (1 minute).

A commanded creature is under the mental control of the evil cleric. The cleric must take a attack-action to give mental orders to a commanded creature. At any one time, the character may command any number of creatures whose total Hit Dice do not exceed his class level. He may voluntarily relinquish command on any commanded creature in order to command new ones.

Alternatively, an evil cleric may command a single creature with more Hit Dice than he has class levels, but he must concentrate continuously to do so (as in concentrating to maintain a spell), and he can command no other creatures at the same time.

The Character may also use Profane Command to *channel negative* energy to dispel the turning effects of others. The character makes a command check as if attempting to rebuke the undead. The two characters make opposed Charisma checks – the losers Turn or Command attempt fails, the winner follows the normal rules for turning or commanding.

The character may also bolster creatures against turning or command in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result becomes the creatures' effective Hit Dice as far as turning or command is concerned (provided the result is higher than the undeads' actual Hit Dice). The bolstering lasts 10 rounds.

Note that a character who takes talents from this tree can never take talents from the Faith Turning tree, and vice versa.

Command/Rebuke Undead: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Theology and philosophy) 4+ ranks, Allegiance: Evil or Neutral.

Command/Rebuke Construct: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Arcane Lore) 8+ ranks, Allegiance: Evil or Neutral.

Command/Rebuke Outsider: May use this ability a number of times per day equal to three plus Charisma modifier.

Prerequisites: Knowledge (Arcane Lore) 12+ ranks, Knowledge (Theology and philosophy) 12+ ranks, Allegiance: Evil or Neutral.

Extra Command/Rebuke: Allows a character to turn or rebuke four more times per day than normal. This talent may be taken more than once, each time the character should choose of the other talents in this tree is improved.

Prerequisites: Command/Rebuke Undead, Command/Rebuke Construct or Command/Rebuke Outsider

Poison Lore (*Slayer*)

A character has a talent at using and resisting poison.

Poison Use: The character is trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon.

Poison Resistance: The character gains +1 Competence bonus when saving against poison. This talent stacks, each time the bonus increases by +1.

Prerequisites: Poison Use

Research (*Savant, Smart Hero, Wizard*)

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

Savant: Select one of the skills listed in the following paragraph. The character gets to add a bonus equal to his or her class level when making checks with that skill. The character can take this talent multiple times; each time it applies to a different skill.

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

Linguist: With this talent, the character becomes a master linguist. Whenever the character encounters a new language, either spoken or written, he or she can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the character's class level. For a written language, the bonus applies to a Decipher Script check instead.

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

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

Sage Knowledge (*Savant*)

The character has a talent at using research to find answers to questions.

Sage Knowledge: The character may make a special knowledge check with a bonus equal to his or her class level + his or her Intelligence modifier to see whether some relevant information about local notable people, legendary items, or noteworthy places is known. This check will not reveal the powers of a magic item but may give a hint as to its general function. The character may not take 10 or take 20 on this check; this sort of knowledge is essentially random. See below for the Difficulty Class of the check.

DC Type of Knowledge

- 10 Common, known by at least a substantial minority of the local population.
- 20 Uncommon but available, known by only a few people in the area.
- 25 Obscure, known by few, hard to come by.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, or known only by those who don't understand its significance.

Sage Specialisation: The character picks one specialised subject with which he receives a +2 competence bonus. The specialisation must be the culture, history, or religion of a particular country, community or location; or the history of a certain type of item, such as weapons, armour, or wands. This talent stacks, each time it is taken it can either apply to the same specialisation or to a different one.

Greater Lore: The character gains the ability to identify magic items, as the spell, as an extraordinary ability. She may do this once per item examined.

Prerequisites: Sage Knowledge, Sage Specialisation x2

True Lore: Once per day the character can use her knowledge to gain the effects of a legend lore spell or an analyze dweomer spell. True lore is an extraordinary ability.

Prerequisites: Greater Lore, Sage Specialisation x3

Scientific Research *(Field Scientist)*

The character has talents that allow him or her to improvise electronic devices and to create wealth through scientific research.

Scientific Improvisation: The character gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the character create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the character can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the character's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Minor Breakthrough: The character receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The character chooses one of the following Knowledge skills: behavioural sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the character gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the character with a +3 Wealth bonus increase.

Prerequisite: Scientific Improvisation

Major Breakthrough: The Character gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioural sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the character with a +3 Wealth bonus increase.

Prerequisite: Minor Breakthrough

Shadow Movement^{FX} *(Slayer)*

The character has talents that allow him or her to manipulate shadows.

Hide in Plain Sight: The individual can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, the individual can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

Shadow Jump: The ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The individual can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each. This talent stacks. Each

time it is taken the distance doubles, from 20 to 40, 80 then to a maximum of 160 feet. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Prerequisites: Hide in Plain Sight.

Shadow Manipulation^{FX} *(Slayer)*

The character has talents that allow him or her to move through shadows.

Darkvision: Can see in the dark as though she were permanently under the affect of a darkvision spell. This is a supernatural ability.

Shadow Illusion: Can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell silent image and may be employed once per day.

Prerequisites: Darkvision

Summon Shadow: The Shadow Dancer can spend 1 action point to use this talent. Can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's allegiance matches that of the individual using this talent. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the summoner and can communicate intelligibly with the summoner. This talent stacks. Each additional time it is taken the HD of the shadow companions summoned are increased by 2 and the requisite base attack and base save bonus increases.

Prerequisites: Shadow Illusion

Sneak Attack *(Rogue, Slayer)*

The character has talents that allow him or her to spot weaknesses in combat.

Sneak Attack: Any time the target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the attack deals +1d6 points of damage, although the damage is not multiplied for a critical hit.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the character can make a sneak attack that deals non-lethal damage instead of normal damage. The character cannot use a weapon that deals normal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty, because the character must make optimal use of his weapon in order to execute the sneak attack.

The character can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the character must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The character cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

This talent can be taken more than once, and its effects stack – thus the extra damage increases by +1d6 points each time the talent is taken.

Crippling Attack: When the individual with this talent damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Prerequisites: Sneak Attack +3d6

Spell Item Creation^{FX} *(Artificer, Cleric, Druid, Wizard)*

The character has talents that allow him or her to create items with FX effects incorporated within them.

A spell from one of these items has the power it would have if cast by a spellcaster of that level.

Raw Materials Cost: Creating a FX item requires costly components, most of which are consumed in the process. The wealth DC of the raw materials needed to create these items is the base wealth DC of the item type plus the caster level plus the spell level.

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Using an Item Creation talent also requires access to a laboratory or workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

XP Cost: Power and energy that the spellcaster would normally have expended when making a FX item. The XP cost equals raw materials wealth DC multiplied by the Spell Level multiplied by the Caster Level. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Spell Cost: Any FX Item that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the item. When creating a wand this commensurate cost must be paid 50 times.

Scribe Scroll: The character can create a scroll of any spell that the character knows. Scribing a scroll takes 1 day.

Base Wealth DC: 14

Prerequisite: Caster level 1st+.

Brew Potion: The character can create a potion of any spell of 3rd level or lower that the character knows and that targets a creature or creatures. Brewing a potion takes 1 day. When the character creates a potion, the character sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the character's own level.

When the character creates a potion, the character makes any choices that the character would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Base Wealth DC: 17

Prerequisite: Caster Level 3rd+.

Craft Wand: The character can create a wand of any spell of 4th level or lower that the character knows. A wand takes one day for every 50 XP cost to create.

A newly created wand has 50 charges.

Base Wealth DC: 27

Prerequisite: Caster level 5th+.

Strategy (*Smart Hero, Wizard*)

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

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

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to a dramatic situation, either combat- or skill-related, the character can develop a plan of action to handle the situation. Using this talent requires preparation; the character cannot use this talent when surprised or otherwise unprepared for a particular situation.

The character makes an Intelligence check (DC 10) with a bonus equal to his or her class level. The result of the check provides the character and allies with a circumstance bonus. A character cannot take 10 or 20 when making this check.

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

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

Prerequisite: One talent from the Research Talent Tree.

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

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

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

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

Prerequisite: One talent from the Research Talent Tree.

Street Smart (*Field Scientist, Wizard*)

The character has talents that allow him or her to apply intelligence to combat and stressful situations.

Smart Defence: Apply the character Intelligence bonus and Dexterity bonus to Defence. Any situation that would deny the Dexterity bonus to Defence also denies the Intelligence bonus.

Skill Mastery: The character selects a number of skills from character's class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the character may take 10 even if stress and distractions would normally prevent him or her from doing so.

Prerequisite: Smart Defence

Smart Survival: The character may spend 1 action point to reduce the damage dealt by a single attack/ effect by 5 points.

Prerequisite: Smart Defence, BAB +3

Smart Weapon: The character selects one weapon that the individual is proficient in and can use with one hand. With the selected weapon, the character can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Prerequisite: Smart Defence, BAB +4

Streetwise (*Rogue*)

The character has talents that allow him or her to use street skills in unusual ways.

Appraise: The character can use the Profession skill to estimate the value of an item or service relating to the character's specialisation in that skill. The DC of the Profession check is the Wealth purchase DC of the item being appraised. A successful check discloses the purchase DC of the item, a failed check alters this perceived value either up (1-50%) or down (51-100%) by one point plus one point for every 5 points of difference between the real DC and the result of the skill check. Each appraisal attempt takes 1 minute, and the character can never attempt to reappraise the same item.

Special: A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2

circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Prerequisite: Profession 5+ ranks.

Read Lips: The character can attempt to use the Sense Motive skill to read the lips of another individual. The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details. If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

Prerequisite: Sense Motive 5+ ranks.

Bind: The individual can use the Sleight of Hand skill instead of a Dexterity check when tying up another individual using bindings such as rope. Add 10 to the result of the Sleight of Hand check to find the DC for the bound individuals Escape Artist check.

Prerequisite: Sleight of Hand 5+ ranks.

Sweep (*Infiltrator*)

The character has talents that help to search and secure an area.

Sweep: The character gains the ability to size up an area and get the lay of the land in a single sweep of the eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the sweeper (but not behind him or her). The character can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Improved Sweep: The character's ability to get the lay of the land improves. Now the character not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the character: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Prerequisites: Sweep

Without a Trace: Due to his extensive knowledge of the lay of the land when the character 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 character's activity take a -4 penalty.

Prerequisites: Improved Sweep

Tactical Awareness (*Soldier*)

The character can react quickly and aid others in combat.

Tactical Aid: As an attack action, the combat aware character provides tactical aid to any single ally (but not him or herself) within sight and voice range of the character's position.

As a full-round action, the combat aware character provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the character's position. This aid provides either a competence bonus on attack rolls or a dodge bonus to Defence (character's choice). This bonus is equal to the character's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the character's class level, rounded down.

Prerequisites: BAB 6+

Improved Reaction: The character gains a +2 competence bonus on initiative checks.

Prerequisites: BAB 8+

Talk Down (*Negotiator*)

The character is adept at talking his or her way out of trouble.

Talk Down: The character can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the character can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the character's voice. The target must be able to understand the character. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the character and the situation in general. Any hostile action by the character or by one of the character's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the character must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + class level + character's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

Improved Talk Down: The character can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the character's message.

Prerequisites: Talk Down

Advanced Talk Down: As above, but the range extends to 30 feet and covers all opponents who can hear and understand the character's voice.

Prerequisites: Improved Talk Down

Trap Use (*Togue*)

The character is adept at detecting and manipulating traps.

Trap Avoidance: The character gains a +1 Competence bonus to Reflex saves against traps. This talent stacks, with the Competence bonus increasing by +1 each time.

Trap Awareness: Characters with this talent can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

An individual with this talent who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Prerequisites: Trap Avoidance

Disable Magic Trap: This talent also allows the character to use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

Prerequisites: Trap Awareness

Unbreakable (*Ranger, Rough Hero*)

The character is particularly resilient and robust.

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

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

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

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

Prerequisite: Robust.

Unique Item Creation^{FX} (Artificer)

The character has talents which allow him or her to create advanced FX items.

Raw Materials Cost: Creating a FX item requires costly components, most of which are consumed in the process. The wealth DC of the raw materials given after the items description.

Using an Item Creation talent also requires access to a laboratory or workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

XP Cost: Power and energy that the spellcaster would normally have is expended when making a FX item. The XP cost is given after the items description. A character cannot spend so much XP that he or she loses a level. However, on gaining enough XP to achieve a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Extra Cost: Some FX items incur extra costs in material components or XP as noted in their descriptions.

Time: It takes one day for every 50 XP cost to create the item.

Repair: It is also possible to mend a broken FX item if it is one that the character could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Craft Wondrous Item: The character can create any miscellaneous FX item whose prerequisites the character meet.

Prerequisite: Caster level 3rd+.

Craft Arms and Armour: The character can create any FX weapon, armour, or shield whose prerequisites the character meets.

The weapon, armour, or shield to be enhanced must be a masterwork item that the character must provide. (Its cost is not included in the above cost.)

Prerequisite: Caster level 5th+.

Craft Rod: The character can create any rod whose prerequisites the character meets.

Prerequisite: Caster level 9th+.

Forge Ring: The character can create any ring whose prerequisites the character meets.

Prerequisite: Caster Level 12th+.

Craft Staff: The character can create any staff whose prerequisites the character meets.

A newly created staff has 50 charges.

Prerequisite: Caster level 12th+.

Weapon Master (Fighter, Soldier)

The character excels when using a signature weapon.

Weapon Focus: The character gains the benefit of the feat with the same name. The character chooses a specific weapon. The Weapon character can choose unarmed strike or grapple as the weapon. The character must be proficient with the chosen weapon. The character adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: The character gains weapon specialization with a specific melee or ranged weapon to which the Weapon Focus talent or Feat was applied. The character gets a +2 bonus on damage rolls with the chosen weapon.

Prerequisites: Weapon Focus

Improved Critical: For the weapon the character has applied weapon specialization to the character's threat range increases by one.

Prerequisites: Weapon Specialisation, BAB 6+.

Greater Weapon Specialization: The character gains greater weapon specialization with the weapon he or she selected for Weapon Specialisation. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Prerequisites: Weapon Specialisation, BAB 9+.

Wild Shape^{FX} (Druid)

The character gains the ability to change into a Small or Medium-size animals.

Wild Shape: Gains the spell-like ability to polymorph self into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the individual may only adopt one form. As stated in the spell description, the individual regains hit points as if he or she has rested for a day. The individual does not risk the standard penalty for being disoriented while in the wild shape. This talent stacks, each time it is taken the individual may wildshape one more time a day, and gains an additional form into which the individual can wildshape.

Large Wild Shape: The individual can wildshape into Large animals.

Prerequisites: Wild Shape 3/day

Tiny Wild Shape: The individual can wildshape into Tiny animals.

Prerequisites: Wild Shape 4/day

Dire Wild Shape: The individual can wildshape into Dire animals.

Prerequisites: Wild Shape 4/day

Huge Wild Shape: The individual can wildshape into Dire animals.

Prerequisites: Wild Shape 4/day

A Thousand Faces: The supernatural ability to change his or her appearance at will, as if using the spell alter self.

Prerequisites: Wild Shape 4/day

Elemental Wild Shape: The individual can wildshape into Small, Medium-size, or Large air, earth, fire, or water elemental once per day, gaining all the elemental's special abilities. This talent can be taken more than once, each time it gives the individual an additional elemental wildshape each day.

Prerequisites: Huge Wild Shape, Dire Wild Shape.

FEATS

Abjuration Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may cast one additional abjuration spell of each level (1 to 6) each day once the caster can cast spells of that level. Instead of casting an additional spell, the caster can either Empower or Extend (as per the Enhanced Magic talent tree) a spell of that level.

Restrictions: None.

Advanced Defensives Master

Prerequisites: Defensive Stance 4/day.

Benefit: As defensive Master, but the individual is no longer winded after a period of defence ends.

Advanced Rage

Prerequisites: Rage 4/day.

Benefit: As Rage, but the individual is no longer fatigued after a period of rage ends.

Alchemical Focus^{FX}

FX effects, known as concoctions, are created through the mixing and combination of ingredients.

Prerequisites: Knowledge (chemistry) ranks equal to caster level. Arcane Caster talent or Innate Caster talent

Components: Concoctions have Material components only. For any spell with a material component with a wealth cost increase the wealth check DC by 2. In all cases the wealth check DC is at least two times the spell's level.

Benefit: Concoctions can be either Empowered or Extended for free as per the Enhanced Magic talent tree. The caster level of the concoction is not affected.

Restrictions: The casting time for all concoctions is three times the listed value. Concoctions take an attack-action between the casting completion and the effect beginning, as the alchemical vapours infuse around the target.

Air Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one air spell of each level (1 to 6) each day once the caster can cast spells of that level.

Archaic Polearms Proficiency

Benefit: The character is proficient with all Archaic Polearms.

Normal: A character without this feat takes a -4 non-proficiency penalty when making attacks with archaic polearms.

Arcane Cantrip^{FX}

Benefit: The character can cast a single, basic 0-level arcane cantrip, once per day, as an Arcane Caster. The character must have a spellbook, and memories spells as an Arcane Caster.

Special: Characters with the Arcane Caster talent may cast two 0-level simple or complex cantrips a day, characters with the Improved Arcane Caster talent may cast 3, and finally characters with the Advanced Arcane Caster talent may cast 4.

Simple	Complex
Daze	Arcane Mark ^{PHB}
Detect Magic	Detect Poison ^{PHB}
Light	Dancing Lights ^{PHB}
Mage Hand	Disrupt Undead ^{PHB}
Message	Flare ^{PHB}
Prestidigitation	Ghost Sound ^{PHB}
Read Magic	Mending ^{PHB}
Resistance	Open/Close ^{PHB}
	Ray of Frost ^{PHB}

Armour Proficiency (Shield)

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armour check penalty (-1 for small shields, -2 for large shields) on attack rolls and on all skill rolls that involve moving, including Ride.

Also, a character who uses a shield without having the Armour Proficiency (Shield) feat adds only a portion of the shield's equipment bonus to Defence.

Battle Focus^{FX}

FX effects, known as chants, are created through the chanting of shouting of traditional verses or phrases, such as war-cries, challenges and war-songs.

Prerequisites: BAB equal to caster level. Innate Caster talent, Divine Caster talent, or Nature Caster talent.

Components: All chants have Verbal components only. Any spell with a material component with a wealth cost has an XP cost equal to the wealth DC times 50.

†Creatures or casters with the Evil allegiance only.

Conjuration Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one conjuration spell of each level (1 to 6) each day once the caster can cast spells of that level.

Defensive Master

Benefit: Becomes a stalwart bastion of defence, gaining phenomenal strength and durability, but he cannot move from the defended spot.

+2 Strength

+4 Constitution

+2 moral bonus on all saves

+4 dodge bonus to AC

While defending, cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for 3 rounds, plus the character's (newly improved) Constitution modifier. The defender may end the defense voluntarily prior to this limit. At the end of the defense, the defender is winded and suffers a -2 penalty to Strength for the duration of that encounter. Taking the stance is a free action.

Special: This feat stacks, each time it is taken defensive stance can be invoked an additional time each day.

Deflect Arrows

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with an archaic ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has an FX bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect an archaic ranged weapon doesn't count as an action. Exceptional archaic ranged weapons can't be deflected.

Dervish Tradition^{FX}

FX effects, known as rites, are cast through physical performances such as dance.

Prerequisites: Perform ranks equal to caster level. Arcane Caster talent or Innate Caster talent.

Components: All rites have Somatic components only. Any spell with a material component with a wealth cost has an XP cost equal to the wealth DC times 50.

Benefit: A rites can counter an FX effect that induces or restricts movement in its victims (but not those that simply have somatic components). Each round of the counter-rite,

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the dervish caster makes a Perform check. Any creature within 30 feet of the caster (including the caster) who is affected by a movement inducing or restricting FX effect may use the caster's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. A counter-rite can be maintained for up to 10 rounds. Counter-rite is a supernatural ability.

Restrictions: The casting time for all rites is three times the listed value.

Devotion Focus^{FX}

Devotion FX effects, called spells or prayers, are cast by using a combination of divine formula, somatic movements and material components and a divine focus, as described in the Player's Handbook.

Prerequisites: Wisdom 13+. Knowledge (Theology and Philosophy) ranks equal to double caster level.

Divination Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may cast one additional divine spell of each level (1 to 6) each day once the caster can cast spells of that level. These 6 spells, and only these six, are either Empowered or Extended as per the Enhanced Magic talent tree.

Divine Orison^{FX}

Benefit: The character can cast a single, simple 0-level divine orison, once per day, as a Divine Caster. The character choose the spell during prayer once each day as an Divine Caster.

Special: Characters with the Divine Caster talent may cast two 0-level simple or complex orisons a day, characters with the Improved Divine Caster talent may cast 4, and finally characters with the Advanced Divine Caster talent may cast 6.

Simple	Complex
Create Water	Detect Poison ^{PHB}
Cure Minor Wounds	Guidance ^{PHB}
Detect Magical Aura	Mending ^{PHB}
Inflict Minor Wounds	Purify Food and Drink ^{PHB}
Light	
Read Magic	
Resistance	
Virtue	

Earth Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one earth spell of each level (1 to 6) each day once the caster can cast spells of that level.

Enchantment Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may cast one additional enchantment spell of each level (1 to 6) each day once the caster can cast spells of that level. Instead of casting an additional spell, the caster can either Empowered or Extended (as per the Enhanced Magic talent tree) a spell of that level.

Evocation Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one evocation spell of each level (1 to 6) each day once the caster can cast spells of that level.

Faith Focus^{FX}

Faith FX effects, called spells or prayers, are cast by using a combination of divine formula, somatic movements and material components and a divine focus, as described in the Player's Handbook.

Fire Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one fire spell of each level (1 to 6) each day once the caster can cast spells of that level.

Force Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one fire spell of each level (1 to 6) each day once the caster can cast spells of that level.

Formulaic Focus^{FX}

Formulaic FX effects, called spells, are cast by using a combination of arcane formula, somatic movements and material components, as described in the Player's Handbook.

Flyby Attack^{FX}

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

Heritage Focus^{FX}

Heritage FX effects, called spells or powers, are created by the force of will of the caster – focusing the latent power that imbues the casters blood.

Prerequisites: Innate Caster talent.

Components: Heritage spells are not cast using material component. Any spell with a listed material component with a wealth cost has an XP cost equal to the wealth DC times 10.

Illusion Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may cast one additional illusion spell of each level (1 to 6) each day once the caster can cast spells of that level. Instead of casting an additional spell, the caster can either Empowered or Extended (as per the Enhanced Magic talent tree) a spell of that level.

Improved Defensive Master

Prerequisites: Defensive Master 3/day.

Benefit: As Defensive Master, but +4 Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

Improved Arcane Cantrip^{FX}

Prerequisites: Intelligence 13+, Arcane Cantrip Feat, Arcane Caster level 5+.

Benefit: The character can cast a number of additional 0-level simple or complex cantrips a day equal to his or her intelligence modifier.

Improved Innate Cantrip^{FX}

Prerequisites: Charisma 13+, Innate Cantrip Feat, Innate Caster level 5+.

Benefit: The character can cast a number of additional 0-level simple or complex cantrips a day equal to his or her charisma modifier.

Improved Orison^{FX}

Prerequisites: Wisdom 13+; Divine Orison feat, or Nature Orison feat; Divine Caster or Nature Caster level 5+.

Benefit: The character can cast a number of additional 0-level simple or complex cantrips a day equal to his or her wisdom modifier.

Improved Rage

Prerequisites: Rage 3/day.

Benefit: As Rage, but +6 Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

Innate Cantrip^{FX}

Benefit: The character can cast a single, simple 0-level arcane cantrip, once per day, as an Innate Caster.

Special: Characters with the Innate Caster talent may cast three 0-level simple or complex cantrips a day, characters with the Improved Innate Caster talent may cast 6, and finally characters with the Advanced Innate Caster talent may cast 9.

Simple	Complex
Daze	Arcane Mark ^{PHB}
Detect Magic	Detect Poison ^{PHB}
Light	Dancing Lights ^{PHB}
Mage Hand	Disrupt Undead ^{PHB}
Message	Flare ^{PHB}
Prestidigitation	Ghost Sound ^{PHB}
Read Magic	Mending ^{PHB}
Resistance	Open/Close ^{PHB}
	Ray of Frost ^{PHB}

Legacy Focus^{FX}

Legacy FX effects, called spells or powers, are created by the force of will of the caster – focusing the latent power that imbues the casters blood.

Prerequisites: Innate Caster talent. Charisma 13+. Spellcraft ranks equal to double caster level.

Components: Heritage spells are not cast using material component. Any spell with a listed material component with a wealth cost has an XP cost equal to the wealth DC times 10.

Life Focus^{FX}

Life FX effects are cast by using a combination of divine formula, somatic movements and material components and a divine focus, as described in the Core Rulebook I.

Prerequisites: Innate or Nature Caster talent. Wisdom 13+. Knowledge (earth and life sciences) ranks equal to double caster level.

Benefit: A Life Magic user may begin play with an animal companion. This animal is one that the individual has befriended with the spell animal friendship.

Light Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one fire spell of each level (1 to 6) each day once the caster can cast spells of that level.

Mounted Archery

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty the character suffers when using a ranged weapon from horseback is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Mounted Combat

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Nature Orison^{FX}

Benefit: The character can cast a single, simple 0-level nature orison, once per day, as a Nature Caster. The character

choose the spell during prayer once each day as an Nature Caster.

Special: Characters with the Nature Caster talent may cast two 0-level simple or complex orisons a day, characters with the Improved Nature Caster talent may cast 4, and finally characters with the Advanced Nature Caster talent may cast 6.

Simple	Complex
Create Water	Detect Poison ^{PHB}
Cure Minor Wounds	Flare ^{PHB}
Detect Magical Aura	Guidance ^{PHB}
Light	Know Direction ^{PHB}
Read Magic	Mending ^{PHB}
Resistance	Purify Food and Drink ^{PHB}
Virtue	

Necromantic Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may cast one additional necromantic spell of each level (1 to 6) each day once the caster can cast spells of that level. These 6 spells, and only these six, are either Empowered or Extended as per the Enhanced Magic talent tree.

Rapid Shot

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: The character can get one extra attack per round with a archaic ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

Rage

Once per day, as a free action, the character can enter an enraged statthat lasts for a number of rounds equal to 5 + the character's (pre-rage) Constitution modifier. The character may prematurely end the rage voluntarily.

While in a rage the character temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, the character cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Navigation.)

At the end of the rage, the character is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter.

Special: This feat stacks, each time it is taken a rage can be invoked an additional time each day.

Ride-By Attack

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

Runic Focus^{FX}

FX effects, known as runes, are created through the crafting of a runic symbol. This symbol can be carved, marked upon the ground, drawn, tattooed, or created in some other semi-permanent fashion.

Prerequisites: Craft (??) ranks equal to caster level. Arcane Caster talent or Nature Caster talent

Components: All spells cast with this focus have Material components only. For any spell with a material component with a wealth cost increase the wealth check DC by 2, otherwise the wealth check DC is two times the spell's level.

Benefit: Spells cast with an alchemical focus can be delayed indefinitely then triggered at any point in the future. Once the spell is triggered the rune is erased and can no longer be used. Triggering the rune is an attack-action that does not provoke attacks of opportunity.

Restrictions: The casting time for all spells cast with this focus is timed by 10.

Scholarly Focus^{FX}

Scholarly FX effects, called spells, are cast by using a combination of arcane formula, somatic movements and material components, as described in the Player's Handbook.

Prerequisites: Intelligence 13+. Knowledge (arcane lore) ranks equal to double caster level.

Shadow Focus^{FX}

FX effects, known as glooms, are created through whispering and muttering in the shadows.

Prerequisites: Hide in Shadows ranks equal to caster level. Arcane Caster talent or Innate Caster talent.

Components: All spells cast with this focus have Somatic and Verbal components only. Any spell with a material component with a wealth cost has an XP cost equal to the wealth DC times 50.

Benefit: Spells cast in darkness, shadow or twilight are either Empowered or Extended as per the Enhanced Magic talent tree.

Restrictions: Any shadow magic spells cast in bright artificial light have a 20% chance of failing, any cast in bright daylight have a 40% chance of failing.

Song Tradition^{FX}

FX effects, known as songs, are cast through audible performances such as singing, playing an instrument, or reciting a verse.

Prerequisites: Perform ranks equal to caster level. Arcane Caster talent or Divine Caster talent or Innate Caster talent.

Components: All songs have a Verbal components only. Any spell with a material component with a wealth cost has an XP cost equal to the wealth DC times 50.

Benefit: A Song can counter an FX effects that depend on sound (but not those that simply have verbal components). Each round of the countersong, the performer makes a Perform check. Any creature within 30 feet of the performer (including the performer) who is affected by a sonic or language-dependent FX attack may use the performer's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. A countersong can be maintained for up to 10 rounds. Countersong is a supernatural ability.

Restrictions: The casting time for all songs is three times the listed value.

Subdue

Benefit: The character is adept at using subdue force to overcome an opponent. From this point on, he or she can deal subdual damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

Normal: Attempting to cause subdual damage with a weapon carries a -4 penalty to the attack roll.

Spirited Charge

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a polearm).

Trail Focus^{FX}

Trail FX effects are cast by using a combination of divine formula, somatic movements and material components and a divine focus, as described in the Player's Handbook.

Prerequisites: Innate or Nature Caster talent

Benefit: A Trail Magic user may begin play with an animal companion. This animal is one that the individual has befriended with the spell animal friendship.

Trample

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Transmutation Tradition^{FX}

Prerequisites: Arcane Caster.

Benefit: The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one transmutation spell of each level (1 to 6) each day once the caster can cast spells of that level.

Water Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one water spell of each level (1 to 6) each day once the caster can cast spells of that level.

Weather Tradition^{FX}

Prerequisites: Any spell caster.

Benefit: The casters spell lists are extended to include the spells listed below.

The caster may either Empower or Extend (as per the Enhanced Magic talent tree) one fire spell of each level (1 to 6) each day once the caster can cast spells of that level.

SPELL LISTS

Abjuration Tradition

1st Level Alarm ^{PHB} <i>Endure Energy</i> * Hold Portal <i>Protection from Opposing Allegiance</i> * Shield.	2nd Level Arcane Lock Obscure Object ^{PHB} Protection from Arrows/Bullets Resist Energy.	3rd Level Dispel Magic Explosive Runes ^{PHB} <i>Magic Circle against Opposing Allegiance</i> * Nondetection ^{PHB} ,
4th Level Dimension Door Energy Trap Minor Globe of Invulnerability Remove Curse Stoneskin.	5th Level Dismissal ^{PHB}	6th Level Antimagic Field ^{PHB} Globe of Invulnerability ^{PHB} Greater Dispelling ^{PHB} Guards and Wards ^{PHB} Repulsion ^{PHB} .

Air Tradition

1st Level Chill Touch ^{PHB} <i>Endure Energy</i> * Energy Trap Ghost Sound ^{PHB} Ray of Frost ^{PHB} Summon Monster I ^{PHB}	2nd Level Chill Metal ^{PHB} Gust of Wind ^{PHB} Resist Energy Silence Sound Burst ^{PHB} Summon Monster II ^{PHB} Whispering Wind ^{PHB}	3rd Level Gaseous Form ^{PHB} <i>Protection from Energy</i> * Stinking Cloud ^{PHB} Summon Monster III ^{PHB} Wind Wall ^{PHB}
4th Level Air Walk ^{PHB} Shout Solid Fog ^{PHB} Summon Monster IV ^{PHB} Wall of Ice	5th Level Cloudkill Cone of Cold Summon Monster V ^{PHB}	6th Level Acid Fog ^{PHB} Freezing Sphere ^{PHB} Summon Monster VI ^{PHB}

Alchemical Focus

1st Level Change Self Comprehend Languages Cure Light Wounds Daze ^{PHB} Doom ^{PHB} <i>Endure Energy</i> * Entropic Shield ^{PHB} Expeditious Retreat ^{PHB} Feather Fall Guidance ^{PHB} Invisibility to Undead ^{PHB} Jump Know Direction ^{PHB} Mage Armour Mage Hand Prestidigitation Remove Fear Resistance Undetectable Aura ^{PHB} Ventriloquism ^{PHB} .	2nd Level Aid Alter Self ^{PHB} Bane Blindness/Deafness ^{PHB} Blur Charm Person ^{PHB} Cure Moderate Wounds Darkvision Delay Poison Detect Thoughts ^{PHB} Enhance Ability Find Traps ^{PHB} Gentle Repose ^{PHB} Invisibility Lesser Restoration Levitate Remove Paralysis Resist Energy See Invisibility Sleep Spider Climb <i>Undetectable Allegiance</i> *	3rd Level Augury Blink ^{PHB} Clairaudience / Clairvoyance ^{PHB} Command Contagion ^{PHB} Cure Serious Wounds Displacement Gaseous Form ^{PHB} Haste Meld into Stone ^{PHB} Nondetection ^{PHB} Remove Blindness / Deafness ^{PHB} Remove Curse Remove Disease Slow Tongues Water Breathing.
4th Level Air Walk ^{PHB} Arcane Eye Cure Critical Wounds Detect Scrying ^{PHB} Freedom of Movement Improved Invisibility ^{PHB} Neutralize Poison Polymorph Self ^{PHB} Restoration Stoneskin Suggestion ^{PHB} .	5th Level Atonement ^{PHB} Bestow Curse Charm Monster ^{PHB} Dream ^{PHB} Feeblemind ^{PHB} Halt Undead Nightmare ^{PHB} Polymorph Other ^{PHB} Telekinesis.	6th Level Awaken ^{PHB} Ethereal Jaunt ^{PHB} Eyebite ^{PHB} Find the Path ^{PHB} Greater Command Harm ^{PHB} Heal ^{PHB} True Seeing Vision ^{PHB} .

Battle Focus

1st Level Bless Bless Water ^{PHB} Bless Weapon ^{PHB} †Cause Fear Cure Light Wounds †Curse Water ^{PHB} <i>Detect Opposing Allegiance</i> * Detect Poison ^{PHB} Detect Undead ^{PHB} Divine Favor ^{PHB} Doom ^{PHB} <i>Endure Energy</i> * †Infllict Light Wounds ^{PHB} Magic Weapon <i>Protection from Opposing Allegiance</i> * Remove Fear Shield Shield of Faith Summon Monster I ^{PHB}	2nd Level Aid Cure Moderate Wounds †Death Knell ^{PHB} Delay Poison Enhance Ability †Heal Mount ^{PHB} †Infllict Moderate Wounds ^{PHB} Remove Paralysis Resist Energy Sanctuary †Scare ^{PHB} Shield Other ^{PHB} Spiritual Weapon ^{PHB} Summon Monster II ^{PHB} Zone of Truth	3rd Level Contagion ^{PHB} Cure Serious Wounds Greater Magic Weapon Holy Sword ^{PHB} †Infllict Serious Wounds Keen Edge <i>Magic Circle against Opposing Allegiance</i> * Magic Vestment ^{PHB} Phantom Steed ^{PHB} Prayer <i>Protection from Energy</i> * Summon Monster III ^{PHB}
4th Level Cure Critical Wounds Death Ward ^{PHB} <i>Dispel Opposing Allegiance</i> * Divine Power ^{PHB} Faith's Fury Fear Freedom of Movement †Infllict Critical Wounds Order's Wrath ^{PHB} Status Summon Monster IV ^{PHB} †Unholy Blight ^{PHB}	5th Level Atonement ^{PHB} Halt Undead Mark of Justice ^{PHB} Mass Cure Light Wounds †Mass Infllict Light Wounds Phantom Watchdog Righteous Might ^{PHB} Spell Resistance ^{PHB} Summon Monster V ^{PHB}	6th Level †Harm ^{PHB} Heal ^{PHB} Holy Aura ^{PHB} Holy Word ^{PHB} Repulsion ^{PHB} Summon Monster VI ^{PHB} †Unholy Aura ^{PHB}

†Evil casters only

Conjuration Tradition

1st Level Grease ^{PHB} Magic Armour Mount ^{PHB} Obscuring Mist ^{PHB} Summon Monster I ^{PHB} Unseen Servant ^{PHB}	2nd Level Acid Arrow ^{PHB} Fog Cloud ^{PHB} Glitterdust Summon Monster II ^{PHB} Summon Swarm ^{PHB}	3rd Level Flaming Projectile Phantom Steed ^{PHB} Sepia Snake Sigil ^{PHB} Sleet Storm ^{PHB} Stinking Cloud ^{PHB} Summon Monster III ^{PHB}
4th Level Black Tentacles ^{PHB} Minor Creation ^{PHB} Secure Shelter ^{PHB} Solid Fog ^{PHB} Summon Monster IV ^{PHB}	5th Level Cloudkill Faithful Hound ^{PHB} Lesser Planer Binding ^{PHB} Major Creation ^{PHB} Secret Chest ^{PHB} Summon Monster V ^{PHB} Wall of Iron Wall of Stone	6th Level Acid Fog ^{PHB} Planar Binding ^{PHB} Summon Monster VI ^{PHB}

Dervish Tradition

1st Level Cause Fear Charm Person Cure Light Wounds Expeditious Retreat ^{PHB} Hypnotism ^{PHB} Hypnotic Pattern ^{PHB} Identify ^{PHB} Message Sleep Summon Monster I ^{PHB} Ventriloquism ^{PHB}	2nd Level Blur Charm Monster ^{PHB} Enhance Ability Enthrall ^{PHB} Invisibility Misdirection ^{PHB} <i>Protection from Opposing Allegiance</i> * Shatter ^{PHB} Summon Monster II ^{PHB} Summon Swarm ^{PHB} Wind Wall ^{PHB}	3rd Level Blink ^{PHB} Confusion Dispel Magic Displacement Gaseous Form ^{PHB} Gust of Wind ^{PHB} Haste Invisibility Sphere <i>Magic Circle against Opposing Allegiance</i> * Slow Summon Monster III ^{PHB}
4th Level Break Enchantment Dimension Door Dismissal ^{PHB} Hold Monster Improved Invisibility ^{PHB} Rainbow Pattern ^{PHB} Summon Monster IV ^{PHB}	5th Level Contact Other Plane ^{PHB} Dream ^{PHB} Greater Dispelling Mind Fog ^{PHB} Mislead ^{PHB} Summon Monster V ^{PHB}	6th Level Control Weather ^{PHB} Eyebite ^{PHB} Mass Haste ^{PHB} Plane Shift ^{PHB} Repulsion ^{PHB} Summon Monster VI ^{PHB}

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Devotion Focus

1st Level Bless Water ^{PHB} Curse Water ^{PHB} Deathwatch ^{PHB} <i>Detect Opposing Allegiance*</i> Detect Undead ^{PHB} Divine Favor ^{PHB} Doom ^{PHB} Entropic Shield ^{PHB} Invisibility to Undead ^{PHB} Magic Stone ^{PHB} Obscuring Mist ^{PHB} <i>Protection from Opposing Allegiance*</i> Random Action ^{PHB} Sanctuary ^{PHB} Summon Monster I ^{PHB}	2nd Level Animal Messenger ^{PHB} Calm Emotions ^{PHB} Consecrate ^{PHB} Darkness ^{PHB} Death Kneel ^{PHB} 1 Desecrate ^{PHB} Enthrall ^{PHB} Find Traps ^{PHB} Gentle Repose ^{PHB} Make Whole ^{PHB} Shield Other ^{PHB} Sound Burst ^{PHB} Speak with Animals ^{PHB} Spiritual Weapon ^{PHB} Summon Monster II ^{PHB} <i>Undetectable Allegiance*</i>	3rd Level Blindness/Deafness ^{PHB} Contagion ^{PHB} Continual Flame ^{PHB} Create Food and Water ^{PHB} Daylight ^{PHB} Deeper Darkness ^{PHB} Helping Hand ^{PHB} Invisibility Purge ^{PHB} <i>Magic Circle against Opposing Allegiance*</i> Magic Vestment ^{PHB} Meld into Stone ^{PHB} Negative Energy Protection ^{PHB} Obscure Object ^{PHB} <i>Protection from Energy*</i> Remove Blindness / Deafness ^{PHB} Speak with Dead ^{PHB} Speak with Plants ^{PHB} Stone Shape ^{PHB} Summon Monster III ^{PHB} Water Walk ^{PHB} Wind Wall ^{PHB}
4th Level Air Walk ^{PHB} Control Water ^{PHB} Death Ward ^{PHB} Dimensional Anchor ^{PHB} Dismissal ^{PHB} Divination ^{PHB} Divine Power ^{PHB} Giant Vermin ^{PHB} Imbue with Spell Ability ^{PHB} Lesser Planar Ally ^{PHB} Poison ^{PHB} Repel Vermin ^{PHB} Sending ^{PHB} Spell Immunity ^{PHB} Summon Monster IV ^{PHB}	5th Level Atonement ^{PHB} Commune ^{PHB} <i>Dispel Opposing Allegiance*</i> Ethereal Jaunt ^{PHB} Hallow ^{PHB} Mark of Justice ^{PHB} Plane Shift ^{PHB} Righteous Might ^{PHB} Screaming ^{PHB} Slay Living ^{PHB} Spell Resistance ^{PHB} Summon Monster V ^{PHB} Unhallow ^{PHB}	6th Level Antilife Shell ^{PHB} Banishment ^{PHB} Etherealness ^{PHB} Forbiddance ^{PHB} Geas/Quest ^{PHB} Planar Ally ^{PHB} Summon Monster VI ^{PHB} Word of Recall ^{PHB}
7th Level Blasphemy ^{PHB} Control Weather ^{PHB} Destruction ^{PHB} Dictum ^{PHB} Greater Restoration ^{PHB} Greater Scribing ^{PHB} Holy Word ^{PHB} Refuge ^{PHB} Regenerate ^{PHB} Repulsion ^{PHB} Resurrection ^{PHB} Summon Monster VII ^{PHB} Word of Chaos ^{PHB}	8th Level Antimagic Field ^{PHB} Cloak of Chaos ^{PHB} Create Greater ^{PHB} Discern Location ^{PHB} Earthquake ^{PHB} Fire Storm ^{PHB} Greater Planar Ally ^{PHB} Holy Aura ^{PHB} Mass Heal ^{PHB} Shield of Law ^{PHB} Summon Monster VIII ^{PHB} Symbol ^{PHB} Unholy Aura ^{PHB}	9th Level Astral Projection ^{PHB} Energy Drain ^{PHB} Gate ^{PHB} Implosion ^{PHB} Miracle ^{PHB} Soul Bind ^{PHB} Storm of Vengeance ^{PHB} Summon Monster IX ^{PHB} True Resurrection ^{PHB}

Divination Tradition

1st Level Comprehend Languages Detect Secret Doors ^{PHB} Detect Undead ^{PHB} Identify ^{PHB} True Strike	2nd Level Detect Thoughts ^{PHB} Locate Object ^{PHB} See Invisibility	3rd Level Clairaudience / Clairvoyance ^{PHB} Tongues
4th Level Arcane Eye Detect Scribing ^{PHB} Locate Creature ^{PHB} Scribing ^{PHB}	5th Level Contact Other Plane ^{PHB} Prying Eyes ^{PHB} Telepathic Bond ^{PHB}	6th Level Analyze Dweomer ^{PHB} Legend Lore ^{PHB} Tree Seeing ^{PHB}

Earth Tradition

1st Level <i>Endure Energy*</i> Energy Trap Summon Monster I ^{PHB}	2nd Level Chill Metal ^{PHB} Heat Metal ^{PHB} Resist Energy Shatter ^{PHB} Soften Earth and Stone ^{PHB} Summon Monster II ^{PHB}	3rd Level Meld into Stone ^{PHB} <i>Protection from Energy*</i> Shrink Item ^{PHB} Stone Shape ^{PHB} Summon Monster III ^{PHB}
4th Level Minor Creation ^{PHB} Polymorph any Object ^{PHB} Spike Stones ^{PHB} Stoneskin Summon Monster IV ^{PHB}	5th Level Summon Monster V ^{PHB} Transmute Mud to Rock ^{PHB} Transmute Rock to Mud ^{PHB} Wall of Iron Wall of Stone	6th Level Flesh to Stone ^{PHB} Move Earth ^{PHB} Stone to Flesh ^{PHB} Summon Monster VI ^{PHB}

Elemental Focus

1st Level Animate Rope ^{PHB} Burning Hands Chill Touch ^{PHB} Color Spray ^{PHB} Continual Flame ^{PHB} Dancing Lights ^{PHB} <i>Endure Energy*</i> Energy Trap Faerie Fire ^{PHB} Floating Disk ^{PHB} Ghost Sound ^{PHB} Grease ^{PHB} Light Mage Hand Magic Missile Mending ^{PHB} Obscuring Mist ^{PHB} Ray of Frost ^{PHB} Shield Shocking Grasp ^{PHB} Summon Monster I ^{PHB} Unseen Servant ^{PHB}	2nd Level Acid Arrow ^{PHB} Blur Chill Metal ^{PHB} Darkness ^{PHB} Daylight ^{PHB} Diminish Plants ^{PHB} Flame Blade ^{PHB} Flaming Sphere ^{PHB} Fog Cloud ^{PHB} Gust of Wind ^{PHB} Heat Metal ^{PHB} Hypnotic Pattern ^{PHB} Levitate Make Whole ^{PHB} Produce Flame ^{PHB} Protection from Arrows[Bullets] Pyrotechnics ^{PHB} Resist Energy Shatter ^{PHB} Shield Other ^{PHB} Silence Soften Earth and Stone ^{PHB} Sound Burst ^{PHB} Summon Monster II ^{PHB} Whispering Wind ^{PHB}	3rd Level Call Lightning ^{PHB} Deeper Darkness ^{PHB} Explosive Runes ^{PHB} Fireball Flaming Projectile Gaseous Form ^{PHB} Helping Hand ^{PHB} Lightning Bolt Meld into Stone ^{PHB} Negative Energy Protection ^{PHB} Plant Growth ^{PHB} <i>Protection from Energy*</i> Searing Light Shrink Item ^{PHB} Sleet Storm Stinking Cloud ^{PHB} Stone Shape ^{PHB} Summon Monster III ^{PHB} Water Breathing Wind Wall ^{PHB}
4th Level Air Walk ^{PHB} Antiplant Shell ^{PHB} Control Water ^{PHB} Energization ^{PHB} Fire Shield ^{PHB} Flaming Wrath Hallucinatory Terrain ^{PHB} Ice Storm Minor Creation ^{PHB} Minor Globe of Invulnerability Polymorph any Object ^{PHB} Quench ^{PHB} Rainbow Pattern ^{PHB} Resilient Sphere ^{PHB} Shout Solid Fog ^{PHB} Spike Stones ^{PHB} Stoneskin Summon Monster IV ^{PHB} Wall of Fire Wall of Ice	5th Level Animal Growth ^{PHB} Chain Lightning ^{PHB} Cloudkill Cone of Cold Control Winds ^{PHB} Fabricate ^{PHB} Fire Seeds ^{PHB} Forceful Hand ^{PHB} Major Creation ^{PHB} Mirage Arcana ^{PHB} Persistent Image ^{PHB} Rusting Grasp ^{PHB} Summon Monster V ^{PHB} Telekinesis Transmute Mud to Rock ^{PHB} Transmute Rock to Mud ^{PHB} Wall of Force Wall of Iron Wall of Stone	6th Level Acid Fog ^{PHB} Control Weather ^{PHB} Delayed Blast Fireball ^{PHB} Disintegrate ^{PHB} Fire Storm ^{PHB} Flesh to Stone ^{PHB} Forcecage ^{PHB} Freezing Sphere ^{PHB} Globe of Invulnerability ^{PHB} Move Earth ^{PHB} Permanent Image ^{PHB} Prismatic Sphere ^{PHB} Prismatic Spray ^{PHB} Repel Wood ^{PHB} Stone to Flesh ^{PHB} Summon Monster VI ^{PHB}

Enchantment Tradition

1st Level Charm Person Hypnotism ^{PHB} Sleep	2nd Level Hideous Laughter ^{PHB}	3rd Level Hold Person Suggestion
4th Level Charm Monster ^{PHB} Confusion Emotion ^{PHB} Lesser Geas ^{PHB}	5th Level Dominate Person ^{PHB} Feeblemind Hold Monster Mind Fog ^{PHB}	6th Level Geas/Quest ^{PHB} Mass Suggestion ^{PHB}

Evocation Tradition

1st Level Magic Missile Floating Disk ^{PHB}	2nd Level Darkness ^{PHB} Daylight ^{PHB} Flaming Sphere ^{PHB} Shatter ^{PHB}	3rd Level Fireball Gust of Wind ^{PHB} Tiny Hut ^{PHB} Lightning Bolt Wind Wall ^{PHB}
4th Level Fire Shield ^{PHB} Ice Storm Resilient Sphere ^{PHB} Shout Wall of Fire Wall of Ice	5th Level Interposing Hand ^{PHB} Cone of Cold Sending ^{PHB} Wall of Force	6th Level Forceful Hand ^{PHB} Chain Lightning ^{PHB} Contingency ^{PHB} Freezing Sphere ^{PHB}

Faith Focus

1st Level Bane Bless Cause Fear Command Comprehend Languages Cure Light Wounds Inflict Light Wounds Magic Weapon Remove Fear Shield of Faith	2nd Level Aid Augury Cure Moderate Wounds Delay Poison Enhance Ability Hold Person Inflict Moderate Wounds Lesser Restoration Remove Paralysis Resist Energy Shatter Silence Spider Climb Zone of Truth	3rd Level Animate Dead Bestow Curse Cure Serious Wounds Dispel Magic Glyph of Warding Inflict Serious Wounds Locate Object Prayer Remove Curse Remove Disease Searing Light Status Water Breathing
4th Level Cure Critical Wounds Discern Lies Faith's Fury Freedom of Movement Greater Magic Weapon Inflict Critical Wounds Neutralize Poison Restoration Tongues	5th Level Break Enchantment Flaming Wrath Greater Command Insect Plague Mass Cure Light Wounds Mass Inflict Light Wounds Raise Dead True Seeing Wall of Stone	6th Level Animate Objects ^{PHB} Blade Barrier ^{PHB} Create Undead ^{PHB} Find the Path ^{PHB} Greater Dispelling ^{PHB} Greater Glyph of Warding ^{PHB} Harm ^{PHB} Heal ^{PHB} Heroes' Feast ^{PHB} Wind Walk ^{PHB}

Fire Tradition

1st Level Burning Hands Continual Flame ^{PHB} Endure Energy* Energy Trap Summon Monster I ^{PHB}	2nd Level Flame Blade ^{PHB} Flaming Sphere ^{PHB} Heat Metal ^{PHB} Produce Flame ^{PHB} Pyrotechnics ^{PHB} Resist Energy Summon Monster II ^{PHB}	3rd Level Fireball Flaming Projectile Protection from Energy* Summon Monster III ^{PHB}
4th Level Fire Shield ^{PHB} Flaming Wrath Summon Monster IV ^{PHB} Wall of Fire	5th Level Fire Seeds ^{PHB} Summon Monster V ^{PHB}	6th Level Delayed Blast Fireball ^{PHB} Fire Storm ^{PHB} Summon Monster VI ^{PHB}

Formulaic Focus

1st Level Burning Hands Cause Fear Change Self Comprehend Languages Feather Fall Hold Portal Jump Mage Armor Magic Missile Magic Weapon Power Device Ray of Fatigue Shield Sleep True Strike	2nd Level Arcane Lock Blur Darkvision Enhance Ability Glitterdust Invisibility Knock Levitate Locate Object Magic Mouth Protection from Arrows/Bullets Resist Energy See Invisibility Spider Climb Web	3rd Level Dispel Magic Displacement Fireball Flaming Projectiles Greater Magic Weapon Halt Undead Haste Hold Person Invisibility Sphere Keen Edge Lightning Bolt Slow Tongues Water Breathing
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Formulaic Focus (Continued)

4th Level Animate Dead Arcane Eye Bestow Curse Confusion Dimension Door Energy Trap Fear Ice Storm Minor Globe of Invulnerability Remove Curse Shout Stoneskin Wall of Fire Wall of Ice	5th Level Cloudkill Cone of Cold Hold Monster Passwall Phantom Watchdog Telekinesis Wall of Force Wall of Iron Wall of Stone	6th Level Analyze Dweomer ^{PHB} Control Water ^{PHB} Globe of Invulnerability ^{PHB} Greater Dispelling ^{PHB} Guards and Wards ^{PHB} Legend Lore ^{PHB} Mislead ^{PHB} Move Earth ^{PHB} True Seeing ^{PHB} Veil ^{PHB}
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Force Tradition

1st Level Animate Rope ^{PHB} Endure Energy* Floating Disk ^{PHB} Mage Hand Magic Missile Mending ^{PHB} Shield Unseen Servant ^{PHB}	2nd Level Levitate Make Whole ^{PHB} Protection from Arrows / Bullets Shield Other ^{PHB}	3rd Level Explosive Runes ^{PHB} Helping Hand ^{PHB}
4th Level Antiportal Shell ^{PHB} Minor Globe of Invulnerability Resilient Sphere ^{PHB}	5th Level Forceful Hand ^{PHB} Telekinesis Wall of Force	6th Level Forcecage ^{PHB} Globe of Invulnerability ^{PHB} Repel Wood ^{PHB}

Heritage Focus

1st Level Bane Bless Cause Fear Command Comprehend Languages Cure Light Wounds Daze Message Remove Fear Resistance Shield Sleep	2nd Level Aid Cure Moderate Wounds Detect Opposing Allegiance* Delay Poison Enhance Ability Hold Person Lesser Restoration Locate Object Ray of Fatigue Remove Paralysis Zone of Truth	3rd Level Bestow Curse Confusion Cure Serious Wounds Discern Lies Haste Protection from Opposing Allegiance* Slow Status Tongues
4th Level Arcane Eye Cure Critical Wounds Fear Hold Monster Neutralize Poison Remove Curse Remove Disease	5th Level Dimension Door Greater Command Mass Cure Light Wounds Restoration Telekinesis	6th Level Dispel Opposing Allegiance* Eyebite ^{PHB} Legend Lore ^{PHB} Mass Suggestion ^{PHB} Mislead ^{PHB}

Illusion Tradition

1st Level Change Self Color Spray ^{PHB} Magical Aura ^{PHB} Undetectable Aura ^{PHB} Silent Image ^{PHB} Ventriloquism ^{PHB}	2nd Level Blur Continual Flame ^{PHB} Hypnotic Pattern ^{PHB} Invisibility Trap ^{PHB} Magic Mouth Minor Image ^{PHB} Mirror Image ^{PHB} Misdirection ^{PHB}	3rd Level Displacement Illusory Script ^{PHB} Invisibility Sphere Major Image ^{PHB}
4th Level Hallucinatory Terrain ^{PHB} Illusory Wall ^{PHB} Improved Invisibility ^{PHB} Phantasmal Killer ^{PHB} Rainbow Pattern ^{PHB} Shadow Conjunction ^{PHB}	5th Level Dream ^{PHB} False Vision ^{PHB} Greater Shadow ^{PHB} Conjunction ^{PHB} Mirage Arcana ^{PHB} Nightmare ^{PHB} Persistent Image ^{PHB} Seeming Shadow Evocation ^{PHB}	6th Level Greater Shadow Evocation ^{PHB} Mislead ^{PHB} Permanent Image ^{PHB} Programmed Image ^{PHB} Project Image ^{PHB} Shades ^{PHB} Veil ^{PHB}

60 SPELL LISTS

Classically MODERN

Legacy Focus

1st Level Calm Emotions ^{PHB} Charm Person ^{PHB} Doom ^{PHB} Guidance ^{PHB} Hypnotism ^{PHB} Identify ^{PHB} Sanctuary ^{PHB} Undetectable Aura ^{PHB} Ventriloquism ^{PHB}	2nd Level Blindness / Deafness ^{PHB} Detect Thoughts ^{PHB} Enthral ^{PHB} Gentle Repose ^{PHB} Misdirection ^{PHB} Obscure Object ^{PHB} Scare ^{PHB} Undetectable Allegiance*	3rd Level Animal Messenger ^{PHB} Charm Monster ^{PHB} Clairaudience / Clairvoyance ^{PHB} Emotion ^{PHB} Hold Animal ^{PHB} Nondetection ^{PHB} Remove Blindness / Deafness ^{PHB} Suggestion ^{PHB}
4th Level Detect Scrying ^{PHB} Dominate Person ^{PHB} Dream ^{PHB} Lesser Planar Ally ^{PHB} Lesser Geas ^{PHB} Locate Creature ^{PHB} <i>Magic Circle against Opposing Allegiance*</i> Modify Memory ^{PHB} Scrying ^{PHB}	5th Level Contact Other Plane ^{PHB} Dismissal ^{PHB} Feeblemind ^{PHB} Lesser Planar Binding ^{PHB} Mind Fog ^{PHB} Nightmare ^{PHB} Prying Eyes ^{PHB} Telepathic Bond ^{PHB}	6th Level Banishment ^{PHB} Forbiddance ^{PHB} Geas/Quest ^{PHB} Insanity ^{PHB} Mass Haste ^{PHB} Planar Ally ^{PHB} Planar Binding ^{PHB} Spell Resistance ^{PHB} Veil ^{PHB} Vision ^{PHB}
7th Level Blasphemy ^{PHB} Greater Restoration ^{PHB} Greater Scrying ^{PHB} Heal ^{PHB} Mass Charm ^{PHB} Plane Shift ^{PHB} Regenerate ^{PHB} Sequester ^{PHB} Spell Turning ^{PHB}	8th Level Antipathy ^{PHB} Binding ^{PHB} Demand ^{PHB} Discern Location ^{PHB} Etherealness ^{PHB} Greater Planar Ally ^{PHB} Greater Planar Binding ^{PHB} Mind Blank ^{PHB}	9th Level Astral Projection ^{PHB} Dominate Monster ^{PHB} Foresight ^{PHB} Freedom ^{PHB} Mass Heal ^{PHB} Soul Bind ^{PHB} Sympathy ^{PHB} Temporal Stasis ^{PHB}

Life Focus

1st Level Calm Animals ^{PHB} Cause Fear Charm Person or Animal ^{PHB} Enhance Ability Enlarge ^{PHB} Fearie Fire ^{PHB} Goodberry ^{PHB} Invisibility to Animals ^{PHB} Obscuring Mist ^{PHB} Reduce ^{PHB} Shillalagh ^{PHB} Wood Shape ^{PHB}	2nd Level Animal Trance ^{PHB} Barkskin ^{PHB} Chill Metal ^{PHB} Delay Posion <i>Detect Opposing Allegiance*</i> Flame Blade ^{PHB} Flaming Sphere ^{PHB} Heat Metal ^{PHB} Produce Flame ^{PHB} Soften Earth and Stone ^{PHB} Tree Shape ^{PHB} Warp Wood ^{PHB}	3rd Level Blink ^{PHB} Call Lightning ^{PHB} Charm Monster ^{PHB} Contagion ^{PHB} Greater Magic Fang ^{PHB} Invisibility Purge ^{PHB} Meld into Stone ^{PHB} Plant Growth ^{PHB} Spike Growth ^{PHB} Stone Shape ^{PHB}
4th Level Antiplant Shell ^{PHB} Bestow Curse Control Plants ^{PHB} Dimensional Anchor ^{PHB} Dispel Magic Energy Trap Flaming Wrath Giant Vermin ^{PHB} Reincarnate ^{PHB} Rusting Grasp ^{PHB}	5th Level Animal Growth ^{PHB} Atoneament Control Winds Dream ^{PHB} <i>Dispel Opposing Allegiance*</i> Spell Resistance ^{PHB} Transmute Mud to Rock ^{PHB} Transmute Rock to Mud ^{PHB} Wall of Fire Wall of Ice	6th Level Antilife Shell ^{PHB} Ethereal Jaunt ^{PHB} Fire Seeds ^{PHB} Flesh to Stone ^{PHB} Forbiddance ^{PHB} Geas/Quest ^{PHB} Greater Dispelling ^{PHB} Mislead ^{PHB} Planar Ally ^{PHB} Stone to Flesh ^{PHB}
7th Level Changestaff ^{PHB} Control Weather ^{PHB} Creeping Doom ^{PHB} Fire Storm ^{PHB} Greater Scrying ^{PHB} Harm ^{PHB} Heal ^{PHB} Summon Nature's Ally VII ^{PHB} Sunbeam ^{PHB} Transmute Metal to Wood ^{PHB} True Seeing ^{PHB} Wind Walk ^{PHB}	8th Level Animal Shapes ^{PHB} Command Plants ^{PHB} Finger of Death ^{PHB} Repel Metal or Stone ^{PHB} Reverse Gravity ^{PHB} Summon Nature's Ally VIII ^{PHB} Sunburst ^{PHB} Whirlwind ^{PHB} Word of Recall ^{PHB}	9th Level Antipathy ^{PHB} Earthquake ^{PHB} Elemental Swarm ^{PHB} Foresight ^{PHB} Mass Heal ^{PHB} Shambler ^{PHB} Shapechange ^{PHB} Summon Nature's Ally IX ^{PHB} Sympathy ^{PHB}

Light Tradition

1st Level Color Spray ^{PHB} Dancing Lights ^{PHB} <i>Endure Energy*</i> Faerie Fire ^{PHB} Light Shocking Grasp ^{PHB} Summon Monster I ^{PHB}	2nd Level Blur Darkness ^{PHB} Daylight ^{PHB} Hypnotic Pattern ^{PHB} Summon Monster II ^{PHB}	3rd Level Deeper Darkness ^{PHB} Lightning Bolt Negative Energy Protection ^{PHB} Searing Light Summon Monster III ^{PHB}
4th Level Energation ^{PHB} Hallucinatory Terrain ^{PHB} Rainbow Pattern ^{PHB}	5th Level Chain Lightning ^{PHB} Mirage Arcana ^{PHB} Permanent Image ^{PHB}	6th Level Permanency ^{PHB} Prismatic Sphere ^{PHB} Prismatic Spray ^{PHB}

Necromantic Tradition

1st Level Cause Fear Chill Touch ^{PHB} Ray of Fatigue	2nd Level Ghoul Touch ^{PHB} Scare ^{PHB} Spectral Hand ^{PHB}	3rd Level Gentle Repose ^{PHB} Halt Undead Vampiric Touch ^{PHB}
4th Level Contagion ^{PHB} Energation ^{PHB} Fear	5th Level Animate Dead ^{PHB} Magic Jar ^{PHB}	6th Level Circle of Death ^{PHB}

Runic Focus

1st Level Alarm ^{PHB} Arcane Mark ^{PHB} Enlarge ^{PHB} Erase ^{PHB} Floating Disk ^{PHB} Hold Portal Light Mage Armour Magic Weapon Open/Close ^{PHB} Power Device <i>Protection from Opposing Allegiance*</i> Reduce ^{PHB} Sanctuary ^{PHB} Summon Monster I ^{PHB}	2nd Level Acid Arrow ^{PHB} Arcane Lock Continual Flame ^{PHB} Darkness ^{PHB} Daylight ^{PHB} Explosive Runes ^{PHB} Glyph of Warding Knock Magic Mouth Make Whole ^{PHB} Protection from Arrows/Bullets	3rd Level Deeper Darkness ^{PHB} Dispel Magic Flaming Projectile Greater Magic Weapon Invisibility Purge ^{PHB} Invisibility Sphere Keen Edge <i>Magic Circle against Opposing Allegiance*</i> Negative Energy Protection ^{PHB} <i>Protection from Energy*</i> Searing Light Shrink Item ^{PHB} Sepia Snake Sigil ^{PHB} Summon Monster III ^{PHB}
4th Level Animate Dead Death Ward ^{PHB} Dimension Door Dimensional Anchor ^{PHB} Dismissal ^{PHB} Energy Trap Imbue with Spell Ability ^{PHB} Lesser Planar Ally ^{PHB} Minor Globe of Invulnerability Repel Vermin ^{PHB} Resilient Sphere ^{PHB} Summon Monster IV ^{PHB} Wall of Fire Wall of Ice	5th Level Break Enchantment Contact Other Plane ^{PHB} Fabricate ^{PHB} Guards and Wards ^{PHB} Lesser Planar Binding ^{PHB} Magic Jar ^{PHB} Passwall Raise Dead Summon Monster V ^{PHB} Teleport ^{PHB} Wall of Force Wall of Iron Wall of Stone	6th Level Animate Objects ^{PHB} Antimagic Field ^{PHB} Blade Barrier ^{PHB} Create Undead ^{PHB} Forbiddance ^{PHB} Globe of Invulnerability ^{PHB} Greater Dispelling ^{PHB} Greater Glyph of Warding ^{PHB} Planar Ally ^{PHB} Planar Binding ^{PHB} Repulsion ^{PHB} Summon Monster VI ^{PHB}

Scholarly Focus

1st Level Alarm ^{PHB} Animate Rope ^{PHB} Charm Person ^{PHB} Chill Touch ^{PHB} Color Spray ^{PHB} Detect Secret Doors ^{PHB} Detect Undead ^{PHB} <i>Endure Energy</i> * Enlarge ^{PHB} Erase ^{PHB} Expedition Retreat ^{PHB} Floating Disk ^{PHB} Grease ^{PHB} Hypnotism ^{PHB} Identify ^{PHB} Magical Aura ^{PHB} Mount ^{PHB} Obscuring Mist ^{PHB} <i>Protection from Opposing Allegiance</i> * Reduce ^{PHB} Shocking Grasp ^{PHB} Silent Image ^{PHB} Summon Monster I ^{PHB} Undetectable Aura ^{PHB} Unseen Servant ^{PHB} Ventriloquism ^{PHB}	2nd Level Acid Arrow ^{PHB} Alter Self ^{PHB} Blindness/Deafness ^{PHB} Continual Flame ^{PHB} Darkness ^{PHB} Daylight ^{PHB} Detect Thoughts ^{PHB} Flaming Sphere ^{PHB} Fog Cloud ^{PHB} Ghoul Touch ^{PHB} Hideous Laughter ^{PHB} Hypnotic Pattern ^{PHB} Minor Image ^{PHB} Mirror Image ^{PHB} Misdirection ^{PHB} Obscure Object ^{PHB} Pyrotechnics ^{PHB} Rope Trick ^{PHB} Scare ^{PHB} Shatter ^{PHB} Spectral Hand ^{PHB} Summon Monster II ^{PHB} Summon Swarm ^{PHB} Trap ^{PHB} Whispering Wind ^{PHB}	3rd Level Blink ^{PHB} Clairaudience/ Clairvoyance ^{PHB} Explosive Runes ^{PHB} Fly ^{PHB} Gaseous Form ^{PHB} Gentle Repose ^{PHB} Gust of Wind ^{PHB} Illusory Script ^{PHB} <i>Magic Circle against Opposing Allegiance</i> * Major Image ^{PHB} Nondetection ^{PHB} Phantom Steed ^{PHB} <i>Protection from Energy</i> * Secret Page ^{PHB} Sepia Snake Sigil ^{PHB} Shrink Item ^{PHB} Sleet Storm ^{PHB} Stinking Cloud ^{PHB} Suggestion ^{PHB} Summon Monster III ^{PHB} Tiny Hut ^{PHB} Vampiric Touch ^{PHB} Wind Wall ^{PHB}
4th Level Black Tentacles ^{PHB} Charm Monster ^{PHB} Contagion ^{PHB} Detect Scrying ^{PHB} Dimensional Anchor ^{PHB} Emotion ^{PHB} Energization ^{PHB} Fire Shield ^{PHB} Hallucinatory Terrain ^{PHB} Illusory Wall ^{PHB} Improved Invisibility ^{PHB} Lesser Geas ^{PHB} Locate Creature ^{PHB} Minor Creation ^{PHB} Mnemonic Enhancer ^{PHB} Phantasmal Killer ^{PHB} Polymorph Other ^{PHB} Polymorph Self ^{PHB} Rainbow Pattern ^{PHB} Resilient Sphere ^{PHB} Scrying ^{PHB} Secure Shelter ^{PHB} Shadow Conjunction ^{PHB} Solid Fog ^{PHB} Summon Monster IV ^{PHB}	5th Level Animal Growth ^{PHB} Animate Dead ^{PHB} Contact Other Plane ^{PHB} Dismissal ^{PHB} Dominate Person ^{PHB} Dream ^{PHB} Fabricate ^{PHB} Faithful Hound ^{PHB} False Vision ^{PHB} Feeblemind ^{PHB} Greater Shadow Conjunction ^{PHB} Interposing Hand ^{PHB} Magic Jar ^{PHB} Major Creation ^{PHB} Mind Fog ^{PHB} Mirage Arcana ^{PHB} Nightmare ^{PHB} Permanency ^{PHB} Persistent Image ^{PHB} Prying Eyes ^{PHB} Secret Chest ^{PHB} Sending ^{PHB} Shadow Evocation ^{PHB} Stone Shape ^{PHB} Telepathic Bond ^{PHB} Teleport ^{PHB} Transmute Mud to Rock ^{PHB} Transmute Rock to Mud ^{PHB}	6th Level Acid Fog ^{PHB} Antimagic Field ^{PHB} Chain Lightning ^{PHB} Circle of Death ^{PHB} Contingency ^{PHB} Control Weather ^{PHB} Disintegrate ^{PHB} Eyebite ^{PHB} Flesh to Stone ^{PHB} Forceful Hand ^{PHB} Freezing Sphere ^{PHB} Geas/Quest ^{PHB} Greater Shadow Evocation ^{PHB} Lucubration ^{PHB} Mass Haste ^{PHB} Mass Suggestion ^{PHB} Permanent Image ^{PHB} Planar Binding ^{PHB} Programmed Image ^{PHB} Project Image ^{PHB} Repulsion ^{PHB} Shades ^{PHB} Stone to Flesh ^{PHB} Summon Monster VI ^{PHB} Transformation ^{PHB}

Scholarly Focus (Continued)

7th Level Banishment ^{PHB} Control Undead ^{PHB} Delayed Blast Fireball ^{PHB} Ethereal Jaunt ^{PHB} Finger of Death ^{PHB} Forcecage ^{PHB} Grasping Hand ^{PHB} Greater Scrying ^{PHB} Insanity ^{PHB} Instant Summons ^{PHB} Limited Wish ^{PHB} Magnificent Mansion ^{PHB} Mass Invisibility ^{PHB} Phase Door ^{PHB} Plane Shift ^{PHB} Power Word Stun ^{PHB} Prismatic Spray ^{PHB} Reverse Gravity ^{PHB} Sequester ^{PHB} Shadow Walk ^{PHB} Simulacrum ^{PHB} Spell Turning ^{PHB} Statue ^{PHB} Summon Monster VII ^{PHB} Sword ^{PHB} Teleport without Error ^{PHB} Vanish ^{PHB} Vision ^{PHB}	8th Level Antipathy ^{PHB} Binding ^{PHB} Clenched Fist ^{PHB} Clone ^{PHB} Demand ^{PHB} Discern Location ^{PHB} Etherealness ^{PHB} Greater Planar Binding ^{PHB} Horrid Wilting ^{PHB} Incendiary Cloud ^{PHB} Iron Body ^{PHB} Irresistible Dance ^{PHB} Mass Charm ^{PHB} Maze ^{PHB} Mind Blank ^{PHB} Polymorph Any Object ^{PHB} Power Word Blind ^{PHB} Prismatic Wall ^{PHB} Protection from Spells ^{PHB} Screen ^{PHB} Summon Monster VII ^{PHB} Sunburst ^{PHB} Symbol ^{PHB} Sympathy ^{PHB} Telekinetic Sphere ^{PHB} Trap the Soul ^{PHB}	9th Level Astral Projection ^{PHB} Crushing Hand ^{PHB} Disjunction ^{PHB} Dominate Monster ^{PHB} Energy Drain ^{PHB} Foresight ^{PHB} Freedom Gate ^{PHB} Imprisonment ^{PHB} Meteor Swarm ^{PHB} Power Word Kill ^{PHB} Prismatic Sphere ^{PHB} Refuge ^{PHB} Shapechange ^{PHB} Soul Bind ^{PHB} Summon Monster IX ^{PHB} Teleportation Circle ^{PHB} Temporal Stasis ^{PHB} Time Stop ^{PHB} Wail of the Banshee ^{PHB} Weird ^{PHB} Wish ^{PHB}
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Shadow Focus

1st Level Blur ^{PHB} Cause Fear ^{PHB} Change Self ^{PHB} Charm Person ^{PHB} Darkvision ^{PHB} Deathwatch ^{PHB} Detect Poison ^{PHB} Detect Undead ^{PHB} Ghost Sound ^{PHB} Invisibility to Animals ^{PHB} Obscuring Mist ^{PHB} Spider Climb ^{PHB}	2nd Level Alter Self ^{PHB} Darkness ^{PHB} Death Knell ^{PHB} Delay Poison ^{PHB} Detect Secret Doors ^{PHB} Find Traps ^{PHB} Invisibility to Undead ^{PHB} Locate Object ^{PHB} Pass without Trace ^{PHB} Silence ^{PHB} <i>Undetectable Allegiance</i> * Undetectable Aura ^{PHB}	3rd Level Confusion ^{PHB} Deeper Darkness ^{PHB} Gentle Repose ^{PHB} Invisibility ^{PHB} Misdirection ^{PHB} Nondetection ^{PHB} Obscure Object ^{PHB} Rope Trick ^{PHB}
4th Level Dimension Door ^{PHB} Energy Trap ^{PHB} Fear ^{PHB} Freedom of Movement ^{PHB} Gaseous Form ^{PHB} Hallucinatory Terrain ^{PHB} Improved Invisibility ^{PHB} Know Direction ^{PHB} Neutralize Poison ^{PHB} Shadow Conjunction ^{PHB}	5th Level Feeblemind ^{PHB} Giant Vermin ^{PHB} Greater Shadow Conjunction ^{PHB} Meld into Stone ^{PHB} Mind Fog ^{PHB} Modify Memory ^{PHB} Shadow Evocation ^{PHB}	6th Level Find the Path ^{PHB} Finger of Death ^{PHB} Greater Shadow Evocation ^{PHB} Mislead ^{PHB} Shadow Walk ^{PHB} Teleport ^{PHB} Vanish ^{PHB}

Song Tradition

1st Level Cause Fear ^{PHB} Charm Person ^{PHB} Cure Light Wounds ^{PHB} Hypnotism ^{PHB} Identify ^{PHB} Message ^{PHB} Resistance ^{PHB} Sleep ^{PHB} Tongues ^{PHB} Ventriloquism ^{PHB}	2nd Level Blindness/Deafness ^{PHB} Cure Moderate Wounds ^{PHB} Delay Poison ^{PHB} Hideous Laughter ^{PHB} Hold Person ^{PHB} Scare ^{PHB} Sound Burst ^{PHB} Suggestion ^{PHB} Whispering Wind ^{PHB}	3rd Level Bestow Curse ^{PHB} Cure Serious Wounds ^{PHB} Emotion ^{PHB} Fear ^{PHB} Lesser Geas ^{PHB} <i>Protection from Opposing Allegiance</i> * Remove Curse ^{PHB} Remove Disease ^{PHB} Sculpt Sound ^{PHB}
4th Level Cure Critical Wounds ^{PHB} Dominate Person ^{PHB} Locate Creature ^{PHB} Modify Memory ^{PHB} Neutralize Poison ^{PHB} Shout ^{PHB}	5th Level Dream ^{PHB} Greater Command ^{PHB} Mass Cure Light Wounds ^{PHB} Mind Fog ^{PHB} Nightmare ^{PHB}	6th Level Eyebite ^{PHB} Geas/Quest ^{PHB} Greater Scrying ^{PHB} Mass Suggestion ^{PHB} Repulsion ^{PHB}

62 *Classically* MODERN SPELL LISTS

Trail Focus

1st Level Alarm ^{PHB} Animal Friendship ^{PHB} Cure Light Wounds Detect Animals or Plants ^{PHB} Detect Snares and Pits ^{PHB} <i>Endure Energy</i> * Entangle ^{PHB} Magic Fang ^{PHB} Pass without Trace ^{PHB} Summon Nature's Ally I ^{PHB}	2nd Level Animal Messenger ^{PHB} Hold Animal ^{PHB} Lesser Restoration Resist Energy Sleep Snare Speak with Animals ^{PHB} Summon Nature's Ally II ^{PHB} Summon Swarm ^{PHB} Water Breathing	3rd Level Cure Moderate Wounds Diminish Plants ^{PHB} Dominate Animal ^{PHB} Neutralize Poison <i>Protection from Energy</i> * Remove Disease Speak with Plants ^{PHB} Summon Nature's Ally III ^{PHB} Water Walk ^{PHB}
4th Level Cure Serious Wounds Freedom of Movement Nondetection ^{PHB} Polymorph Self ^{PHB} Quench ^{PHB} Repel Vermin ^{PHB} Scrying ^{PHB} Sleet Storm ^{PHB} Spike Stones ^{PHB} Summon Nature's Ally IV ^{PHB}	5th Level Awaken ^{PHB} Commune with Nature ^{PHB} Cure Critical Wounds Death Ward ^{PHB} Hallow ^{PHB} Insect Plague Summon Nature's Ally V ^{PHB} Tree Stride ^{PHB} Unhallow ^{PHB} Wall of Thorns ^{PHB}	6th Level Find the Path ^{PHB} Ironwood ^{PHB} Liveoak ^{PHB} Mass Cure Light Wounds Repel Wood ^{PHB} Spellstaff ^{PHB} Stone Tell ^{PHB} Summon Nature's Ally VI ^{PHB} Transport via Plants ^{PHB} Wall of Stone

Transmutation Tradition

1st Level Animate Rope ^{PHB} Burning Hands Enlarge ^{PHB} Erase ^{PHB} Expeditious Retreat ^{PHB} Feather Fall Jump Magic Weapon Reduce ^{PHB} Shocking Grasp ^{PHB} Spider Climb	2nd Level Alter Self ^{PHB} Blindness/Deafness ^{PHB} Darkvision Enhance Ability Knock Levitate Pyrotechnics ^{PHB} Rope Trick ^{PHB} Whispering Wind ^{PHB}	3rd Level Blink ^{PHB} Fly ^{PHB} Gaseous Form ^{PHB} Greater Magic Weapon Haste Keen Edge Secret Page ^{PHB} Shrink Item ^{PHB} Slow. Water Breathing
4th Level Bestow Curse Dimension Door Polymorph Other ^{PHB} Polymorph Self ^{PHB} Mnemonic Enhancement ^{PHB}	5th Level Animal Growth ^{PHB} Fabricate ^{PHB} Passwall Stone Shape ^{PHB} Telekinesis Teleport ^{PHB} Transmute Rock to Mud ^{PHB} Transmute Mud to Rock ^{PHB}	6th Level Control Water ^{PHB} Control Weather ^{PHB} Disintegrate ^{PHB} Eyebite ^{PHB} Flesh to Stone ^{PHB} Mass Haste ^{PHB} Lucubration ^{PHB} More Earth ^{PHB} Stone to Flesh ^{PHB} Transformation ^{PHB}

Water Tradition

1st Level <i>Endure Energy</i> * Energy Trap Grease ^{PHB} Obscuring Mist ^{PHB} Summon Monster I ^{PHB}	2nd Level Acid Arrow ^{PHB} Diminish Plants ^{PHB} Fog Cloud ^{PHB} Resist Energy Summon Monster II ^{PHB}	3rd Level <i>Protection from Energy</i> * Sleet Storm ^{PHB} Stinking Cloud ^{PHB} Summon Monster III ^{PHB} Water Breathing
4th Level Control Water ^{PHB} Quench ^{PHB} Solid Fog ^{PHB} Summon Monster IV ^{PHB} Wall of Ice	5th Level Animal Growth ^{PHB} Rusting Grasp ^{PHB} Summon Monster V ^{PHB}	6th Level Acid Fog ^{PHB} Summon Monster VI ^{PHB}

Weather Tradition

1st Level <i>Endure Energy</i> * Energy Trap Obscuring Mist ^{PHB} Summon Monster I ^{PHB}	2nd Level Diminish Plants ^{PHB} Fog Cloud ^{PHB} Gust of Wind ^{PHB} Soften Earth and Stone ^{PHB} Summon Monster II ^{PHB} Whispering Wind ^{PHB}	3rd Level Call Lightning ^{PHB} Lightning Bolt Plant Growth ^{PHB} Sleet Storm ^{PHB} Stinking Cloud ^{PHB} Summon Monster III ^{PHB}
4th Level Ice Storm Solid Fog ^{PHB} Wind Wall ^{PHB}	5th Level Chain Lightning ^{PHB} Cloudkill Control Winds ^{PHB}	6th Level Acid Fog ^{PHB} Control Weather ^{PHB}

SPELLS

Detect Opposing Allegiance *Divination [Varies]*

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** 60 ft.; **Area:** Quarter circle emanating from the character to the extreme of the range; **Duration:** Concentration, up to 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The character can sense the presence of an individual with an allegiance in opposition to her own. Thus if the caster has the good and lawful allegiances this spell will detect any individual with evil or chaotic allegiances. The gamemaster has the final say on which allegiances are in opposition.

The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of individuals with the allegiance.

2nd Round: Number of individuals with opposing allegiances in the area and the strength of the strongest aura present. If the strength of the strongest opposing aura is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Dexterity bonus to Defence, and attackers gain +2 bonuses to attack the character.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: An aura's power and strength depend on the type of creature or object that the character is detecting and its HD, caster level, or (in the case of a cleric) class level.

	Dim	Faint	Moderate	Strong	Over- whelming
Lingers	-	1d6 <i>min</i>	1d6 x10 <i>min</i>	1d6 <i>hours</i>	1d6 <i>days</i>
Divine Caster	-	1	2-4	5-10	11+
Outsider					
Nature Caster					
Elemental Undead	1	2	3-8	9-20	21+
All Others	1-2	3-5	6-20	21-50	51+

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers before dropping in strength depends on its original strength, as shown above.

Remember that animals, traps, poisons, and other potential perils do not have allegiances; this spell does not detect them.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dispel Opposing Allegiance *Abjuration [Varies]*

Level: Divine 5, Nature 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target or Targets:** The character and a touched creature from another plane; or the character and an enchantment or spell on a touched creature or object; **Duration:** 1 round/level or until discharged, whichever comes first; **Saving Throw:** See text; **Spell Resistance:** See text.

This power has three effects:

1. The character gains a +4 deflection bonus to Defence against attacks by creatures with an opposing allegiance to the caster.

2. On making a successful melee touch attack against a creature from another plane with an opposing allegiance to the caster, the character can choose to drive that creature back to

its home plane. The creature negates the effects with a Will save (SR applies). This use discharges and ends the spell.

3. With a touch, the character can automatically dispel any one enchantment cast by an creature with an opposing allegiance or any one spell with an opposing allegiance. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by this spell. Saving throws and SR do not apply to this effect. This use discharges and ends the spell.

This spell is only effective against creatures or spells an allegiance in opposition to the caster. Thus if the caster has the good and lawful allegiances this spell will detect any individual with evil or chaotic allegiances. The gamemaster has the final say on which allegiances are in opposition.

Endure Energy *Abjuration [Varies]*

Level: Divine 1, Nature 1, Arcane 1, Innate 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/Level; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure energy absorbs only damage. The character could still suffer unfortunate side effects.

Note: Endure energy overlaps (and does not stack with) resist energy and protection from energy. If a character is warded by protection from energy and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist energy and endure energy at the same time, the resist spell absorbs damage but the endure spell does not.

Magic Circle against Opposing Allegiance

Abjuration [Varies]

Level: Arcane 3, Divine 3, Innate 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Area:** Emanates 10 ft. from touched creature; **Duration:** 1 minute/level; **Spell Resistance:** No (see text)

This spell wards all creatures in the area from attacks by creatures with an allegiance in opposition to the caster, from mental control, and from summoned or conjured creatures. Thus if the caster has the good and lawful allegiances this spell will protect against any individual with evil or chaotic allegiances. The gamemaster has the final say on which allegiances are in opposition.

The subjects get a +2 deflection bonus to Defence and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by creatures with an opposing allegiance.

The barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands to be cast on the creature, but it prevents the caster of such a spell from mentally commanding the protected creature. If warding effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This effect works regardless of allegiance.

The spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow

a creature to overcome this protection and touch the warded creature.

This spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as normal for that creature only.

This spell is not cumulative with protection from opposing allegiance and vice versa.

Protection from Energy *Abjuration[Varies]*

Level: Arcane 3, Divine 3, Innate 3, Nature 3; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minutes/level or until discharged; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This abjuration grants a creature temporary invulnerability to two selected energy types (acid, cold, fire, electricity, or sonic). When the spell absorbs 10 points per caster level of elemental damage, it is discharged. The spell protects the recipient's equipment as well. The value of the energy resistance granted increases by 5 points for every three caster levels above 5th.

Protection from elements absorbs only damage. The character could still suffer unfortunate side effects.

Note: Protection from elements overlaps (and does not stack with) resist energy and endure energy. If a character is warded by protection from energy and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist energy and endure energy at the same time, the resist spell absorbs damage but the endure spell does not.

Protection from Opposing Allegiance

Abjuration[Varies]

Level: Arcane 1, Divine 1, Innate 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** No (see text)

This spell wards a creature from attacks by creatures with an allegiance in opposition to the caster, from mental control, and from summoned or conjured creatures. Thus if the caster has the good and lawful allegiances this spell will protect against any individual with evil or chaotic allegiances. The gamemaster has the final say on which allegiances are in opposition.

It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to Defence and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by creatures with an opposing allegiance.

Second, the barrier blocks any attempt to possess the warded creature (as by a magic jar attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to dominate person). The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the protection effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of allegiance.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Undetectable Allegiance *Abjuration*

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 hour/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

Conceals the allegiance of a creature from all forms of divination.

PURCHASING ARCHAIC EQUIPMENT

Starting Wealth

Classically Modern, as written, assumes that the Wealth system is going to be used, rather than keeping track of money.

To find the amount of money possessed by a first level character generate the character as described here and in the D20 Modern rulebook, including allocating starting wealth and wealth bonuses from occupation and initial feats. Convert this wealth bonus to a monetary amount using the table under the heading "Setting Purchase DCs" in the Gamemastering chapter of the D20 Modern rulebook.

For a fantasy currency, convert every \$1 into 10 gp.

Technological Maturity

The Technological Maturity rating of a culture details the inhabitant's knowledge and understanding of different aspects of Technology. The Technological Maturity of an item describes the culture in which the item was made. If the item has a range of Maturities, such as Copper-Iron Age, the item is common in all of these ages.

Stone Age

Science is primitive, weapons and eating implements are made of wood, bone, and stone. Shelters are made in caves or skin covered tents, heat and light are provided by fire.

Copper Age

Science improves, copper is discovered. Buildings are now a combination of mud and straw hardened in heat, with occasionally some stone and skins. Heating and light are still by means of fire.

Bronze Age

Bronze is discovered. Buildings are of cut stone and slate, although there is no glass in the windows. Slave galleys and sailing ships are the main routes of transport between towns.

Iron Age

Stone still the dominant building material, although glass is now used in the windows of important buildings. Iron and steel uses for new weapons, armour, cooking and eating utensils.

Gunpowder Age

Science steps on the path which might eventually lead to world annihilation. Gunpowder is discovered, and primitive projectile weapons such as the blunderbuss and the cannon are common. Most buildings have glass windows.

Steam Age

Science is well established with the invention of the steam engine. Railways, paddleboats and land transport are all uses to which steam power is applied. Clockwork time pieces and toys are abundant. Homes have gas lighting and are heated either by gas, coal or oil.

Mechanical Age

Science expands to include valve radios and television. The combustion engine provides mass overland movement, aircraft, and chemically propelled rockets.

Electrical Age

Science is world-wide, transistor, micro chip, and other innovations lead to the mass production of communications, calculation and transport device. It is possible to reach most places on the world using telephone technology via satellite.

Space Age

Science includes sub-light spacecraft, advances in electronics and mechanics permit full cybernetic replacements of all limbs and organs except the brain. Man made materials are now preferable to natural ones due to greater understanding of the structure of matter.

Star Age

Research into genetics lead to cloning and genetic creations, while the study of atomic structure shows the way to faster than light travel, instant teleportation, and sub-molecular memory storage.

Items Out of Time

Historical and Futuristic items are listed with the purchase DC needed to buy the item when it was commonly available – at their time of manufacture. To purchase such an item in a different Age, compare the *Technological Maturity* of the item with that of the culture in which the item is being purchased. Use the difference between the two to assign the item one of the following *Relative Technology* categories:

Supernatural

Supernatural items are six or more ahead of time, such as Electrical Age items in the Stone or Copper Age. Supernatural items have a wealth DC eight steps higher than listed.

Futuristic

Futuristic items are four to five step ahead of time, such as Electrical Age items in the Bronze or Iron Age. Futuristic items have a wealth DC six steps higher than the listed value.

Ultramodern

Ultramodern items are two to three step ahead of time, such as Star Age items in the Electrical Age. Ultramodern items have a wealth DC four steps higher than the listed value.

Inovative

Inovative items are one step ahead of time, such as Space Age items in the Electrical Age. Inovative items have a wealth DC two steps higher than the listed value.

Modern

The technology is equal, use the listed purchase DC.

Old Fashioned

One step out of time, such as Mechanical Age items in the Electrical Age. Old Fashioned items have a wealth DC two steps higher than the listed value.

Antiquated

Antiquated items are two to three steps out of time, such as Steam or Gunpowered Age items in the Electrical Age. Antiquated items have a wealth DC four steps higher than the listed value.

Archaic

Archaic items are four to five steps out of time, such as Bronze or Iron Age items in the Electrical Age. Archaic items have a wealth DC six steps higher than the listed value.

Arcient

Ancient items are six or more steps out of time, such as Copper or Stone Age items in the Electrical Age. Ancient items have a wealth DC eight steps higher than the listed value.

Purchasing

The Relative Technology rating of the item affects its purchase DC. If the item was manufactured during the time that its was common use the purchase DC modifier given in the *Relative Technology* description.

If the item was manufactured in the present Age using modern tools but an ancient design use half of the purchase DC modifier given in the *Relative Technology* description.

For instance a Stone Age axe manufactured during the Stone Age would have a +8 purchase DC modifier if purchased in the Electrical Age. A replica Stone Age axe manufactured in the Electrical Age would have a +4 purchase DC modifier if purchased in the Electrical Age.

66 *Classically* MODERN EQUIPMENT

WEAPONS

Simple Melee Weapons (requires the Simple Weapons Proficiency feat)

Weapon	Damage	Critical	Type	Range		Size	Weight	Purchase	Age Range
				Increment				DC	
Brass Knuckles*		20	Bludgeoning	-		Tiny	1 lb.	5	Gun - Space
Club	1d6	20	Bludgeoning	10 ft.		Med	3 lb.	2	Stone - Space
Cleaver	1d6	19-20	Slashing	-		Small	2 lb.	5	Iron - Space
Knife/Dagger	1d4	19-20	Piercing	10 ft.		Tiny	1 lb.	4	Stone - Space
Gauntlet, spiked ^{PHB}	1d4	20	Piercing	-		Tiny	2 lb.	5	Iron
Halfspear ^{PHB}	1d6	20	Piercing	20 ft.		Med	3 lb.	3	Bronze - Iron
Mace, heavy ^{PHB}	1d8	20	Bludgeoning	-		Med	12 lb.	10	Iron
Mace, light ^{PHB}	1d6	20	Bludgeoning	-		Small	6 lb.	7	Bronze - Iron
Metal baton	1d6	19-20	Bludgeoning	-		Med	2 lb.	8	Steam - Space
Morningstar ^{PHB}	1d8	20	Bludgeoning	-		Med	8 lb.	8	Iron
Pistol Whip	1d4	20	Bludgeoning	-		Small	-	-	Gun - Star
Quarterstaff ^{PHB}	1d6/1d6	20	Bludgeoning	-		Large	4 lb.	2	Stone - Elect
Rifle Butt	1d6	20	Bludgeoning	-		Large	-	-	Gun - Star
Sap*	1d6	20	Bludgeoning	-		Small	3 lb.	2	Stone - Star
Sickle ^{PHB}	1d6	20	Slashing	-		Small	3 lb.	7	Copper - Iron
Shortspear ^{PHB}	1d8	20	Piercing	20 ft.		Large	5 lb.	4	Bronze - Iron
Stun Gun*	1d3	20	Electrical	-		Tiny	2 lb.	5	Elect - Star
Tonfa*	1d4	20	Bludgeoning	-		Med	2 lb.	6	Stea - Space

Archaic Melee Weapons (requires the Archaic Weapons Proficiency feat)

Weapon	Damage	Critical	Type	Range		Size	Weight	Purchase	Age Range
				Increment				DC	
Axe, throwing ^{PHB}	1d6	20	Slashing	10 ft.		Small	4 lb.	8	Stone - Space
Battleaxe ^{PHB}	1d8	20	Slashing	-		Med	7 lb.	9	Bronze - Iron
Bayonet (fixed)*	1d4/1d6	20	Piercing	-		Large	1 lb.	7	Steam - Elect
Falchion ^{PHB}	2d4	18-20	Slashing	-		Large	16 lb.	16	Iron - Steam
Flail, heavy ^{PHB}	1d10	19-20	Bludgeoning	-		Large	20 lb.	11	Iron - Steam
Flail, light ^{PHB}	1d8	20	Bludgeoning	-		Med	5 lb.	9	Iron - Steam
Greataxe ^{PHB}	1d12	20	Slashing	-		Large	20 lb.	12	Iron
Greatclub ^{PHB}	1d10	20	Bludgeoning	-		Large	10 lb.	7	Stone - Mech
Greatsword ^{PHB}	2d6	19-20	Slashing	-		Large	15 lb.	15	Iron
Hammer, light ^{PHB}	1d4	20	Bludgeoning	20 ft.		Small	2 lb.	3	Bronze - Steam
Hatchet/Handaxe	1d6	20	Slashing	-		Small	5 lb.	4	Stone - Space
Longsword	1d8	19-20	Slashing	-		Med	4 lb.	11	Bronze - Elect
Machete	1d6	19-20	Slashing	-		Small	2 lb.	5	Steam - Elect
Rapier	1d6	18-20	Piercing	-		Med	3 lb.	10	Steam - Elect
Scimitar ^{PHB}	1d6	18-20	Slashing	-		Med	4 lb.	11	Iron - Steam
Straight razor	1d4	19-20	Slashing	-		Tiny	0.5 lb.	4	Steam - Mech
Sword cane	1d6	18-20	Piercing	-		Med	3 lb.	9	Gun - Mech
Sword, short ^{PHB}	1d6	19-20	Piercing	-		Small	3 lb.	6	Bronze - Elect
Trident ^{PHB}	1d8	20	Piercing	10 ft.		Med	5 lb.	11	Copper - Steam
Warhammer ^{PHB}	1d8	20	Bludgeoning	-		Med	8 lb.	10	Bronze - Iron

Archaic Polearms (requires the Archaic Polearms Proficiency feat)

Weapon	Damage	Critical	Type	Range		Size	Weight	Purchase	Age
				Increment				DC	
Glaive ^{PHB}	1d10	19-20	Slashing	-		Large	15 lb.	8	Iron
Guisarme ^{PHB}	2d4	19-20	Slashing	-		Large	15 lb.	9	Iron
Halberd ^{PHB}	1d10	19-20	Slashing	-		Large	15 lb.	10	Iron - Mech
Lance, heavy ^{PHB}	1d8	19-20	Piercing	-		Med	10 lb.	10	Iron - Steam
Lance, light ^{PHB}	1d6	19-20	Piercing	-		Small	5 lb.	8	Iron - Steam
Longspear ^{PHB}	1d8	19-20	Piercing	-		Large	9 lb.	6	Iron - Mech
Pick, heavy ^{PHB}	1d6	18-20	Piercing	-		Med	6 lb.	9	Iron
Pick, light ^{PHB}	1d4	18-20	Piercing	-		Small	4 lb.	6	Iron
Ranseur ^{PHB}	2d4	19-20	Piercing	-		Large	15 lb.	9	Iron
Scythe ^{PHB}	2d4	18-20	Slashing	-		Large	12 lb.	11	Iron

Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)

Weapon	Damage	Critical	Type	Range Increment	Size	Weight	Purchase DC	Age
Axe, orc double ^{PHB}	1d8/1d8	19-20	Slashing	-	Large	25 lb.	16	Iron
Chain	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	5	Iron - Elect
Chain Saw	3d6	20	Slashing	-	Large	10 lb.	9	Mech - Space
Chain, spiked ^{PHB}	2d4	20	Piercing	-	Large	15 lb.	12	Steam - Space
Flail, dire ^{PHB}	1d8/1d8	20	Bludgeoning	-	Large	20 lb.	17	Iron
Kama	1d6	20	Slashing	-	Small	2 lb.	5	Iron - Mech
Kama, halfling ^{PHB}	1d4	20	Slashing	-	Tiny	1 lb.	4	Iron - Mech
Katana	1d10	18-20	Slashing	-	Large	6 lb.	12	Iron - Mech
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	5	Iron
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	3	Iron - Space
Nunchaku, halfling ^{PHB}	1d4	20	Bludgeoning	-	Tiny	1 lb.	2	Iron - Space
Siangham ^{PHB}	1d6	20	Piercing	-	Small	1 lb.	3	Iron
Siangham, halfling ^{PHB}	1d4	20	Piercing	-	Tiny	1 lb.	2	Iron
Sword, bastard ^{PHB}	1d10	19-20	Slashing	-	Med	10 lb.	14	Iron
Sword, two-bladed ^{PHB}	1d8/1d8	19-20	Bludgeoning	-	Large	30 lb.	17	Iron - Steam
Three-section-staff*	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	4	Bronze - Elect
Waraxe, dwarven ^{PHB}	1d10	19-20	Slashing	-	Med	15 lb.	14	Iron

Simple Ranged Weapons (requires the Simple Weapons Proficiency feat)

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Age Range
Crossbow, heavy	1d10	19-20	Piercing	40 ft.	1	1 int	Med	8 lb.	9	Mech - Space
Crossbow, light ^{PHB}	1d8	19-20	Piercing	30 ft.	1	1 int	Small	6 lb.	8	Mech - Space
Dart ^{PHB}	1d4	20	Piercing	20 ft.	1	-	Small	1/2 lb.	2	Bronze - Elect
Javelin	1d6	20	Piercing	30 ft.	1	-	Med	2 lb.	4	Copper - Space
Sling ^{PHB}	1d4	20	Bludgeon	50 ft.	1	-	Small	0 lb.	2	Stone - Iron

Archaic Ranged Weapons (requires the Archaic Weapons Proficiency feat)

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Age Range
Longbow ^{PHB}	1d8	20	Piercing	30 ft.	1	-	Large	3 lb.	16	Iron - Steam
Longbow, composite	1d8	20	Piercing	40 ft.	1	-	Large	3 lb.	10	Mech - Elect
Shortbow ^{PHB}	1d6	20	Piercing	20 ft.	1	-	Med	2 lb.	13	Bronze - Iron
Shortbow, composite ^{PHB}	1d6	20	Piercing	25 ft.	1	-	Med	2 lb.	9	Mech - Elect

Exotic Ranged Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)

Weapon	Damage	Critical	Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Age Range
Crossbow, hand ^{PHB}	1d4	19-20	Piercing	30 ft.	1	1 int	Tiny	3 lb.	10	Mech - Space
Crossbow, repeating ^{PHB}	1d8	19-20	Piercing	30 ft.	1	5 int	Med	16 lb.	12	Mech - Space
Net ^{PHB}	*	*	Grapple	10 ft.	1	-	Med	10 lb.	7	Bronze - Space
Shuriken	1	20	Piercing	10 ft.	1	-	Tiny	0.5 lb.	3	Iron - Space
Whip*	1d2	20	Slashing	15 ft.	1	-	Small	2 lb.	4	Iron - Mech

Ammunition

Ammunition	Weight	Purchase DC	Age Range
Bolts, crossbow (12)	1 lb.	3	Iron
Bullets, sling (12) ^{PHB}	5 lb.	1	Stone-Iron
Arrows (12)	3 lb.	4	Iron

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ARMOUR

Light Armour (requires Armour Proficiency (Light) feat)

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max		Speed 30ft./20ft	Weight	Purchase		Restriction	Age Range
				Dex Bonus	Armour Penalty			DC			
Leather Jacket	Impromptu	+1	+1	+8	-0	30 ft./20 ft	5 lb	10		-	Stone – Elect
Padded Armour ^{PHB}	Archaic	+1	+1	+8	-0	30 ft./20 ft	10 lb.	8		-	Copper – Steam
Light Undercover Shirt	Concealable	+2	+1	+7	-0	30 ft./20 ft	2 lb.	13		Lic (+1)	Elect - Star
Leather Armour	Archaic	+2	+1	+6	-0	30 ft./20 ft	15 lb.	10			Copper - Mech
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30 ft./20 ft	2 lb.	14		Lic (+1)	Elect – Star
Studded leather ^{PHB}	Archaic	+3	+1	+5	-1	30 ft./20 ft	20 lb.	12			Copper - Mech
Undercover Vest	Concealable	+3	+1	+4	-2	30 ft./20 ft	3 lb.	14		Lic (+1)	Elect – Star
Chain shirt ^{PHB}	Archaic	+4	+1	+4	-2	30 ft./20 ft	25 lb.	15		-	Copper - Iron

Medium Armour (requires Armour Proficiency (Medium) feat)

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max		Speed 30ft./20ft	Weight	Purchase		Restriction	Age Range
				Dex Bonus	Armour Penalty			DC			
Hide armour ^{PHB}	Archaic	+3	+2	+4	-3	20 ft./15 ft.	25 lb.	11		-	Stone - Mech
Concealable Vest	Concealable	+4	+2	+4	-3	25 ft./20 ft.	4 lb.	15		Lic (+1)	Elect – Star
Scale mail armour ^{PHB}	Archaic	+4	+2	+3	-4	20 ft./15 ft.	30 lb.	15		-	Copper – Iron
Light-duty vest	Tactical	+5	+2	+3	-4	25 ft./20 ft.	8 lb.	16		Lic (+1)	Elect – Star
Breastplate ^{PHB}	Archaic	+5	+2	+3	-4	20 ft./15 ft.	30 lb.	20		-	Bronze – Mech
Chainmail armour	Archaic	+5	+2	+2	-5	20 ft./15 ft.	40 lb.	16		-	Copper – Mech
Tactical vest	Tactical	+6	+2	+2	-5	25 ft./20 ft.	10 lb.	17		Lic (+1)	Elect – Star

Heavy Armour (requires Armour Proficiency (Heavy) feat)

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max		Speed 30ft./20ft	Weight	Purchase		Restriction	Age Range
				Dex Bonus	Armour Penalty			DC			
Banded mail armour ^{PHB}	Archaic	+6	+3	+1	-6	20 ft./15 ft.	35 lb.	19		-	Bronze – Mech
Splint mail armour ^{PHB}	Archaic	+6	+3	+0	-7	20 ft./15 ft.	45 lb.	20		-	Bronze – Mech
Special response vest	Tactical	+7	+3	+1	-6	20 ft./15 ft.	15 lb.	18		Lic (+1)	Elect – Star
Half-plate ^{PHB}	Archaic	+7	+3	+0	-7	20 ft./15 ft.	50 lb.	22		-	Iron – Mech
Full plate	Archaic	+8	+3	+1	-6	20 ft./15 ft.	50 lb.	23		-	Iron – Mech
Forced entry unit	Tactical	+9	+3	+0	-8	20 ft./15 ft.	20 lb.	10		Lic (+1)	Elect – Star

Shields (requires Armour Proficiency (Shield) feat)

Armor	Type	Equipment Bonus	Nonprof. Bonus	Max		Speed 30ft./20ft	Weight	Purchase		Restriction	Age Range
				Dex Bonus	Armour Penalty			DC			
Buckler ^{PHB}	Archaic	+1	+1	-	-1	-	5 lb.	11		-	Bronze – Mech
Shield, small, wooden ^{PHB}	Archaic	+1	+1	-	-1	-	5 lb.	5		-	Bronze – Mech
Shield, small, steel ^{PHB}	Archaic	+1	+1	-	-1	-	6 lb.	9		-	Iron – Mech
Shield, large, wooden ^{PHB}	Archaic	+2	+1	-	-2	-	10 lb.	8		-	Bronze – Mech
Shield, large, steel ^{PHB}	Archaic	+2	+1	-	-2	-	15 lb.	12		-	Iron – Mech
Shield, tower ^{PHB}	Archaic	+3	+1	-	-10	-	45 lb.	14		-	Iron – Mech