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# D20 MODERN

## A d20 Modern Class *intermediary* *classes*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

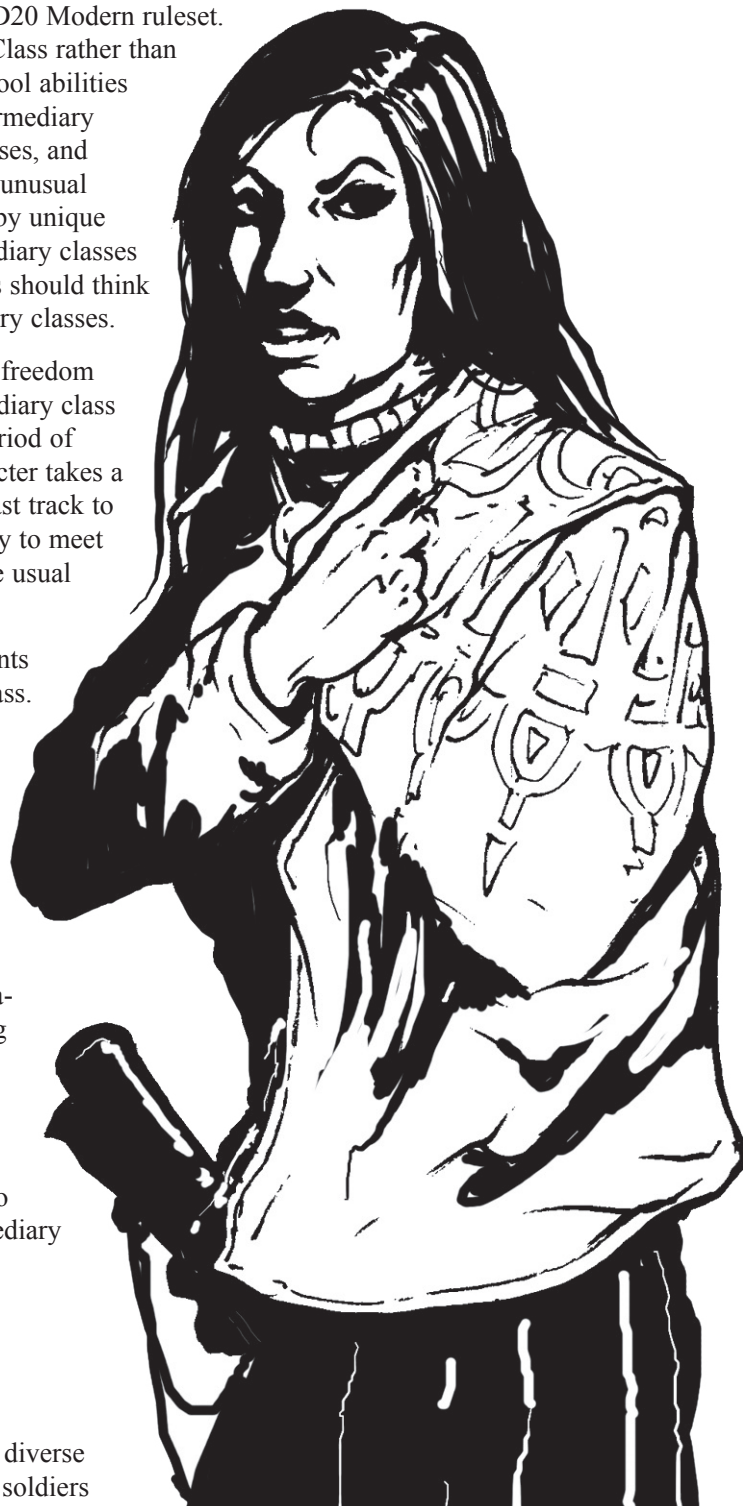
The Intermediary Class is a new concept for the D20 Modern ruleset. A starting character can choose an Intermediary Class rather than one of the attribute based basic classes, gaining cool abilities without worrying about a Level Adjustment. Intermediary classes are slightly more powerful than basic classes, and slightly weaker than a full advanced class. These unusual classes have special abilities which are balanced by unique defects and weaknesses. Like Templates, intermediary classes straddle the line between risk and reward. Players should think carefully before choosing one of these intermediary classes.

Intermediary classes offer the player slightly less freedom to multiclass than the basic classes. Each intermediary class is 'keyed' to an advanced class, representing a period of intense training and apprenticeship. Once a character takes a level of an intermediary class, she is put on the fast track to that advanced class, gaining the abilities necessary to meet that classes entry requirements in a fraction of the usual time.

However, until the character meets the requirements of the "keyed" advanced class, he cannot multiclass. Once the character meets the advanced class's prerequisites, she is now free to multiclass and change character concepts. While the character is not required to multiclass into the "keyed" class, though she is in an ideal position to do so. Intermediary classes can have any number of levels. Like an advanced class, an intermediary class has entry requirements. However, these are likely to be story requirements, or limitations on character concepts, rather than something statistical. This way, even a first level character can select these classes. In many cases the class abilities of the intermediary class and its 'keyed' advanced class dovetail perfectly, meaning that a character is more successful and effective a hero after undergoing the formal training these intermediary classes offer.

### ***boot intermediary*** ***class***

The world's many different militaries might have diverse training methods and cultures, but all the world's soldiers



***Written by Chris A. Field***



have one thing in common: they all hated their initial training. It doesn't matter what language the drill instructor is shouting in, Boot Camp always sucks. Of course, the months of hard training, pain, fear and humiliation are a vital part of creating disciplined, courageous modern warriors.

The Boot offers a short intermediary class that simulates the grueling training elite soldiers undergo. Progressing into the soldier advanced class from the Boot Intermediary class means a more confident, stronger and more professional soldier. The soldier's early training gives him a tactical edge, the ability to survive harsh conditions and slightly better ranged combat abilities than someone who simply progresses as a Strong hero. Hard training makes for smarter, more effective soldiers.

The main drawback to the Boot intermediary class is the fact that the character is locked into a rigid code of conduct and military duty. In addition to being less customizable than the Strong hero basic class, Boots are slightly weaker hand to hand combatants.

### **Keyed Advanced class: Soldier**

**Requirements:** Before enlisting, the Boot must swear a legally binding oath agreeing to abide by the military's code of conduct; in the case of American soldiers, this is the Uniform Code of Military Justice (*UCMJ*). One of the Boot's allegiances must be towards the military, the soldier's unit or squadmates, or to the nation the military serves. At least in the western world, the Boot must be at least 17 years of age to enlist, though in many wartorn nations, particularly Africa, child soldiers are a common sight.

**Transition:** Once the Boot completes his or her probationary period, the recruit is considered a full fledged member of the military, and is treated with at least a little more respect. The transition is usually marked by an elaborate military ceremony, and usually accompanies an increase in rank and responsibility. Less formal celebrations usually follow, involving lots of booze.

### **Class Information**

The following information pertains to the Boot intermediary class.

#### **Abilities**

Strength is of primary importance to the soldier; being able to carry a full combat load is as important as being able to knock down an adversary or win a grapple, if not more so. Wisdom is important for spotting ambushes, as well as increasing the Boot's wealth and status via Profession: Soldier.

#### **Hit Die**

The gains d8 hit points per level. The character's Constitution modifier applies. A first level Boot receives 8 HP plus his or

her Constitution modifier. Boots are physically fit, combat trained and have access to decent medical care, making them extremely healthy and hard to kill.

#### **Action Points**

The Boot gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

#### **Class Skills**

The Boots's class skills are as follows.

Climb (*Dex*), Demolitions (*Int*), Drive (*Dex*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*current events, civics, history, physical sciences, popular culture, tactics, technology- Int*), Listen (*Wis*), Move Silently (*Dex*), Pilot (*Dex*), Profession (*soldier-Wis*), Read/Write Language, Speak Language, Spot (*Wis*), Survival (*Wis*), Swim (*Str*) Treat Injury (*Wis*)

**Skill Points at Each Level:** 4+ Int Modifier. A first level Boot receives 4x (4 + Int Modifier).

**Code of Conduct:** The Boot must agree to abide by the military's code of conduct, and obey the orders of superior officers. In addition to forcing the Boot to show courage in combat, behave morally, treat prisoners humanely, most military codes of conduct also place restrictions on the soldier's personal life and curtail free speech. Exact military orders and the consequences of disobedience are left up to individual GMs, though these consequences are always fairly severe. The Boot must obey this code of conduct for his or her entire career, and most are legally obligated to serve in the military for several years of game time.

At the very least, if it can be proven the character disobeyed an order, the boot will be court-martialed. Force the soldier (*or his attorney*) to make several DC 30+ Diplomacy checks; failure on any of these checks means the soldier has been found guilty of violating this code of conduct. Consequences can range from imprisonment, the loss of some class abilities, reduction in Wealth or Reputation bonus, even a military death sentence.

**Military Specialization (EX):** At 2nd level the Boot can choose any two skills to place special emphasis on. As a result of the Boot's intense training, these two skills are always considered class skills. Additionally, whenever the Boot spends an action point to increase their skill check using either of these skills, he or she rolls a d8 or multiple d8s, not a d6.

**Starting Feats:** In addition to the two feats all characters get at first level, the Boot begins play with the Simple Weapons Proficiency feat.

**Personal Firearms Proficiency (EX):** The Boot spent enough time on the gun range to acquire the Personal Firearms Proficiency feat at first level. If the character already has





Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+1	Code of Conduct, Personal Firearms Proficiency , Training Regimen	+0	+0
2nd	+2	+2	+0	+2	Racktime	+1	+0
3rd	+3	+2	+1	+2	Military Specialization	+2	+1

this feat, he instead receives either the Weapon Focus feat with one personal firearm of choice or Exotic Firearms Proficiency.

**Racktime (EX):** One thing boot camp teaches is how to catch a few spare moments of much needed rest and to steal as much energy from a 10 minute nap as a full hour of rest. A Boot requires only  $\frac{3}{4}$  the amount of rest a normal character does in order to recover hit points (*or the capacity to use magic, in certain campaigns*). After 6 hours of rest or sleep, the Boot recovers HP as if he has rested for 8 hours.

**Training Regimen:** The Boot must meet the military's training requirements and learn the basics of their job, not just combat. Upon taking their first level in this intermediary class, the boot must spend 3 skill points to take 3 ranks in Knowledge: Tactics, unless the chracter already meets this requirement for advancement into the Soldier advanced class.

## The Junior Officer Intermediary class

The Junior Officer is a graduate of an elite military academy, well versed in military tactics, history, managerial and leadership abilities, and politics. Junior Officers are expert small unit commanders, and have a host of abilities at their disposal to reienforce their teams, accomplish their missions and advance their own careers.

Junior Officers gain several Intelligence and Charisma based skills normally foreign to the Strength-emphasizing Soldier, an improved Wealth and Reputation bonus, and several other social and tactical benefits. On the other hand, the Junior Officer is slightly weaker physically than a Soldier who began her career as a Boot or Strong hero. The Junior Officer intermediary class is a slightly slower path into the Soldier advanced class; it takes five levels for the Junior Officer to become a soldier, while a Boot can do it in three. Of course, the wider skill set and unique social abilities this class offers are worth it, if the soldier can meet the intellectual challenges.

## Keyed Advanced class: Soldier

Requirements: Before enlisting, the Junior Officer must swear a legally binding oath agreeing to abide by the military's code of conduct; in the case of American soldiers, this is the Uniform Code of Military Justice (UCMJ). One of the Junior Officer's allegiances must be towards the military, the soldier's unit or squad mates, or to the nation the military serves. A Junior Officer must be at least 18 years old and have chosen one of the following starting occupations: Academic, Athlete, Creative, Dilettante, Doctor, Entrepreneur, Law Enforcement, Military, Religious, Student or White Collar.

**Transition:** Like the Boot, the Junior Officer's transition into military life is marked by elaborate ceremonies and an increase in rank and responsibility. The Junior Officer's probationary period is over when he or she takes their first minor command.

## Class Information

The following information pertains to the Junior Officer intermediary class.

### Abilities

The Junior Officer requires a wide array of high scores. Intelligence and Charisma are important to the Officer's eventual advancement, and help the soldier perform his day to day missions more easily. Strength and Constitution are equally important; these physical attributes help keep the Junior Officer alive, and more importantly... earn the respect of his unit.

### Hit Die

The Junior Officer gains d6 hit points per level. The character's Constitution modifier applies. A first level Junior Officer gains 6 HP plus his Constitution modifier. Junior Officer training places emphasis on mental, rather than physical toughness.

### Action Points

The Junior Officer gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

## junior officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Code of Conduct, Personal Firearms Proficiency, Training Regimen	+0	+2
2nd	+1	+0	+2	+2	Bonus Feat	+1	+2
3rd	+2	+1	+2	+2	Soldier's Inspiration	+1	+2
4th	+2	+1	+2	+2	Bonus Feat	+1	+3
5th	+3	+1	+3	+3	Logistical Support, Wealth Bonus Increase +1	+2	+3

### class skills

The Junior Officers's class skills are as follows.

Computer Use (*Int*) Demolitions (*Int*), Diplomacy (*Int*), Drive (*Dex*), Gather Information (*Cha*), Intimidate (*Cha*), Knowledge (*any -Int*), Listen (*Wis*), Move Silently (*Dex*), Pilot (*Dex*), Profession (*soldier-Wis*), Read/Write Language, Speak Language, Spot (*Wis*), Swim (*Str*) Treat Injury (*Wis*)

**Skill Points at Each Level:** 6 + *Int* Modifier. A first level Junior Officer receives 4 x (6 + *Int* Modifier) points of skills.

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

Aircraft Operation, Alertness, Armor Proficiency (*light*), Athletic, Attentive, Brawl, Builder, Cautious, Combat Expertise, Combat Martial Arts, Combat Reflexes, Confident, Creative, Dodge, Educated, Endurance, Focused, Gearhead, Improved Initiative, Improved Disarm, Improved Trip, Knockout Punch, Meticulous, Point Blank Shot, Precise Shot, Renown, Studious, Toughness, Trustworthy, Weapon Finesse, Windfall.

**Code of Conduct:** The Junior Officer must agree to abide by the military's code of conduct, and obey the orders of superior officers. In addition to forcing the Junior Officer to show courage in combat, behave morally, treat prisoners humanely, most military codes of conduct also place restrictions on the soldier's personal life and curtail free speech. Exact military orders and the consequences of disobedience are left up to individual GMs, though these consequences are always fairly severe. The Junior Officer must obey this code of conduct for his or her entire career, and most are legally obligated to serve in the military for several years of game time.

At the very least, if it can be proven the character disobeyed an order, the boot will be court-martialed. Force the soldier (or his attorney) to make several DC 30+ Diplomacy checks; failure on any of these checks means the soldier has been found guilty of violating this code of conduct. Consequences can range from imprisonment, the loss of some class abili-

ties, reduction in Wealth or Reputation bonus, even a military death sentence.

**Logistical Support (EX):** The Junior Officer is skilled at pushing requests through the chain of command, and getting his troops the best possible gear. When requisitioning equipment, the Junior Officer can use his Reputation bonus in place of his Charisma modifier, if higher. In addition, the character only suffers a -4 penalty when purchasing Military equipment, not the usual -6 penalty.

**Personal Firearms Proficiency (EX):** The Boot sent enough time on the gun range to acquire the Personal Firearms Proficiency feat at first level. If the character already has this feat, he instead receives the Weapon Focus feat with one personal firearm of choice.

**Soldier's Inspiration (EX):** The Junior Officer can use his words and understanding of the military mind to inspire his allies, bolstering them and improving their chances of success. An ally must listen to or observe the Junior Officer for a full round for the inspiration to take effect. The Junior Officer must make a Charisma check (*DC 10*). The effect lasts for a number of rounds equal to the Junior Officer's Charisma modifier (*minimum one round*).

An inspired ally gains a +2 morale bonus on saving throws, attack and damage rolls. A Junior Officer can't inspire himself. He can inspire a number of allies equal to one half his Junior Officer or Soldier level, rounded down (*minimum one ally*).

Unlike the Charismatic hero's Inspiration class ability, when the Junior Officer is inspiring Soldiers, Boots or Junior Officers in the same nation's military, the morale bonus is increased to +4. When inspiring other military personnel, the Junior Officer may use his Reputation Modifier in place of his Charisma modifier for determining the effects of this class ability, if his Reputation Bonus is higher. Civilians are affected normally, as determined by the Junior Officer's actual Charisma score.

# irregular

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+0	+1	Suicide Strike, Personal Firearms Proficiency, Training Regimen	+1	+0
2nd	+2	+0	+0	+2	Actrocity	+2	+0
3rd	+3	+1	+1	+2	Die Fighting	+2	+1

**Starting Feats:** In addition to the two feats all characters get at first level, the Junior Officer begins play with the Simple Weapons Proficiency feat.

**Training Regimen:** The Junior Officer must meet the military's training requirements and learn the basics of their job, not just combat. Upon taking their first level in this intermediary class, the Junior Officer must spend 3 skill points to take 3 ranks in Knowledge: Tactics, unless the character already meets this requirement for advancement into the Soldier advanced class.

## The Irregular Intermediary class

The Irregular is a soldier without uniform or flag. He is a terrorist and a murderer, fully willing to massacre civilians in the name of God and cause. The Irregular is trained in secret desert camps, taught to shoot, jury rig roadside mortar attacks, and to place the mission before mercy, compassion or common sense. The Irregular transitions into the soldier class having learned the lessons of the modern warrior, without any code of military ethics or honor.

A soldier who began his bloody career as an Irregular is more powerful than a conventional soldier simply because he is willing to do what his opponents will not. Fearlessness and mercilessness are the Irregular's greatest weapons, and are complemented by a variety of criminal skills and an understanding of urban warfare and stealth.

Irregulars are not as well trained and disciplined nor as well equipped as conventional Soldiers. They do not share the protection of the Geneva Convention, and many are hated criminals facing a death sentence if captured. All Irregulars know that torture and death are the likeliest outcomes of thier careers.

### Keyed Advanced class: Soldier

**Requirements:** Irregulars are recruited from the poor, the downtrodden, the driven and the stupid all over the world. No Irregular can have an allegiance towards "good" or to any moderate political or religious cause; they all are extremists.

Irregulars can hold membership in a terrorist cell, or may be lone operatives.

**Transition:** By taking their first level of Soldier, the Irregular's abilities are increased, and they become more effective death dealers. However, their role in their cell doesn't change, nor does their fanaticism. The Irregular remains a committed soldier of their cause, with their reputation within the movement growing as their skills improve.

## class information

The following information pertains to the Irregular intermediary class.

### abilities

Dexterity and Wisdom are most important to the Irregular. These guerrilla fighters need keen senses and quick reflexes to set ambushes, avoid capture and disappear into a crowd after placing a bomb. Intelligence helps with Demolitions and related abilities, while Strength and Constitution keep the Irregular alive in melee.

### hit die

The Irregular gains d8 hit points per level. The character's Constitution modifier applies. A first level Irregular recieves 8 HP plus his Constitution modifier. Months of arduous training and physical conditioning mean the Irregulars are almost as tough as some elite military troops.

### action points

The Irregular gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

### class skills

The Irregular's class skills are as follows.

Computer Use (*Int*) Demolitions (*Int*), Craft (*chemical, electronic- Int*), Disable Device (*Int*), Drive (*Dex*), Forgery (*Int*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*current events, civics, popular culture, streetwise, tactics, theology and philosophy -Int*), Listen (*Wis*), Move Silently (*Dex*), Pilot (*Dex*), Read/Write Language, Speak Language, Spot (*Wis*)



**Skill Points at Each Level:** 3 + Int Modifier. Receives 4 x (3+ Int Modifier) skill points at first level.

**Atrocity (EX):** True soldiers don't intentionally kill civilians—that's something terrorists do. Any time a 2nd level Irregular attacks a civilian, all his attacks against that target do maximum normal damage. For example, a D8 pistol would inflict 8 points of damage to the civilian on a successful hit. Civilians are defined as non player characters with only Ordinary class levels. Characters with the criminal, law enforcement or military backgrounds are not civilians, nor are any ordinary characters with a base attack bonus of +3 or higher.

**Die Fighting (EX):** Death holds no terror for the Irregular; he's convinced of his righteousness and the strength of his convictions. A third level Irregular gains the ability to keep fighting when he would be considered unconscious and dying. When the Irregular's hit points reach -1, he can perform as though he were disabled, making either a move action or an attack every round, until he reaches -10 HP and dies, or his hit points return to one or higher. The Irregular can choose to succumb to unconsciousness if he believes that doing so might prevent him from taking more damage.

**Personal Firearms Proficiency (EX):** The Irregular spent enough time on the gun range to acquire the Personal Firearms Proficiency feat at first level. If the character already has this feat, he instead receives the Weapon Focus feat with one personal firearm of choice.

**Starting Feats:** In addition to the two feats all characters get at first level, the Irregular begins play with the Simple Weapons Proficiency feat.

**Suicide Strike (EX):** The Irregular is trained to lay down his life for the cause, for the mission. Any time the Irregular is struck by an attack that reduces his HP to 0 or less, he can immediately make a single attack (*either melee or ranged*) at his highest base attack bonus just prior to succumbing to unconsciousness. This ability can be used a maximum of once per encounter, assuming the fanatic survives.

**Training Regimen:** The Irregular learns at the feet of veteran terrorists. Upon taking their first level in this intermediary class, the Junior Officer must spend 3 skill points to take 3 ranks in Knowledge: Tactics, unless the character already meets this requirement for advancement into the Soldier advanced class. In addition, before the character becomes free to multiclass, he must take at least 1 rank each in Knowledge: Theology & Philosophy and Knowledge: Civics.

## Freelance Cameraman Intermediary class

The Freelance Cameraman knows the value of images. The right image can shock a nation, arouse entertain or disgust an audience, bring a nation to its knees, and most of all, bring

in a nice paycheck. The Cameraman may be a cub reporter assigned as a back up photographer on major stories, may work for hire, assembling stock image galleries for ad agencies and newspapers, might be a celebrity chaser with a camera and a profitable hobby. Less responsible cameramen might sell prank videos and bumfights caught on tape, or make their living shooting low budget Internet porn.

Freelance Cameramen are simply better photographers and artists than conventional Investigators, and can move people to tears with their images. They're also better at bluffing their way into places they shouldn't be, and are masters at getting into more trouble than they can handle. The Cameraman's charisma based skills round out the Investigator's Wisdom keyed skills nicely.

Freelance Cameramen are physically weaker than Investigators who entered the class through the Dedicated Hero career path, and have fewer 'support' abilities. The Cameraman's dependence on both Charisma and Wisdom based skills means that unless the character's attributes are fairly high, the Cameraman might find himself at a major disadvantage.

## Keyed Advanced class: Investigator

**Requirements:** Anyone can be a Freelance Cameraman simply by picking up a camera and trying to make a living selling the images. This Intermediary class has no special entry requirements. Gamemasters can however, require the character to purchase the Freelance Cameraman's expensive electronic gear normally, rather than handing it out as starting equipment.

**Transition:** The day the Cameraman becomes a full fledged Investigator probably doesn't involve too much celebration. Instead, the Cameraman turns in their latest assignment, cashes their check (*and hopes its for a little bit more than their last one*) and tries to scare up some more work. The Cameraman might even know he's made the transition in game until bigger and better commissions start coming his way.

## Class Information

The following information pertains to the Freelance Cameraman intermediary class.

## Abilities

All three mental abilities are of equal importance to the Freelance Cameraman. Being a successful journalist requires equal parts perception, wit, and passion... and the ability to lie well doesn't hurt.

## Hit Die

The Freelance Cameraman gains d4 hit points per level. The character's Constitution modifier applies. A first level

# Freelance Cameraman

Base	Attack	Fort	Ref	Will		Defense	Reputation
Level	Bonus	Save	Save	Save	Special	Bonus	Bonus
1st	+0	+0	+1	+1	Backdoors, Training Regimen	+1	+1
2nd	+1	+0	+2	+2	Bonus Feat	+2	+1
3rd	+2	+1	+2	+2	Arresting Images	+2	+2

Freelance Cameraman gains 4 HP plus his Constitution modifier. The Cameraman doesn't place much emphasis on physical strength, and their schedules rarely allow for a really healthy diet or lifestyle.

## Action Points

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

## Class Skills

The Freelance Cameraman's class skills are as follows.

Bluff (*Cha*), Computer Use (*Int*), Craft (*Visual Art, Writing – Int*), Decipher Script (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Drive (*Dex*), Forgery (*Int*), Gather Information (*Cha*), Investigate (*Wis*), Knowledge (*any – Int*), Listen (*Wis*), Profession (*reporter, artist, ect – Wis*), Read/Write Language, Research (*Int*), Sense Motive (*Wis*), Speak Language, Spot (*Wis*)

**Skill Points at Each Level:** 4+ Int Modifier. First level characters receive 4x (4 + Int Modifier) skill points.

**Arresting Images (EX):** The Freelance Cameraman is a master of choosing images that stop viewers dead in their track, and have an emotional resonance that persists long after the page is turned, the website logged off or the television is turned off. Any time the Cameraman critically succeeds at a Craft: Visual Art check, the extraordinary image created is 'imbued' with extra emotional punch. Anyone viewing the photograph must make a WILL save (DC 10 + the total of the photographer's Cameraman and Investigator levels) or be emotionally affected by the piece. The effect lasts for a number of minutes after viewing the image equal to twice the Cameraman's Intelligence modifier (*minimum two minutes*.)

The Cameraman chooses when he takes the picture whether he wants the image to inspire or horrify viewers. An inspiring picture grants a +1 morale bonus on WILL saves and attack rolls for the duration. A horrifying picture leaves the viewer shaken for the duration of the effect. Once a picture's effect is chosen, it cannot be changed. A character can willingly fail the save to benefit from the positive effects of an inspiring picture. The Cameraman has no control over who sees a

photograph once its published; all enemies and allies who see the image are affected. Once a character is affected by this class ability, he or she can't be affected again by the same photograph for 24 hours. This is a non-magical, mind influencing effect.

**Backdoors (EX):** The Freelance Cameraman is adept at getting into places where he really shouldn't be. The Cameraman adds his Charisma modifier (*if positive*) to all Bluff, Hide and Move Silently checks to sneak past guards, sneak into restricted areas and to convince the authorities that they really belong there.

**Bonus Feat:** A second level Freelance Cameraman gets a bonus feat. The bonus feat must be selected from the following list, and the Freelance Cameraman must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Confident, Creative, Deceptive, Defensive Martial Arts, Dodge, Educated, Improved Damage Threshold, Improved Initiative, Lightning Reflexes, Low Profile, Personal Firearms Proficiency, Renown, Run, Track, Trustworthy, Windfall

**Training Regimen:** The Investigator Advanced Class has stringent entry requirements, and the Freelance Cameraman must hone his craft until he meets those requirements. The Freelance Cameraman must place maximum skill ranks in the following skills until he has 6 ranks in each: Investigate, Listen, Sense Motive. The Freelance Cameraman must place at least 2 ranks in Craft: Visual Art at first level.

## ER Intern Intermediary class

The best trauma surgeon in the world began her medical career the same way all doctors do, by spending the longest year of her life toiling in an emergency room somewhere. During the Field Medic's residency, they spend several long months working the night shift in a jumping urban ER, trying to keep the stupid, the unlucky or the criminal from bleeding to death from a myriad of strange (*and gory*) injuries.

By surviving their ER rotation, Field Medics become accustomed to working in less than ideal conditions, and treating dozens of patients in a short period of time. The medic

# ER Intern

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Surgery, Triage, Training Regimen	+0	+1
2nd	+1	+0	+0	+2	Tireless Healer	+1	+1
3rd	+2	+1	+1	+2	Life Saver	+1	+2

learns to forego sleep, and still perform perfectly despite their exhaustion. The main downside of this class is the stringent intellectual requirements. To survive this class, the Intern must focus all her attention on the job. Forget about having a personal life, much less picking up any cross class skills until the job's training requirements are met.

## Keyed Advanced Class: Field Medic

**Requirements:** The ER Intern must be a college and medical school graduate, and have chosen one of the following starting occupations: Academic, Doctor, Emergency Services, Student or Technician.

**Transition:** Completing the ER residency is the Intern's final step on the long road to becoming a fully accredited doctor. Once the residency period ends, the character is free to start his or her own practice.

## Class Information

The following information pertains to the ER Intern intermediary class.

## Abilities

Wisdom and Intelligence are the most important attributes for the ER Intern, and both these mental abilities are vital in spotting and treating trauma. Of these two abilities, Wisdom is slightly more important; this attribute increases the doctor's chance of spotting an tiny external injury that hints at the real problem, and increases the money to be made with the Profession- doctor skill. However, Intelligence is vital to rote memorization of anatomy, symptoms, and drug interaction charts, and a thousand other life saving details.

## Hit Die

The ER Intern gains d6 hit points per level. The character's Constitution modifier applies. A first level character receives 6 HP plus her Constitution modifier. Most ER Interns are physically fit, but not extraordinarily so, and they receive only average HD.

## Action Points

The ER Intern gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

## Class Skills

The ER Intern's class skills are as follows.

Computer Use (*Int*), Craft (*Chemical, Pharmaceutical – Int*), Gather Information (*Cha*), Knowledge (*Behavioral Sciences, Business, Civics, Earth and Life Sciences, Physical Sciences, Streetwise*), Profession (*doctor – Wis*), Read/Write Language, Research (*Int*), Speak Language, Spot (*Wis*), Treat Injury (*Wis*)

**Skill Points at Each Level:** 6 + *Int* Modifier. Receives 4x (6 + *Int* Modifier) skill points at first level.

**Triage (EX):** As a free action, the ER Intern can quickly glance at a wounded creature and instantly assess how close to death it is. By succeeding at a DC 10 Treat Injury check, the ER Intern can instantly assess how many negative hit points an unconscious creature has. This ability only affects creatures with reasonably normal anatomies, and at the GM's option, this class ability might not work on extremely unusual creatures, such as magical creatures, androids, cyborgs, or alien lifeforms.

**Life Saver (EX):** The ER Intern has learned how to pull even critically wounded patients back from the brink of death. Any time the ER Intern uses a action point to increase the result of a Treat Injury check, she rolls a D10 or multiple D10s instead of a D6.

**Tireless Healer (EX):** The ER Intern has learned how to function at full efficiency despite having very little time for rest. The ER Intern requires only ¾ the amount of rest a normal character does in order to recover hit points (*or the capacity to use magic, in certain campaigns*). After 6 hours of rest or sleep, the Intern recovers HP as if she has rested for 8 hours.

**Starting Feats:** In addition to the two feats all characters get at first level, the ER Intern begins play with the Simple Weapons Proficiency feat.



# Trader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Alertness, Risk Vs Reward, Training Regimen	+0	+2
2nd	+1	+0	+0	+2	Wealth Bonus +3	+1	+2
3rd	+1	+1	+1	+2	Insider Knowledge	+1	+2

**Surgery (EX):** The ER Intern has already completed surgical training, and receives the Surgery Feat for free at first level. If the character already has this feat, the Intern receives the Medical Expert feat.

**Training Regimen:** The Field Medic Advanced Class has stringent entry requirements, and the ER Intern must master the lifesaving skills necessary to excel in the medical profession. The ER Intern must place maximum skill ranks in the following skills until he has 6 ranks in each: Spot, Treat Injury. In addition, once that requirement is met, the ER Intern must place at least 3 ranks each in Craft: Pharmaceutical, and Profession: Doctor.

## The Trader Intermediary class

The Trader becomes a Negotiator only after years building a reputation and assembling a (*semi-legitimate*) fortune on Wall Street. The Trader is a corporate shark, a business man or woman that can quickly size up the potential in a deal, knows how to maximize profit, and is perfectly willing to walk all over the competition in the quest for fame and fortune.

The Trader is wealthier and more business oriented than a typical Negotiator, with a selection of skills that are as useful making billion dollar deals in a Tokyo penthouse as they are in talking down a crazed hostage taker. The Trader's unique class abilities build nicely on the Negotiator's high Charisma. On the down side, the Trader is physically weaker than a Charismatic hero turned Negotiator, and is less open to customization than the Charismatic hero, and the character's abilities are focused on manipulating wealth, rather than people.

### Keyed Advanced class: Negotiator

**Requirements:** The Trader is a child of wealth and privilege, and entering this Intermediary class requires not just money, but an understanding of high finance. The Trader must have chosen one of the following starting occupations: Academic, Dilettante, Entrepreneur, Student or White Collar.

**Transition:** The Trader becomes a full fledged Negotiator after sealing enough deals to acquire a reputation for luck, skill and perceptiveness. The transition can be as informal as a night of partying with the other Wall Street raiders, or be as formal as a full partnership in a trading firm, with all the perks that implies.

### Class Information

The following information pertains to the Trader intermediary class.

### Abilities

Charisma is the most important ability to the Trader, determining their ability to manipulate people, steer the market, and build a network of clients. Intelligence and Wisdom are also of primary importance because they determine the money the character is going to be making. Physical abilities are relatively unimportant.

### Hit Die

The Trader gains d4 hit points per level. The character's Constitution modifier applies. A first level Trader gains 4 HP plus his Constitution modifier. Traders place almost no emphasis on physical attributes; they might need to look good, because a handsome Trader is a successful one, but very few can survive a fight for long.

### Action Points

The Trader gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

### Class Skills

The Trader's class skills are as follows.

Bluff (*Cha*), Computer Use (*Int*), Diplomacy (*Cha*), Forgery (*Int*), Gamble (*Wis*), Gather Information (*Cha*), Knowledge (*Business, Civics, Current Events, History, Popular Culture, Streetwise – Int*), Profession (*any business related – Wis*), Read/Write Language, Research (*Int*), Sense Motive (*Wis*), Speak Language

**Skill Points at Each Level:** 5 + Int Modifier. Receives 4 x (5 + Int Modifier) skill points at first level.

**Alertness:** A first level Trader gains Alertness as a bonus feat. If the Trader already has Alertness, she can choose a feat from the following list: Confident, Deceptive, Educated.

**Insider Knowledge (EX):** A veteran Trader has a network of corporate contacts and favors owed that allow the Trader to pull off the kind of deals that outsiders can only dream of. While not fully legal, this vital ability can dramatically increase the Trader's wealth. If the Trader chooses to use this ability, she can add her Charisma modifier (*if positive*) to any Wealth check she makes. The downside of this ability, is that this doubles the time required for the Wealth check, as the character needs to get in touch with contacts and make back-room deals.

**Risk Vs Reward (EX):** The Trader knows how to gamble on the stock market, and knows how to spot the big risks that will pay off nicely. Whenever the Trader attempts to make money on a Bluff, Diplomacy, Knowledge: Business, or Profession check, he can choose to activate this class feature. The Trader can willingly choose to increase the check's DC. For every three points the Trader increases the DC by, the Wealth bonus that results from a success increases by a single point.

**Training Regimen:** The Negotiator Advanced Class has difficult entry requirements, and the Trader must devote time and energy to meeting those requirements, if she wants to move up in the business world. The Trader must place maximum skill ranks in the following skills until she has 6 ranks in each: Bluff and Diplomacy. Additionally, the Trader must place at least 2 points in each of the following skills: Computer Use and Profession (*any business related*).

## Bouncer intermediary class

Not all Bodyguards work for the wealthy, the powerful and the interesting. Many low level protectors find work running drunks out of bars at last call, and escorting strippers home at the end of their shifts. Other bodyguards protect small time prostitutes, keeping an eye on things for the pimps, or help keep wanna-be drug kingpins alive when deals go bad.

Bouncers are tough, hard to kill, and have a natural talent for spotting trouble before it happens. The Bouncer's offensive combat abilities and social abilities are slightly better than a Tough heroes, while their defensive abilities are slightly inferior. Still, the average Bouncer is more than a match for any tough hero- according to them, they're more than a match for pretty much any other hero.

### Keyed Advanced Class: Bodyguard

**Requirements:** The Bouncer must be tough, and know how to keep his head in a fight. Bouncers might not be rich or especially brainy, but they're hard as coffin nails. The Bouncer

must choose one of the following starting occupations: Adventurer, Athlete, Blue Collar, Criminal, Military, Rural.

**Transition:** Once the Bouncer starts getting paid for protecting clients instead of places he'd rather not be, he's a full fledged bodyguard. To most bodyguards, this transition is marked by scouring the previous night's tip money to buy a good enough suit to do a 'professional' job.

### class information

The following information pertains to the Bouncer intermediary class.

### abilities

Strength and Constitution are of equal importance to the Bouncer; one helps the Bouncer take down thugs, and the other keeps him alive while he's doing so. Wisdom is important in that it helps him spot trouble, seek out concealed weapons, and find the best way to deescalate the average bar fight. Charisma is more important to the Bouncer than the other mental attributes, because of its role in Bluff and Intimidation, two important class skills.

### hit die

The Bouncer gains d10 hit points per level. The character's Constitution modifier applies. A first level receives 10 HP plus Constitution modifier. Bouncers are among the toughest, hardest to kill SOBs on the planet.

### action points

The gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

### class skills

The Bouncer's class skills are as follows.

Bluff (*Cha*), Concentration (*Con*), Diplomacy (*Cha*), Drive (*Dex*), Escape Artist (*Dex*), Gamble (*Wis*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*Business, Streetwise – Int*), Listen (*Wis*), Move Silently (*Dex*), Search (*Wis*), Sense Motive (*Wis*), Speak Language, Spot (*Wis*)

**Skill Points at Each Level:** 2 + Int Modifier. Receives 4 x (2 + Int Modifier) skill points at first level.

**Barfighter (EX):** The Bouncer is a veteran of a hundred barroom brawls, and is equally adept fighting with fists, guns, knives or even a broken beer bottle or cracked pool cue, and can swing effectively even in a crush of people. When the Bouncer is fighting in or near any bar or nightclub, the bouncer receives a +1 circumstance bonus on all attack and damage rolls.

**Cue Stick Avenger (EX):** In a veteran Bouncer's hands, a cracked pool cue does as much damage as shotgun, a broken beer bottle does as much damage as a sword. The Bouncer

## Bouncer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+0	Barfighter, Personal Firearms Proficiency, Training Regimen	+1	+0
2nd	+1	+2	+0	+0	Bonus Feat	+2	+0
3rd	+2	+2	+1	+1	Cue Stick Avenger	+2	+1

can fight with improvised weapons at no penalty, where most characters suffer a -4 penalty. This bonus stacks with the bonus provided by the Barfighter class feature.

**Bonus Feats:** A second level Bouncer gets a bonus feat. The bonus feat must be selected from the following list, and the Bouncer must meet all the prerequisites of the feat to select it.

Acrobatic, Armor Proficiency (any), Athletic, Attentive, Brawl, Improved Disarm, Combat Martial Arts, Combat Reflexes, Dodge, Focused, Gearhead, Great Fortitude, Improved Damage Threshold, Improved Initiative, Iron Will, Low Profile, Power Attack, Two-Weapon Fighting

**Personal Firearms Proficiency:** The Bouncer knows how to use a gun right. At first level, the Bouncer gains Personal Firearms Proficiency. If the Bouncer already has this feat, he can choose either Point Blank Shot or Quick Draw, even if the character does not normally meet the prerequisites.

**Starting Feats:** In addition to the two feats all characters get at first level, the Bouncer begins play with the Simple Weapons Proficiency feat.

**Training Regimen:** The Bouncer has to learn quickly how to size up trouble, keep his mind focused, and settle disputes with nothing harder than a mean look. Most learn these skills working the door of a rowdy downtown club. The Bouncer must place maximum skill ranks in the following skills until she has 6 ranks in each: Concentrate, Intimidate.

## Coroner Intermediary Class

The Coroner is a junior medical examiner in a major metropolis; they've seen and examined hundreds of murder victims, and can quickly determine cause of death. Coroners are scientists, but they are more 'hands on' than most, and sickening one of these jaded, strong willed scientists is almost impossible; these are the men and women that autopsy the fat old women who had a stroke and set in a sweltering apartment for weeks before the neighbors couldn't ignore the stench anymore. Coroners are used to getting their hands dirty in their quest to find out who killed their victim, and why.

Compared to a typical Smart Hero the Coroner is tougher, harder to shock and is well versed in forensics, criminology and capable of holding their own in court, under withering cross examination. Unfortunately, the Coroner has the ultimate 'ground level' view of science, and may not be as versed in purely theoretical science and new discoveries as their Smart counterparts.

## Keyed Advanced Class: Field Scientist

**Requirements:** The Coroner must be a high school graduate with at least some college, and many jurisdictions require a college degree. The Coroner must be at least 18, with a clean criminal record, and must have chosen one of the following occupations: Academic, Doctor, Emergency Services, Investigative, Law Enforcement, Military, Student, or Technician.

**Transition:** Coroners can move up the ranks of their agency by successfully testifying in court, winning cases and earning a reputation for excellence. As the Coroner levels up, he might find himself called as an expert witness in high profile cases, increasing both wealth and reputation.

## Class Information

The following information pertains to the Coroner intermediary class.

## Abilities

Intelligence is the prime ability for Coroners, followed closely by wisdom. With their selection of knowledge skills, computer use ability, and the necessity for many skills to meet the requirements of the Field Scientist advanced class, a good Intelligence score is vital to the hero's success. Wisdom, because it governs the Coroner's investigatory abilities and profession checks, is almost as vital.

## Hit Die

The Coroner gains d6 hit points per level. The character's Constitution modifier applies. A first level Coroner receives 6 HP plus Constitution modifier. Most Coroners have seen enough heart attacks caused by obesity and poor diet that



## CORONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Autopsy, Training Regimen	+0	+0
2nd	+1	+2	+0	+2	Expert Witness	+1	+0
3rd	+1	+2	+1	+2	Familiarity with Death	+1	+1

they keep themselves in decent shape, but they are not fighters.

### Action Points

The Coroner gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

### Class Skills

The Coroner's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (*chemical, pharmaceutical, writing – Int*), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (*any – Int*), Listen (Wis), Profession (*coroner, any police or medical – Wis*), Read/Write Language, Research (Int), Speak Language, Spot (Wis), Treat Injury (Wis)

**Skill Points at Each Level:** 8 + Int Modifier. Receives 4 x (8 + Int Modifier) skill points at first level.

**Autopsy (EX):** By thoroughly examining a victim's body, both internally and externally, the Coroner can find minute clues to the person's cause of death. Performing an autopsy takes several hours, and a fully equipped medical laboratory. As a result of the time spent making this check, the Coroner can take 20 on the Investigate check.

Additionally, by making a DC 10 Investigatory check, the Coroner can determine the general cause of death (*natural causes, disease, posion, the use of a specific weapon or attack, ect*). This quick examination takes only a few minutes.

**Expert Witness (EX):** The Coroner is a recognized expert on forensics and can testify as an expert witness in any court of law. When testifying in court, the Coroner can add his Reputation bonus, if positive, to all Bluff, Diplomacy, and Intimidate checks made against lawyers, judges, witnesses and the jury.

**Familiarity with Death (EX):** A veteran Coroner is so familiar with the sights and stench of death and decay that it no longer holds any special terror. The Coroner becomes immune to foul stench caused by decay (*such as a ghoul's stench ability*), and receives a +2 bonus on all FORT saves made to resist disease caused by exposure to rotting tissue. The Coroner cannot be shocked or made shaken by the

appearance of any corpse, regardless of how badly mutilated it is; the Coroner's probably seen worse. In addition, in magically active campaigns, the Coroner now casts all Necromancy spells at +1 caster level.

**Bonus Feats:** A second level gets a bonus feat. The bonus feat must be selected from the following list, and the must meet all the prerequisites of the feat to select it.

**Starting Feats:** In addition to the two feats all characters get at first level, the Coroner begins play with the Simple Weapons Proficiency feat.

**Training Regimen:** The Coroner is required to keep abreast of current developments in forensics and medicine, in addition to memorizing every detail of the human body and the processes of decay. The Coroner must place maximum skill ranks in the following skills until she has 6 ranks in each: Craft: chemical, Knowledge: earth and life sciences, and Research. Additionally, the Coroner must place at least 2 ranks in the following skills: Investigate and Spot.

## Blue Collar Badass Intermediary Class

The Blue Collar Badass is poor as it gets, works hard, plays harder and knows how to handle himself in a fight. He might be a neighborhood protector, making sure the local gangstas don't mess with the little old ladies on their way home from church, or he might be a drunken redneck who likes nothing better than a good brawl every night after a long shift at the factory. Local hero or local bully, the choice is yours, the only costant is that the Blue Collar Badass is tough and a good man to have on your side in a fight.

The Blue Collar Badass is a slightly better unarmed fighter than a typical strong hero, but has focuses more on subduing unruly opponents than killing outright. The strength of this Intermediary Class is just that- the Blue Collar Badass is tough, strong and usually a decent mechanic and general problem solver, a handy guy to have around. The downside to this class is the fact that the character is always going to be poor, and always will be a bit rough around the edges, both things the Badass clings to as badges of honor.

# blue collar badass

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Strongarm Tactics, Combat Martial Arts, Training Regimen	+1	+0
2nd	+2	+2	+0	+0	Bonus Feat	+2	+0
3rd	+3	+2	+1	+1	Bringing the Pain	+2	+0

## keyed advanced class: martial artist

Requirements: You need to be strong and come from a bad neighborhood to choose this class. A starting character can only choose this Intermediary class if his total wealth bonus is +4 or less; if higher, instantly reduce the starting wealth bonus to +4. Characters must select one of the following starting occupations: Adventurer, Blue Collar, Criminal, Emergency Services, Law Enforcement, Military, or Rural.

**Transition:** What transition? The Blue Collar Badass breaks heads from levels 1-3 and than breaks heads as a Martial Artist in later levels. The only transition is the number of heads the character can break in a single round, and the relative quality of the skulls to be cracked. The character's level doesn't matter to the Blue Collar Badass, he's just out to drink a few beers and kick a little ass.

## class information

The following information pertains to the Blue Collar Badass intermediary class.

## abilities

Come on, you really need it spelled out. If you're putting too many points into any of the mental attributes you're kinda missing the point of this class. Put points into Strength, Constitution, Dexterity and maybe Wisdom, in that order, and you'll do just fine.

## hit die

The gains d10 hit points per level. The character's Constitution modifier applies. A first level receives 10 HP plus Constitution modifier. There's no such thing as a Blue Collar Badass that can't take a punch.

## action points

The Blue Collar Badass gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

## class skills

The Blue Collar Badass' class skills are as follows.

Balance (*Dex*), Bluff (*Cha*), Concentration (*Con*), Craft (*mechanical, structural –Int*), Demolitions (*Int*), Drive (*Dex*), Gamble (*Wis*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*popular culture, streetwise, tactics, technology –Int*), Listen (*Wis*), Profession (*low level jobs –Wis*), Repair (*Int*), Speak Language, Spot (*Wis*)

Skill Points at Each Level: 2 + Int Modifier. Receives 4 x (2+ Int Modifier) skill points at first level.

**Bringing the Pain (EX):** The Blue Collar Badass knows where to hit someone where it hurts. When the Blue Collar Badass scores a critical hit with an unarmed attack, the unfortunate victim must make a FORT save (*DC 10 + ½ the damage inflicted, rounded down*) or considered shaken for the duration of the combat encounter due to the pain. The victim suffers a –2 penalty on attack rolls, skill checks and saving throws.

**Bonus Feats:** A second level the Blue Collar Badass gets a bonus feat. The bonus feat must be selected from the following list, and the Blue Collar Badass must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Athletic, Blindfight, Brawl, Defensive Martial Arts, Combat Throw, Dodge, Drive-By Attack, Endurance, Heroic Surge, Improved Damage Threshold, Improved Combat Martial Arts, Iron Will, Personal Firearms Proficiency, Power Attack, Run, Toughness or Trustworthy.

**Combat Martial Arts:** While the Badass is probably not the graduate of any formal dojo, he's learned enough about fighting to receive the Combat Martial Arts feat as a first level bonus feat. If the character already has this feat, he receives Defensive Martial arts, or any other combat related feat of choice from this class's list of bonus feats.

**Starting Feats:** In addition to the two feats all characters get at first level, the Blue Collar Badass begins play with the Simple Weapons Proficiency feat.

**Strongarm Tactics (EX):** When making an Intimidate check, the Blue Collar Badass can use his Strength modifier in place of his Charisma modifier if it is higher.

**Training Regimen:** The Blue Collar Badass must place maximum skill ranks in the following skill until he has 3 ranks: Jump. In addition, the Blue Collar Badass has to work for a living, and must place maximum ranks in the following skill until he has at least 3 ranks in one of the following skills: Repair or Profession (*any*).

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