

**RPGObjects™**



**modern  
system**

d20: die for use in gaming

nightvision goggles  
- for operations in darkness  
- army issue:

**RPG  
OBJECTS**

BANK SAFE: ULTRA-SOPHISTICATED  
TIME-LOCK:  
- TOP-LEVEL TOOLS AND TALENT NEEDED  
TO PENETRATE

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## Introduction

Welcome to RPObjets' Modern System

RPGObjects has been designing modern system products for some time now. In essence, modern is the corner stone of our game lines. As one of the first and leading publishers for the modern system, we felt it was time to give our own personal vision of this great system.

The goal of this book is to provide a definitive source for all of our general, non-FX modern rules. It is essentially an alternate modern core rulebook, or to put it another way, it is RPGObjects' Modern System Reference Document.

If you have many of our modern books, this supplement will give you one convenient source for all the general material likely to see play in your modern games along with most of the material in the Modern System Reference Documents. If you don't have all the Blood books (shame on you first of all) this book will give you a glimpse at some of the quality material you've missed.

Either way, all the information you'll need to play modern games will be collected in this one, searchable format. With information on character generation and a sample, annotated character sheet this also makes a great guide for new modern players and gamemasters.

And since we're not dead yet, as our catalogue expands this book will continue to grow and evolve, showing the limitless possibilities of modern system gaming.

-Chris Davis & Charles Rice

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Skills marked with \* can't be used untrained. \*ARMOR PENALTY, if any applies



## Ability Scores

Every character has six basic Ability Scores:

**Strength (STR)**  
**Dexterity (DEX)**  
**Constitution (CON)**  
**Intelligence (INT)**  
**Wisdom (WIS)**  
**Charisma (CHA)**

The Score of these Abilities ranges from 0 to infinity. A limit, if any, will be specified in the rules. The normal human range is 3 to 18. It is possible for a creature to have a score of “none”. A score of “none” is not the same as a score of “0”. A score of “none” means that the creature does not possess the ability at all. The modifier for a score of “none” is +0.

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move.

Keeping track of negative ability score points is never necessary. A character’s ability score can’t drop below 0.

## Ability Modifiers

Each ability will have a modifier. The modifier can be calculated using this formula:

$$(\text{ability}/2) - 5 \text{ [round result down]}$$

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

## Use Of Ability Scores

### Strength

Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can’t exert force, usually because it has no physical body or because it doesn’t move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

### Dexterity

Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can’t move. If it can act, it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

### Constitution

If a character’s Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time.

Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body or no

metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, and massive damage, and always fails Constitution checks.

### Intelligence

Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and automatically fails Intelligence checks.

### Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

### Charisma

Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

## Changing Ability Scores

There are several ways for ability scores to change. Ability scores can increase with no limit.

- Every four levels, your character may raise an ability score by one point.
- Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.
- As a character ages, some ability scores go up and others go down. When an ability score changes,

the modifier associated with that score also changes.

## Generating Ability Scores

Ability score generation should be done with an eye toward the feel of the campaign. Characters with lower ability scores will tend to be more “human” and less heroic than a character with high ability scores. Each method below is given a descriptive name in keeping with the type of campaign that would use such a method. These names are only guideline to help the GM find the right ability generation method for his campaign.

### True Grit

Life is cheap in the true grit campaign and characters have to take what they get.

**Ability Generation:** Roll 3d6 for each ability and then assign the ability scores in the order that they were rolled.

**Why do it?** Use this method if you want the player characters to be normal men and women thrust into extraordinary circumstances of if you simply prefer a more realistic, difficult campaign.

**Why not do it?** Most of your players *are* ordinary people and game for an escape from the real world. Some players will also find the lack of choice over their character classes frustrating (a character who loves Smart Heroes but rolls an 18 Strength and 7 Intelligence will have the dice steer him away from his preferred class).

### Modern

The modern campaign is the style of most games where characters are clearly heroic but far from superhuman.

**Ability Generation:** Roll 4d6 for each ability, drop the lowest die and then assign the ability scores in the order of your choice. If your total modifier is 0 or

## Dice Basics

### DICE NOTATION

These rules use the following die notations:

d4 = four sided die

d6 = six sided die

d8 = eight sided die

d10 = ten sided die

d12 = twelve sided die

d20 = twenty sided die

d% = percentile dice

Die rolls are expressed in the format:

[#] die type [+/- modifiers]

Example: 3d6+2 means: “Roll 3 six sided dice. Add the result of the three dice together. Add 2.”

### ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

less, or if you do not have an ability over 13, you may roll again.

**Why do it?** Use this method if you want characters to be above average but still have a significant chance to have a below average ability or two. This gives each character a chance to have some strong ability scores but also some weak ones, which encourages role-playing and gives each character a better chance to find a niche.

**Why not do it?** The only reason not to use this method is if you want something more or less powerful in keeping with the campaign’s theme.

### MULTIPLYING

Sometimes a special rule makes you multiply a number or a die roll. As long as you’re applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because  $2 + 1 = 3$ ).

### BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is:

d20 + Modifiers vs. Target Number

The Modifiers and Target Number are determined by the type of task.

If the result of the d20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A “natural 20” on the die roll is not an automatic success. A “natural 1” on the die roll is not an automatic failure, unless the rules state otherwise.

### Point Buy (Modern)

In the point buy system the players determine their ability scores.

**Ability Generation:** All abilities start at 8. Players have a pool of 30 points to spend on abilities.

Raising abilities between 9 and 14 costs 1 point per ability point (for example, an ability score of 10 would cost 2 points while a 12 would cost 4 points). Raising abilities above 14 costs 2 points per point (for example, an ability to 16 would cost a total of 10 points; 6 points to raise to 14, 4 points to raise to 16).

**Why do it?** Each player will have the character he wants. If a player has an idea for a character that is

strong and tough but dumb as a bag of hammers, he can easily generate that character under this system.

**Why not do it?** Sometimes a player doesn't have a strong idea for his character. Some players also prefer to let character creation be a spontaneous process and allow the character to develop in play as he interacts with the other characters. New players especially might find this ability generation method confusing or overwhelming. Finally this method frequently takes longer than other methods while players think about the character they want and try to optimize the points to represent their concept.

Cinematic

In the cinematic game characters are almost too good to be true and have few weaknesses.

**Ability Generation:** All abilities start with a value of 8 plus 1d10. Assign the ability scores in the order of your choice.

**Why do it?** If you like the idea of stories about truly larger than life heroes this is the style for you. Characters generated with this method will have a wide range of potent ability scores, allowing for characters that are smart, tough and good looking all at once. If you want to run a campaign reminiscent of 50's serials such as Flash Gordon or Buck Rogers where the heroes are seemingly perfect, then the cinematic method is a good way to achieve that.

**Why not do it?** Playing characters with weaknesses is good for both the GM and the player. Having a weak spot allows the GM to design an encounter to be especially challenging for a PC while the player can use his weak area as a great "hook" to role-play.

Point Buy (Cinematic)

The cinematic point buy works just like the modern one only the player gains 38 to 45 points to spend on abilities. The amount of the pool is up to the GM depending on how cinematic he wants the campaign to be.

TABLE 1-1: LEVEL DEPENDANT BENEFITS

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st, 2nd	
2nd	1,000	5	2.5		
3rd	3,000	6	3	3rd	
4th	6,000	7	3.5		1st
5th	10,000	8	4		
6th	15,000	9	4.5	4th	
7th	21,000	10	5		
8th	28,000	11	5.5		2nd
9th	36,000	12	6	5th	
10th	45,000	13	6.5		
11th	55,000	14	7		
12th	66,000	15	7.5	6th	3rd
13th	78,000	16	8		
14th	91,000	17	8.5		
15th	105,000	18	9	7th	
16th	120,000	19	9.5		4th
17th	136,000	20	10		
18th	153,000	21	10.5	8th	
19th	171,000	22	11		
20th	190,000	23	11.5		5th

Class and Level Benefits

As a character advances in level he gains a number of benefits from his character classes; however, some benefits are gained by a character regardless of their class. The following table summarizes those benefits that all character gain as they advance in level.

**XP:** This is the amount of experience need to achieve that level.

**Class Skill Max Ranks:** The maximum ranks of a class skill.

**Cross Class Skill Max Ranks:** The maximum ranks of a cross class skill.

**Feats:** The number of general feats the character receives. Note that non-human's gain only one feat at first level.

**Ability Increases:** The level that character's raises an ability score.

Basic Character Classes

Basic Class Descriptions

Ability

This entry tells which ability is typically associated with that class.

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).

Action Points

The number of action points gained per level.

Class Skills

This section of a class description provides a list of class skills and also gives 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.

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.

## Starting Feats

The feats gained at 1st level in the class.

## Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

**Level:** The character's level in the class.

**Base Attack Bonus:** The character's base attack bonus and number of attacks.

**Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

**Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

**Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

**Class Features:** Level-dependent class features, each explained in the section that follows.

**Defense Bonus:** The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.

**Reputation Bonus:** The character's base Reputation bonus.

## Class Features

This entry details special characteristics of the class, including bonus feats and unique talents, that are gained as a character attains higher levels in the class.

## Talents

Every basic class offers a selection of talents to choose from. A character gains a talent upon attaining each odd-numbered level in a class (including 1st

level). Talents are considered to be extraordinary abilities. Some talents have prerequisites that must be met before a character can select them.



## Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level in a class. These bonus feats are in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

## The Strong Hero

Ability: Strength

## Class Information

The following information pertains to the Strong Hero base class.

**Hit Die:** 1d8

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

**Class Skills:** The Strong hero's class skills (and the key ability for each skill) are: Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str).

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

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

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

## Starting Feats

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

**TABLE 1-2: THE STRONG HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+0	+0	Talent	+1	+0
2 <sup>nd</sup>	+2	+2	+0	+0	Bonus feat	+2	+0
3 <sup>rd</sup>	+3	+2	+1	+1	Talent	+2	+0
4 <sup>th</sup>	+4	+2	+1	+1	Bonus feat	+3	+0
5 <sup>th</sup>	+5	+3	+1	+1	Talent	+3	+1
6 <sup>th</sup>	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7 <sup>th</sup>	+7/+2	+4	+2	+2	Talent	+4	+1
8 <sup>th</sup>	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9 <sup>th</sup>	+9/+4	+4	+3	+3	Talent	+5	+2
10 <sup>th</sup>	+10/+5	+5	+3	+3	Bonus feat	+5	+2

## Class Features

The following are class features of the Strong hero.

## Talents

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

## Extreme Effort Talent Tree

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

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

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

*Prerequisite:* Extreme effort.

**Advanced Extreme Effort:** The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and

improved extreme effort (+6 total).

*Prerequisites:* Extreme effort, improved extreme effort.

## Ignore Hardness Talent Tree

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

**Ignore Hardness:** The Strong hero ignores 1 point of an object's hardness.

**Improved Ignore Hardness:** The Strong hero ignores 1 additional point of an object's hardness (for a total of 2).

*Prerequisite:* Ignore hardness.

**Advanced Ignore Hardness:** The Strong hero ignores 1 additional point of an object's hardness (for a total of 3).

*Prerequisites:* Ignore hardness, improved ignore hardness.

## Melee Smash Talent Tree

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

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

**Improved Melee Smash:** The Strong hero receives

an additional +1 bonus on melee damage (+2 total).

*Prerequisite:* Melee smash.

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

*Prerequisites:* Melee smash, improved melee smash.

## Bonus Feats

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

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

## The Fast Hero

Ability: Dexterity

## Class Information

The following information pertains to the Fast Hero base class.

**Hit Die:** 1d8

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

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

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

**TABLE 1-3: THE FAST HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+1	+0	Talent	+3	+0
2 <sup>nd</sup>	+1	+0	+2	+0	Bonus feat	+4	+0
3 <sup>rd</sup>	+2	+1	+2	+1	Talent	+4	+1
4 <sup>th</sup>	+3	+1	+2	+1	Bonus feat	+5	+1
5 <sup>th</sup>	+3	+1	+3	+1	Talent	+5	+1
6 <sup>th</sup>	+4	+2	+3	+2	Bonus feat	+6	+2
7 <sup>th</sup>	+5	+2	+4	+2	Talent	+6	+2
8 <sup>th</sup>	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9 <sup>th</sup>	+6/+1	+3	+4	+3	Talent	+7	+3
10 <sup>th</sup>	+7/+2	+3	+5	+3	Bonus feat	+8	+3

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

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

## Starting Feats

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

## Class Features

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

## Talents

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

## Defensive Talent Tree

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

**Evasion:** If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex

saving throw for half damage, the Fast hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

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

*Prerequisite:* Evasion.

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

*Prerequisites:* Evasion, uncanny dodge 1.

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

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he or she



can't use this talent.

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

*Prerequisites:* Evasion, uncanny dodge 1.

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

*Prerequisite:* Evasion.

## Increased Speed Talent Tree

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

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

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

*Prerequisite:* Increased speed.

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

*Prerequisites:* Increased speed, improved increased speed.

## Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites. Acrobatic, Combat Expertise, Combat Driving, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Evasive Maneuvers, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

## The Tough Hero

Ability: Constitution

## Class Information

The following information pertains to the Tough Hero base class.

**Hit Die:** 1d10

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

**Class Skills:** The Tough hero's class skills (and

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

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

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

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

## Starting Feats

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

## Class Features

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

## Talents

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

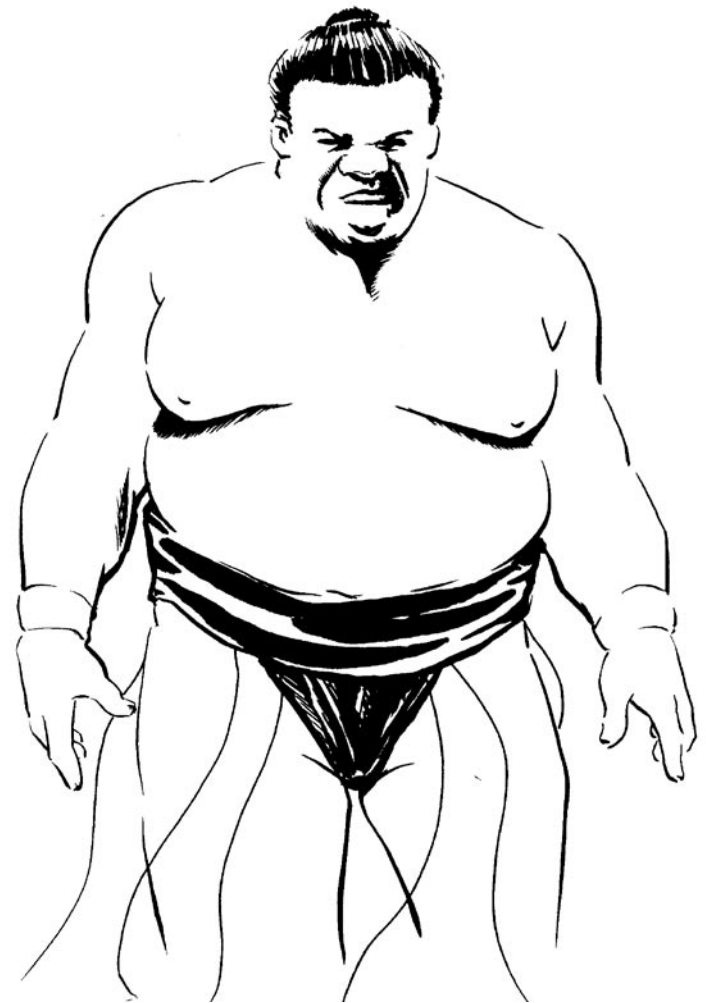
## Damage Reduction Talent Tree

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

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

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

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



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

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

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

## Energy Resistance Talent Tree

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

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

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

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

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

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

## Unbreakable Talent Tree

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

**Remain Conscious:** The Tough hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Tough hero's hit points reach -1, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies)

**TABLE 1-4: THE TOUGH HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+0	+0	Talent	+1	+0
2 <sup>nd</sup>	+1	+2	+0	+0	Bonus feat	+2	+0
3 <sup>rd</sup>	+2	+2	+1	+1	Talent	+2	+1
4 <sup>th</sup>	+3	+2	+1	+1	Bonus feat	+3	+1
5 <sup>th</sup>	+3	+3	+1	+1	Talent	+3	+1
6 <sup>th</sup>	+4	+3	+2	+2	Bonus feat	+3	+2
7 <sup>th</sup>	+5	+4	+2	+2	Talent	+4	+2
8 <sup>th</sup>	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9 <sup>th</sup>	+6/+1	+4	+3	+3	Talent	+5	+3
10 <sup>th</sup>	+7/+2	+5	+3	+3	Bonus feat	+5	+3

or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

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

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

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

*Prerequisite:* Robust.

## Bonus Feats

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

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

## The Smart Hero

Ability: Intelligence

## Class Information

The following information pertains to the Smart Hero base class.

**Hit Die:** 1d6

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

**Class Skills:** The Smart hero's class skills (and the key ability for each skill) are: 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).

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

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

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

## Starting Feats

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

## Class Features

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

## Talents

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

## Research Talent Tree

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

**Savant:** Select one of the skills listed in the following paragraph. The Smart hero gets to add a bonus equal to his or her Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill. 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 Smart hero becomes a master linguist. Whenever the hero 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 hero's Smart level + the hero's Intelligence modifier. For a written language, the bonus applies to a Decipher

Script check instead.

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

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

## Strategy Talent Tree

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

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

*Prerequisite:* One talent from the Research Talent Tree.

**Plan:** Prior to a dramatic situation, either combat- or skill-related, the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a



**TABLE 1-5: THE SMART HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+0	+1	Talent	+0	+1
2 <sup>nd</sup>	+1	+0	+0	+2	Bonus feat	+1	+1
3 <sup>rd</sup>	+1	+1	+1	+2	Talent	+1	+1
4 <sup>th</sup>	+2	+1	+1	+2	Bonus feat	+1	+2
5 <sup>th</sup>	+2	+1	+1	+3	Talent	+2	+2
6 <sup>th</sup>	+3	+2	+2	+3	Bonus feat	+2	+2
7 <sup>th</sup>	+3	+2	+2	+4	Talent	+2	+3
8 <sup>th</sup>	+4	+2	+2	+4	Bonus feat	+3	+3
9 <sup>th</sup>	+4	+3	+3	+4	Talent	+3	+3
10 <sup>th</sup>	+5	+3	+3	+5	Bonus feat	+3	+4

particular situation.

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

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

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

**Prerequisite:** One talent from the Research Talent Tree.

**Trick:** The Smart hero has the ability to temporarily confuse a target (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 hero, and must be able to hear and understand the hero.

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

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

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

**Prerequisite:** One talent from the Research Talent Tree.

## Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Smart hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites. Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

## The Dedicated Hero

Ability: Wisdom

### Class Information

The following information pertains to the Dedicated Hero base class.

**Hit Die:** 1d6

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

**Class Skills:** The Dedicated hero's class skills (and the key ability for each skill) are: Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (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).

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

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

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

### Starting Feats

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

### Class Features

The following are class features of the Dedicated hero.

### Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Dedicated hero selects a talent from the following talent trees. Some

**TABLE 1-6: THE DEDICATED HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+0	+1	Talent	+1	+1
2 <sup>nd</sup>	+1	+2	+0	+2	Bonus feat	+2	+1
3 <sup>rd</sup>	+2	+2	+1	+2	Talent	+2	+1
4 <sup>th</sup>	+3	+2	+1	+2	Bonus feat	+3	+2
5 <sup>th</sup>	+3	+3	+1	+3	Talent	+3	+2
6 <sup>th</sup>	+4	+3	+2	+3	Bonus feat	+3	+2
7 <sup>th</sup>	+5	+4	+2	+4	Talent	+4	+3
8 <sup>th</sup>	+6/+1	+4	+2	+4	Bonus feat	+4	+3
9 <sup>th</sup>	+6/+1	+4	+3	+4	Talent	+5	+3
10 <sup>th</sup>	+7/+2	+5	+3	+5	Bonus feat	+5	+4

trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

## Empathic Talent Tree

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

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

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

*Prerequisite:* Empathy.

**Intuition:** The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can

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

*Prerequisite:* Empathy.

## Healing Talent Tree

The Dedicated hero has a talent for healing.

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

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

*Prerequisite:* Healing knack.

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

*Prerequisites:* Healing knack, healing touch 1.

## Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.



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

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

*Prerequisite:* Skill emphasis.

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

*Prerequisite:* Skill emphasis.

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

*Prerequisite:* Skill emphasis plus either faith or aware.

## Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Dedicated hero gains a bonus feat. This feat must be from this list, and the Dedicated hero must meet any prerequisites. Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Cover Fire, Deceptive, Educated, Far Shot, Iron Will, Miracle Worker, Medical Expert, Meticulous, Surgery, Teamwork, Track, Weapon Focus.

## The Charismatic Hero

Ability: Charisma

## Class Information

The following information pertains to the Charismatic Hero base class.

**Hit Die:** 1d6

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

**Class Skills:** The Charismatic hero's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (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).

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

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

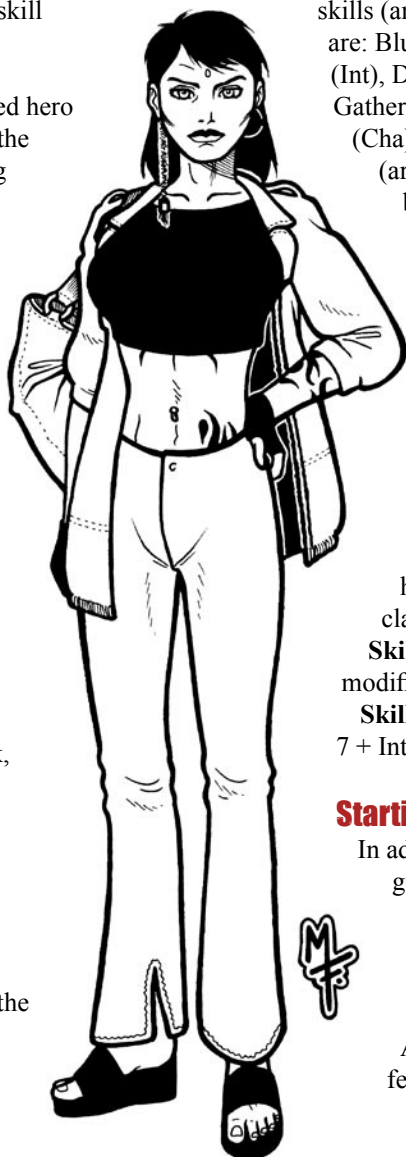
**Skill Points at Each Additional Level:** 7 + Int modifier.

## Starting Feats

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

## Class Features

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



## Talents

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

## Charm Talent Tree

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

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

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

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

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help

**TABLE 1-7: THE CHARISMATIC HERO**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+1	+0	Talent	+0	+2
2 <sup>nd</sup>	+1	+2	+2	+0	Bonus feat	+1	+2
3 <sup>rd</sup>	+1	+2	+2	+1	Talent	+1	+2
4 <sup>th</sup>	+2	+2	+2	+1	Bonus feat	+1	+3
5 <sup>th</sup>	+2	+3	+3	+1	Talent	+2	+3
6 <sup>th</sup>	+3	+3	+3	+2	Bonus feat	+2	+3
7 <sup>th</sup>	+3	+4	+4	+2	Talent	+2	+4
8 <sup>th</sup>	+4	+4	+4	+2	Bonus feat	+3	+4
9 <sup>th</sup>	+4	+4	+4	+3	Talent	+3	+4
10 <sup>th</sup>	+5	+5	+5	+3	Bonus feat	+3	+5

advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

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

*Prerequisite:* Charm.

**Captivate:** The Charismatic hero has the ability to temporarily beguile a target (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 hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else

for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

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

*Prerequisites:* Charm, Favor.

## Fast-Talk Talent Tree

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

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

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

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

This talent can be selected multiple times, each time worsening the dazzled penalty by -1.

*Prerequisite:* Fast-talk.

**Taunt:** The Charismatic hero 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 hero, and must be able to hear and understand the hero.

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

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

A taunt can be played on an opponent any number of times.

*Prerequisites:* Fast-talk, dazzle.

## Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

**Coordinate:** The Charismatic hero has a knack for getting people to work together. When the hero

can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero’s Charisma modifier.

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

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

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

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

*Prerequisite:* Coordinate.

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

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

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

minimum of one ally).  
*Prerequisites:* Coordinate, inspiration.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic hero must meet any prerequisites. Agile Riposte, Black Market, Creative, Deceptive, Dodge, Fixer, Frightful Presence, Henchmen, Iron Will, Leadership, Lightning Reflexes, Low Profile, Midas Touch, Point Blank Shot, Renown, Rumor Monger, Speed Dial, Tough Customer, Trusted Associate, Trustworthy, Well-Connected, Windfall.

Multiclass Characters

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character’s classes combine to determine a multiclass character’s overall abilities.

Class and Level Features

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character’s classes.

Level

“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.

Hit Points

A hero gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus

Add the base attack bonuses for each class to get the hero’s base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks.

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

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

Saving Throws

Add the base save bonuses for each class together.

Defense Bonus

Add the Defense bonuses for each class together.

Reputation Bonus

Add Reputation bonuses together.

Skills

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.

## Class Features

The character gets all class features (talents, bonus feats, or other special abilities) of all classes for the levels he or she possesses.

## Feats

A multiclass 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.

## Ability Increases

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level.

## Adding a Second Class

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced class.

The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st-level character).

Picking up a new class is not exactly the same as starting a character in that class. When picking up a new class, a hero doesn't receive maximum hit points but should roll the new Hit Die.

## Advancing a Level

Each time a multiclass character attains a new level, the hero either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his or her class levels by one, the character gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible bonuses on attack rolls, Defense, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.

In general, a character can have levels in as many different classes as there are classes.

## Starting Occupation

A hero may hold other jobs as his or her career unfolds, but the benefits of a starting occupation are only applied once, at the time of character creation.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she gains a one-time competence bonus for that skill.

Some starting occupations provide a Reputation bonus or a bonus feat (in addition to the two feats a 1st-level character already receives). Finally, a starting occupation increases the character's Wealth bonus.

Choose one occupation from the available

selections and apply the benefits to the character as noted in the occupation's description.

## Academic

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. 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 Bonus Increase:** +3.

## Adventurer

Adventurers include professional daredevils, big-game hunters, relic hunters, explorers, extreme sports enthusiasts, field scientists, thrill-seekers, and others called to face danger for a variety of reasons.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

**Bonus Feat:** Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Astronaut Trainee

As scientists and pioneers, astronaut trainees have prepared their minds and bodies for the rigors of space travel and life in space. They are elite members of a sophisticated space program, waiting for the opportunity to hurl themselves into the void to advance humanity's understanding of science and shed light on the mysteries of the universe.

**Prerequisite:** Age 21+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use (Int), Craft (electronic, mechanical, or pharmaceutical) (Int), Knowledge (earth and life sciences, physical sciences, or technology) (Int), Navigate (Int), Pilot (Dex), Repair (Int), Survival (Wis).

**Bonus Feat:** Select either Aircraft Operation (spacecraft) or Zero-G Training.

**Wealth Bonus Increase:** +1.

## Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

**Prerequisite:** Strength 13 or Dexterity 13.

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

**Bonus Feat:** Select either Archaic Weapons Proficiency or Brawl.

**Wealth Bonus Increase:** +1.

## Blue Collar

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs.

**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. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Wealth Bonus Increase:** +2.

## Celebrity

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

**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 Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## Colonist

Colonists are wayfaring pioneers who set the foundations of new societies on far-flung continents, planets, or moons. To survive in their new surroundings, they learn to live off the land and defend themselves against indigenous predatory life forms and hostile forces of nature.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use (Int), Craft (electronic, mechanical, or structural) (Int), Knowledge (earth and life sciences or physical sciences) (Int), Navigate (Int), Repair (Int), Survival (Wis).

**Bonus Feat:** Select Builder, Guide, or Planetary Adaptation.

**Wealth Bonus Increase:** +1.

## Creative

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, graphic artists, novelists, magazine columnists, actors, sculptors, game designers, musicians, screenwriters, photographers, and web designers all fall under this occupation.

**Prerequisite:** Age 15+.

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

**Wealth Bonus Increase:** +2.

## Criminal

This illicit starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, and other types of career criminals.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Dilettante

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

**Prerequisite:** Age 18+.

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

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6.

## Doctor

A doctor can be a physician (general practitioner or specialist), a surgeon, or a psychiatrist.

**Prerequisite:** Age 25+.

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

technology), Search, Treat Injury.

**Wealth Bonus Increase:** +4.

## Drifter

Drifters are aimless wanderers and worldwide jacks-of-all-trades who move between cities or star systems, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Knowledge (streetwise) (Int), Navigate (Int), Sleight of Hand (Dex).

**Wealth Bonus Increase:** +2.

## Gladiator

Gladiators have been fighting all their lives, whether on the streets or in some form of arena. They include disenchanting youths and poverty-stricken hoodlums looking to trade fists for cash, clones bred in secret labs to fight from birth, and low-ranking members of a society's warrior caste.

**Prerequisite:** Age 18+.

**Skills:** Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Balance (Dex), Intimidate (Cha), Knowledge (streetwise) (Int), Tumble (Dex).

**Bonus Feat:** Select either Brawl or Combat Martial Arts.

**Wealth Bonus Increase:** +1.

## Heir

Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

**Prerequisite:** Age 21+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (visual art or writing) (Int), Knowledge (art, business, civics, current events, or history) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stringed instruments, or wind instruments) (Cha), Ride (Dex), Sense Motive (Wis).

**Pre-Selected Feat:** An heir must choose the Educated feat as one of her starting feats at 1st level.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6. An heir may permanently reduce her Reputation bonus by 1 to increase her starting wealth bonus by an additional +1d6; this expenditure must be made before the character begins play. As long as her Reputation bonus is +1 or higher, an heir's wealth bonus can never drop below 10.

## Emergency Services

Rescue workers, firefighters, paramedics, hazardous material handlers, and emergency medical technicians fall under this category.

**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. Balance, Climb, Computer Use, Drive, Jump,

Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury, Swim.

**Wealth Bonus Increase:** +2.

## Entrepreneur

Entrepreneurs have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

**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 Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## Investigative

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (visual art or writing), Decipher Script, Forgery, Gather Information, Investigate,

Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +2.

## Law Enforcement

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police.

**Prerequisite:** Age 20+.

**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. Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen.

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

**Wealth Bonus Increase:** +1.

## Military

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as SEALs, Rangers, and Special Forces.

**Prerequisite:** Age 18+.

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

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

**Wealth Bonus Increase:** +1.

## Outcast

“Outcast” is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization. Some strive for acceptance, while others are trapped by their own feelings of resentment, self-loathing, or hopelessness.

**Prerequisites:** Age 15+.

**Skills:** Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Disguise (Cha), Hide (Dex), Knowledge (streetwise) (Int), Search (Int), Survival (Wis), Treat Injury (Wis).

**Bonus Feat:** Toughness.

**Wealth Bonus Increase:** +1.

## Religious

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

**Prerequisite:** Age 23+.

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

**Wealth Bonus Increase:** +2.

## Rural

Farm workers, hunters, and others who make a living in rural communities fall under this category.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as

permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Scavenger

Scavengers turn society's wreckage and discarded trash into useful tools or items for trade, and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the most treacherous places, and their playgrounds are abandoned space stations, gutted buildings, and smoking battlefields.

**Prerequisites:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Decipher Script (Int), Disable Device (Int), Knowledge (technology) (Int), Move Silently (Dex), Repair (Int), Search (Int), Spot (Wis), Survival (Wis).

**Wealth Bonus Increase:** +2.

## Student

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Knowledge (arcane lore, art, behavioral sciences, business, civics, current

events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

**Wealth Bonus Increase:** +1.

## Technician

Scientists and engineers of all types fit within the scope of this starting occupation.

**Prerequisite:** Age 23+.

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

**Wealth Bonus Increase:** +3.

## Transporter

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one destination to another. They treat their vehicles as extensions of their bodies and are most comfortable behind the wheels of skycabs or the thruster controls of cargo shuttles.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (mechanical) (Int), Drive (Dex), Knowledge (current events, popular culture, or streetwise) (Int), Navigate (Int), Pilot (Dex), Repair (Int).

**Bonus Feat:** Select either Spacer or Vehicle Expert.

**Wealth Bonus Increase:** +1.

## White Collar

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

**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, Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

**Wealth Bonus Increase:** +3.

## Action Points

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely. A character can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a character spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of

that roll (whether the attack or check or saving throw succeeded or failed). A character can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20.

When a character spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

A character can only spend 1 action point in a round. If a character spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa. Depending on the hero's character level (see the table below), he or she may be able to roll more than one d6 when spending 1 action point. If the character does so, apply the highest result and disregard the other rolls.

Character Level	Action Point Dice Rolled
1st–7th	1d6
8th–14th	2d6
15th–20th	3d6

## Allegiances

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

## Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

**Person or Group:** This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

**Organization:** This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

**Nation:** This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after emigrating to a new home.

**Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

**Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise.

An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

**Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

## Allegiances And Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

## Reputation

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character that recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity.

Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

## Fame And Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

## Using The Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.

## Allies

This rule variant links Reputation with Allegiances. Allegiances typically allow you to make a friend and gain a reaction-bonus when dealing with that friend (in other words with others who share the same allegiance). However no rules are given as to exactly how powerful those friends can be, and what they can be expected to do for you other than take your calls (sometimes not even that).

This system allows characters to pick allies within larger organizations. The ally's abilities will be linked to the character's Reputation - the higher your Reputation, the more influential your allies. Allies are broken down into the following categories: supply, influence, knowledge and skill.

What each type of ally can provide is detailed below.

### Gaining Allies

Gaining an ally is a function of Reputation. When a character gains a level he may attempt to establish an ally within one of his Allegiances by making a Reputation check (DC 20). Or in other words, d20+Reputation, if the combined total is 20 or higher

the character has established the ally.

A character can have a maximum number of allies equal to one-half his Reputation modifier.

### Losing Allies

Allies are dependant upon allegiances. If a character renounces an allegiance (or has it revoked by the game master) he loses all allies tied to that allegiance. Even if the character later regains the allegiance he must reestablish his allies within that allegiance as if they were totally new allegiances.

### Supply

Organizations frequently have full members that they allow to requisition equipment in order to further the aims of the organization. And all of those organizations have people whose job it is to hand out that equipment, make sure it all comes back in good shape and maintain the storerooms of equipment not in use to ensure that the equipment is maintained and does not "walk away".

Supply allies are usually very low on an organization's "totem pole", not being the ones who bark out orders or go hunt down vampires. However these quiet paper-pushers have a lot of power, in that they usually are the ones who decide if you get what you have requisitioned. Even if a higher-ranking member of the organization orders them to give you something, well, sometimes things just get lost. And anyone who has ever tried to find something hidden a stockroom knows *that* isn't the way to go.

Supply contacts grant a bonus to Requisition skill checks equal to your Reputation modifier from the agency in question.

### Influence

Influence allies might not have skills or information or the keys to the stockroom but they do have valuable commodities that can aid the most powerful

character: friends. Charismatic heroes begin play with an influence ally already established so long as they take an appropriate allegiance for the ally to belong to (possibilities would be celebrities or members of a political action committee or lobbying group).

When a character uses an influence ally to make an introduction the initial attitude of the person he's introduced to is improved one step (if the party was inclined to be Neutral to the character before the introduction he will be friendly now and so forth).

## Knowledge

Knowledge allies are specialists in various Knowledge or Intelligence-based skills. Smart heroes may begin play with one Knowledge ally already established, so long as they take an appropriate allegiance for the ally to belong to (possibilities would be academic institutions or government think tanks).

When a character calls on a knowledge ally he gains a bonus to one Knowledge skill check equal to his Reputation or a bonus to one Intelligence-based skill equal to one-half his Reputation (the ally will not show up to perform the skill for the character in the middle of an adventure but will offer helpful advice to give the character a bonus to his own skill check).

## Skill

Skill allies are specialists in skills based on abilities other than Intelligence or Charisma. Strong, Fast, Tough and Dedicated heroes may begin play with one Skill ally already established so long as they take an appropriate allegiance for the ally to belong to. This ally's chosen skill must be one of the class skills for the character in question and represents a former teacher or master of that skill.

When a character calls on a skill ally he gains a bonus to the ally's skill specialty equal to one-half his Reputation bonus (the ally will not show up to perform the skill for the character in the middle of an adventure but will offer helpful advice to give the character a bonus to his own skill check).

## Calling On Allies

No matter how many allies a character has there is a limit to how many times he can use his allies during an adventure. A character may automatically call on one ally per allegiance during the course of a single week of game time. A second call to an ally of the same allegiance requires a Reputation check (DC 20). The DC of this check increases by 5 for each additional time during that week the character attempts to call on allies from that allegiance.

If a character needs a rationale for this limit inform him that his allegiances *like* him, they don't *work for* him.

Whether or not the character needs to make a check to get in touch with his contact, it will take the contact 1-4 hours to get in touch with the character and/or provide the needed assistance.



## Skill Basics

### Getting Skills

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received.

If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets ½ rank per skill point. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number.

### Using Skills

To make a skill check, roll:

**1d20 + skill modifier**

**(Skill modifier = skill ranks + ability modifier + miscellaneous modifiers)**

### Skill Ranks

A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

### Ability Modifier

The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.

### Miscellaneous Modifiers

Miscellaneous modifiers include bonuses provided by feats and class features, and penalties such as the ones associated with the nonproficient use of armor, among others.

### Acquiring Skill Ranks

Ranks indicate how much training or experience a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The rules assume that a character can always find a way to learn any skill. However, the GM can impose limits depending on circumstances and a given situation.

Class	1st-Level Skill Points	Higher-Level Skill Points
Strong	(3 + Int modifier) x4	3 + Int modifier
Fast	(5 + Int modifier) x4	5 + Int modifier
Tough	(3 + Int modifier) x4	3 + Int modifier
Smart	(9 + Int modifier) x4	9 + Int modifier
Dedicated	(5 + Int modifier) x4	5 + Int modifier
Charismatic	(7 + Int modifier) x4	7 + Int modifier

## Skill Checks

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure.

### Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that a character must attain to succeed.

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Listen)
Tough (15)	Disarm an explosive (Demolitions)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computer Use)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

### Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result.

For ties on opposed checks, the character with the

higher key ability score wins. If those scores are the same, roll again.

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot
Create a fake ID	Forgery	Forgery

## Trying Again

If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.

If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

## Untrained Skill Checks

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if the character is trained in the skill.

## Favorable And Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill

modifier or a change to the skill check's DC.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change the DC. A bonus on a character's skill modifier or a reduction in the DC of the check have the same result—they create a better chance for success. But they represent different circumstances, and sometimes that difference is important.

## Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

## Tools

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to -2 (instead of -4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

## Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

## Taking 10

When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

## Taking 20

When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

## Aiding Another

In some situations, characters can cooperate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character can't take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

## Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

## Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character

makes an ability **Check**: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

## Modifier Types And Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll.

Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

## Skill Descriptions

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

### Skill Name (Key Ability)

*Trained Only; Armor Penalty*

The skill name line and the line beneath it include the following information:

**Key Ability:** The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have "None" given as their key ability because the use of these skills never requires a check.

**Trained Only:** If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

**Armor Penalty:** If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

**Check:** What a character can do with a successful skill check, and the check's DC.

**Try Again?:** Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

**Special:** Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

**Untrained:** Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained

Only”).

**Time:** How much time it takes to make a check with this skill.

## Balance (Dex)

### *Armor Penalty*

**Check:** The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

\*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

**Being Attacked While Balancing:** While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

**Accelerated Movement:** The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Balance check. (Moving twice the character’s speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character’s speed (or fraction thereof) that the character charges.

**Special:** A character can take 10 when making a Balance check, but can’t take 20.

A character with the Focused feat gets a +2 bonus on all Balance checks.

**Time:** Balancing while moving one-half the character’s speed is a move action.

Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

## Bluff (Cha)

**Check:** A Bluff check is opposed by the target’s Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target’s self-interest, nature, personality, or orders.

If it’s important, the GM can distinguish between a bluff that fails because the target doesn’t believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target’s Sense Motive check succeeds by 10 or less, then the target didn’t so much see through the bluff as prove reluctant to go along with it. If the target’s Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can’t be bluffed.

Example Circumstances	Modifier
The target wants to believe the character.	–5
The bluff is believable and doesn’t affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it’s almost too incredible to consider.	+20

**Feinting in Combat:** A character can also use Bluff to mislead an opponent in combat so that the opponent can’t dodge the character’s attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a –8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

**Creating a Diversion to Hide:** A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

**Sending a Secret Message:** A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender’s Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the

other misinterprets the message in some fashion.

**Try Again?:** Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

**Special:** A character can take 10 when making a bluff (except for feinting in combat), but can't take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

**Time:** A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

## Climb (Str)

### *Armor Penalty*

**Check:** With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

**Accelerated Climbing:** A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

**Making Handholds and Footholds:** A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

**Catching Yourself When Falling:** It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

**Special:** Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against. A rope with a wall to brace against. A knotted rope.
10	A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.

15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

\*These modifiers are cumulative; use any that apply.

**Time:** Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.

Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

## Computer Use (Int)

**Check:** Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

**Find File:** This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

**Defeat Computer Security:** This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

**Defend Security:** If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the

site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

**Degrade Programming:** A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming

makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

**Write Program:** A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

**Operate Remote Device:** Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

**Special:** A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer

security or defend security.)

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

**Time:** Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	—
Exceptional security	+10	—
Maximum security	+15	—

## Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

**Covering Tracks:** This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

**Access the Site:** There are two ways to do this: physically or over the Internet.

**Physical Access:** A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

**Internet Access:** Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

**Locate What You're Looking For:** To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

**Defeat File Security:** Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

**Do Your Stuff:** Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of

information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

## Communication Systems

The following uses are *Trained Only*.

**Send Transmission:** This skill represents familiarity with communication systems, from backpack sized satellite radios to the satellites themselves.

Unless there is severe weather, the character's transmitter is damaged, or an enemy is actively jamming his signal, there is usually no need to make a check. If the character's transmitter is damaged, then the DC of her skill check is 10 + the amount of damage the system has suffered. If there is a storm, the DC would be anywhere from 15 for an extremely heavy thunderstorm to 30 during hurricane conditions. If the PC is attempting to overcome enemy Electronic Warfare, then the DC is usually a skill vs. skill contest.

If the character rolls the DC needed exactly, then a partial, garbled message gets through.

**Jamming:** Most of the time, this skill is not rolled against a static DC, but rather rolled as a skill vs. skill contest against the Computer Use of the character's opponent. The character engaging in active jamming rolls her skill check first, which sets the DC for her opponent's Computer Use skill to successfully get a signal through.

**Transmission Interception:** If a signal is not scrambled (meaning it is a general broadcast on an unsecured frequency) then intercepting it requires a Computer Use check (DC 10). If the signal is scrambled (see below) it requires a successful skill vs. skill contest against your opponents Computer Use roll.

**Transmission Triangulation:** Once a transmission

has been intercepted, a character with this skill may make another skill check (DC 5 higher than the check required to intercept a signal) to determine where that signal was broadcast. This grants a +5 bonus to any active sensor scan to detect the target vessel.

**Scramble/Unscramble Transmission:** Computer use can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it.

**Retry:** The character may retry the skill whenever conditions improve. If the storm lessens, or if her transmitter is repaired (even partially), the character may try again. If the character is trying to pierce enemy jamming operations, she may try every round. In the case of documents coded with Cryptography, the character may try again, but disposing of the original becomes a serious security issue in such a case.

Concentration (Con)

**Check:** A character makes a Concentration check whenever he or she may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires the character’s full attention. Such actions include using skills that provoke attacks of opportunity while in a threatened square. In general, if an action would not normally incur an attack of opportunity, a character doesn’t need to make a Concentration check to avoid being distracted.

If the check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails.

The check DC depends on the nature of the distraction.

**Try Again?:** Yes, though a success doesn’t cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

**Special:** By making a check against DC 15, a

character can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn’t apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn’t allow a character to take 10 on a check when he or she is in a stressful situation; the character must roll the check as normal.

If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if the character’s concentration had been disrupted by a distraction.

**Special:** Since Concentration checks are called for in stressful situations, a character cannot take 10 or take 20 on such checks.

A character with the Focused feat gets a +2 bonus on all Concentration checks.

The concentration skill has further uses for characters using magic or psionics.

**Time:** Making a Concentration check doesn’t require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action <sup>1</sup>	10 + damage dealt
Taking continuous damage during the action <sup>2</sup>	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20

Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

- 1 Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).
- 2 Such as from catching on fire.

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can’t take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

## Craft (Chemical) (Int)

### Trained Only

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

**Acids and Bases:** Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Purchase Type of Acid	Craft DCs DC	Acid	Base	Time
Mild (1d6/1d10) <sup>1</sup>	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

<sup>1</sup> The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

**Explosives:** Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw

materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

**TABLE 2-1: POISONS**

Poison	Save Type	Initial DC	Secondary Damage	Purchase Damage	Craft DC	Restriction	DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested 1d3 hours	18	1d6 Dex	Unconsciousness	12	Res (+2)	28	8 hr.
Chloroform 1	Inhaled 1d3 hours	17	Unconsciousness	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled 1d3 hours	18	1d3 Dex	Unconsciousness	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury 2d6 minutes	13	1d6 Str	Paralysis	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled 1d6 rounds	15	Blindness	-	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

<sup>1</sup> Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Time
Improvised (1d6/5 feet) <sup>1</sup>	6	10	1 round
Simple (2d6/5 feet)	12	15	10 min.
Moderate (4d6/10 feet)	16	20	1 hr.
Complex (6d6/15 feet)	20	25	3 hr.
Powerful (8d6/20 feet)	25	30	12 hr.
Devastating (10d6/25 feet)	30	35	24 hr.

**1** The figures in parentheses are typical damage/burst radius for each type of explosive.

**Poisonous Substances:** Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

**Save DC:** The Difficulty Class of the Fortitude save to negate the effects of the poison.

**Initial Damage:** The damage a character takes immediately upon failing his or her Fortitude save.

**Secondary Damage:** The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

**Purchase DC:** The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

**Restriction:** The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

**Craft DC:** The DC of the Craft check to create a quantity of the poison.

**Time:** The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

**Special:** A character without a chemical kit takes a –4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

## Craft (Electronic) (Int)

*Trained Only*

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

**Special:** A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

## Craft (Mechanical) (Int)

*Trained Only*

This skill allows a character to build mechanical

devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr.
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

**Special:** A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

## Craft (Pharmaceutical) (Int)

*Trained Only*

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

**Special:** A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

## Craft (Structural) (Int)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

**Fortifications (New Use):** Characters can make fortifications to aid them in combat, from the simple (yet effective) foxhole, to the bunkers described in the Modern Core Rulebook. Hasty Fortifications can be constructed more quickly. For each five points by which the character's skill check exceeds the DC, reduce the construction time by one hour. Vehicles in the new vehicles section can reduce many of these times to minutes.

Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	¼ Cover
Deep	5	36 hrs.	½ Cover
Dug In (Med. Vehicle)	5	36 hrs.	¼ Cover
Deep	5	48 hrs.	½ Cover
Dug In (Lg. Vehicle)	5	48 hrs.	¼ Cover
Deep	5	72 hrs.	½ Cover
Foxhole (shallow)	5	8 hrs. per man	¼ Cover
Foxhole (deep)	5	12 hrs. per man	½ Cover

*Anti-Mobility Construction:* Fortifications are also useful to deny an enemy the use of its vehicles in a certain area or from a certain direction.

Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs per 4 feet	Ditch (see vehicle rules for gaps)
Road Break (deep)	10	18 hrs per 4 feet	Culvert (see vehicle rules for gaps)

*Mobility Construction:* The opposite of anti-mobility, allows you to get where you're going faster, land aircraft safely, and cross raging rivers. Again the right equipment (such as a Bridgelayer) can reduce construction times substantially.

Name	DC	Time	Effect
Improvised Road	15	12/hrs per mile	Wheeled vehicles move ¾ speed.
Improvised Runway	15	8 hrs.	Aircraft may land (as opposed to crash)
Short Runway	18	12 hrs.	Aircraft may land more safely
Runway	20	24 hrs.	Aircraft may land more safely
Pontoon Bridge (small river)	15	12 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (med. river)	15	18 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (lg. river)	15	24 hrs.	Vehicles may cross at ½ speed.
Sectional Bridge (small river)	20	18 hrs.	Vehicles may cross at full speed.
Sectional Bridge (med. river)	20	24 hrs.	Vehicles may cross at full speed.
Sectional Bridge (lg. river)	20	36 hrs.	Vehicles may cross at full speed.

**Special:** A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

## Craft (Visual Art) (Int)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

## Craft (Writing) (Int)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

## Decipher Script (Int)

*Trained Only*

**Check:** A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

**Try Again?:** No, unless conditions change or new information is uncovered.

**Special:** A character can take 10 when making a Decipher Script check, but can't take 20.

A character with the Studious feat gets a +2 bonus on all Decipher Script checks.

**Time:** Decipher Script takes 1 minute or more, depending on the complexity of the code.

## Demolitions (Int)

*Trained Only*

**Check:** Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

**Special:** A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

**Time:** Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

## Diplomacy (Cha)

**Check:** A character can change others' attitudes with a successful check (see the table below. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

**Try Again?:** Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

**Special:** A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

**Time:** Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill watch suspiciously, insult	Mislead, gossip, avoid,
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well limited help, advocate	Chat, advise, offer
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial	— New Attitude —				
Attitude	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

## Bribery And Diplomacy

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy

check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

## Disable Device (Int)

### Trained Only

**Check:** The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

**Open Lock:** A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

**Disable Security Device:** A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

**Traps and Sabotage:** Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

**Disable Robot and Cybernetic:** You can use this skill to disable a robot or external cybernetic attachment.

Disabling a robot is a full-round action and requires a successful Disable Device check (DC 30). The robot must be pinned before the check can be made.

Disabling an external cybernetic attachment is a full-round action and requires a successful Disable Device check (DC 30). The creature to which the cybernetic unit is attached must be pinned before the check can be made. You cannot disable internal cybernetic attachments.

A disabled robot or disabled external cybernetic attachment can be re-enabled with a successful Repair check (see Repair).

**Try Again?:** Yes, though the character must be aware that he or she has failed in order to try again.

**Special:** A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering

from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a –4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

**Time:** Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

## Disguise (Cha)

**Check:** A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	–2
Disguised as different age category	–2 <sup>1</sup>

<sup>1</sup> Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

**Try Again?:** No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

**Special:** A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a –4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

**Time:** A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon

meeting the character and again each hour or day thereafter, depending on circumstances.

## Drive (Dex)

**Check:** Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

**Try Again?:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a –4 penalty on Drive checks.

**Time:** A Drive check is a move action.

## Escape Artist (Dex)

*Armor Penalty*

**Check:** Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

**Try Again?:** A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

**Special:** A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

**Time:** Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

## Forgery (Int)

**Check:** Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar

document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Factor Document Type	Check Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.

Familiarity	Check Modifier
Unfamiliar (seen once for less than a minute)	-4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	-4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Examiner's Condition	Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests <sup>1</sup>	+4
Examiner only casually reviews the document <sup>1</sup>	-2

<sup>1</sup> Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

**Try Again?:** No, since the forger isn't sure of the quality of the original forgery.

**Special:** To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

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

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

**Time:** Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

## Gamble (Wis)

**Check:** To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything

either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1–9	+1
10–19	+2
20–29	+3
30–39	+4
40 or more	+5

**Try Again?:** No, unless the character wants to put up another stake.

**Special:** A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

**Time:** A Gamble check requires 1 hour.

## Gather Information (Cha)

**Check:** By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news

items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

**Try Again?:** Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

**Special:** A character can take 10 when making a

Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

**Time:** A Gather Information check takes 1d4+1 hours.

## Handle Animal (Cha)

*Trained Only*

**Check:** The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

**Handle an Animal:** This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

**"Push" an Animal:** To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

**Teach an Animal a Trick:** The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks

the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

**Attack (DC 20):** The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

**Come (DC 15):** The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

**Defend (DC 20):** The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

**Down (DC 15):** The animal breaks off from combat or otherwise backs down.

**Fetch (DC 15):** The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

**Guard (DC 20):** The animal stays in place and prevents others from approaching.

**Heel (DC 15):** The animal follows the character closely, even to places where it normally wouldn't go.

**Perform (DC 15):** The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

**Seek (DC 15):** The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

**Stay (DC 15):** The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

**Track (DC 20):** The animal tracks the scent presented to it.

**Work (DC 15):** The animal pulls or pushes a medium or heavy load.

**Train an Animal:** Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

**Combat Riding (DC 20, 6 weeks):** An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

**Fighting (DC 20, 3 weeks):** An animal trained for combat knows the following tricks: Attack, Down, and Stay.

**Guarding (DC 20, 4 weeks):** An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

**Laboring (DC 15, 2 weeks):** An animal trained for heavy labor knows Come and Work.

**Hunting (DC 20, 6 weeks):** An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

**Performing (DC 15, 4 weeks):** An animal trained for

performing knows Come, Fetch, Heel, Perform, and Stay.

**Riding (DC 15; 3 weeks):** An animal trained to bear a rider knows Come, Heel, and Stay.

**Try Again?:** Yes.

**Special:** A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

**Time:** See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

## Hide (Dex)

**Armor Penalty**

**Check:** A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

**Creating a Diversion to Hide:** A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a -10 penalty because the character has to move fast.

**Tailing:** A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

**Special:** A character can take 10 when making a Hide check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

**Time:** A Hide check is an attack action.

## Intimidate (Cha)

**Check:** With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

**Try Again?:** No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

**Special:** A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist

intimidation.

**Time:** An Intimidate check is a full-round action.

## Investigate (Int)

*Trained Only*

**Check:** A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

**Analyze Clue:** The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

**Collect Evidence:** The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not

provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

**Try Again?:** Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

**Special:** A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

**Time:** Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

## Jump (Str)

*Armor Penalty*

**Check:** The DC and the distance the character can cover vary according to the type of jump the character is attempting.

The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

**Long Jump:** This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC <sup>1</sup>	Long Jump Distance	DC <sup>1</sup>
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

<sup>1</sup> Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

**High Jump:** This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC <sup>1</sup>	High Jump Distance	DC <sup>1</sup>
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

<sup>1</sup> Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

**Hop Up:** The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

**Jumping Down:** If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

**Special:** Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

**Time:** Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

## Knowledge (Int)

### *Trained Only*

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

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

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

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

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

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

**Arcane Lore:** The occult, magic and the supernatural, astrology, numerology, and similar topics.

**Art:** Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

**Behavioral Sciences:** Psychology, sociology, and criminology.

**Business:** Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

**Civics:** Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

**Current Events:** Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

**Earth and Life Sciences:** Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

**History:** Events, personalities, and cultures of the past. Archaeology and antiquities.

**Physical Sciences:** Astronomy, chemistry, mathematics, physics, and engineering.

**Popular Culture:** Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

**Streetwise:** Street and urban culture, local underworld personalities and events.

**Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.

**Technology:** Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

**Theology and Philosophy:** Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

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

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

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

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

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

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

## Knowledge (Technology) (Int)

You can make a Knowledge (technology) check to correctly identify starships, mecha, robots, and cybernetic attachments, as well as identify unfamiliar technological devices.

**Check:** The DCs for identifying technological items vary depending on the type of information required:

Identifying a starship by its type and subtype, identifying a mecha by its superstructure, or

identifying a robot by its frame: DC 10.

Determining the function or purpose of a particular mechanical system or cybernetic attachment: DC 15.

Recalling the standard, factory-model design specs of a particular type or class of starship, mecha, or robot: DC 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level, as shown below:

Unfamiliar Item	DC
Basic tool or instrument	10
Robotic or vehicular component	15
Cybernetic attachment	20
Alien weapon or nanotechnology	25
Alien artifact	30
Each step in Progress Level (up or down)	+5

## Listen (Wis)

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone 1
20	A tiger stalking prey 1
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

1 This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

**Try Again?:** A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

**Special:** When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

**Time:** A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

## Move Silently (Dex)

*Armor Penalty*

**Check:** A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

**Special:** A character can take 10 when making a Move Silently check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

**Time:** Move Silently is a move action.

## Navigate (Int)

**Check:** Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the

normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

**Special:** A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

**Time:** A Navigate check is a full-round action.

## Perform (Cha)

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

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

**Check:** The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

**Act:** The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

**Dance:** The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

**Keyboards:** The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

**Percussion Instruments:** The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

**Sing:** The character is a musician gifted with a talent for producing musical tones with your voice.

**Stand-Up:** The character is a gifted comedian, capable of performing a stand-up routine before an audience.

**Stringed Instruments:** The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

**Wind Instruments:** The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

**Try Again?:** Not for the same performance and audience.

**Special:** A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

**Time:** A Perform check usually requires at least several minutes to an hour or more.

## Pilot (Dex)

*Trained Only*

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the

operator of the vehicle.

**Adverse Conditions:** Under most normal circumstances (with characters being able to take 10 on piloting skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well-lit airports during the day.

Landing in Adverse Conditions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

**Special:** A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Drive checks.

**Time:** A Pilot check is a move action.

## Profession (Wis)

**Check:** A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to

improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks	Wealth Bonus Increase
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

**Special:** If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

## Read/Write Language (None)

*Trained Only*

The Read/Write Language skill doesn't work like a standard skill.

A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.

Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.

A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.

To be able to speak a language that the character

can read and write, he or she must take the Speak Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

## Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek\*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic\*, Middle Egyptian\*.

Indic: Hindi, Punjabi, Sanskrit\*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin\*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)\*, Ancient Hebrew\*, Arabic, Aramaic\*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

\*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

## Repair (Int)

*Trained Only*

**Check:** Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

**Jury-Rig:** A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current

scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

**Try Again?:** Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

**Special:** A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

**Time:** See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

## Research (Int)

**Check:** Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected

information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

**Try Again?:** Yes.

**Special:** A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

**Time:** A Research check takes 1d4 hours.

## Ride (Dex)

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

**Check:** Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

*Guide with Knees (DC 5):* The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

*Stay in Saddle (DC 5):* The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

*Fight while Mounted (DC 20):* While in combat, the character can attempt to control a mount that is not

trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

**Cover (DC 15):** The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

**Soft Fall (DC 15):** The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

**Leap (DC 15):** The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

**Fast Mount or Dismount (DC 20; armor penalty applies):** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

**Special:** If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

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

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

**Time:** Ride is a move action, except when otherwise noted for the special tasks listed above.

## Search (Int)

**Check:** The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

**Special:** A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

**Time:** A Search check is a full-round action.

## Sense Motive (Wis)

**Check:** A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

**Try Again?:** No, though the character may make a Sense Motive check for each bluff made on the character.

**Special:** A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

**Time:** A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

## Sleight Of Hand (Dex)

*Trained Only; Armor Penalty*

**Check:** A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the

character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

**Try Again?:** A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

**Special:** A character can take 10 when making a Sleight of Hand check, but can't take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

**Time:** A Sleight of Hand check is an attack action.

## Speak Language (None)

*Trained Only*

The Speak Language skill doesn't work like a standard skill.

A character automatically knows how to speak his or her native language; the character does not need ranks to do so.

Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.

A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.

To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

## Spot (Wis)

**Check:** The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

**Try Again?:** A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

**Special:** A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

**Time:** A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

## Survival (Wis)

**Check:** A character can keep his or herself and others safe and fed in the wild.

### DC Task

- |    |   |
|----|---|
|    | Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.   |
| 10 | Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15. |
| 15 |   |
| 18 | Avoid getting lost and avoid natural hazards, such as quicksand.  |

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

**Special:** A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

**Time:** Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

## Swim (Str)

*Armor Penalty*

**Check:** A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character

fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

**Try Again?:** A new check is allowed the round after a check is failed.

**Special:** A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including armor and weapons.

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

A character with the Athletic feat gets a +2 bonus on all Swim checks.

**Time:** A Swim check is either a move action or a full-round action, as described above.

## Treat Injury (Wis)

**Check:** The DC and effect depend on the task attempted.

**Long-Term Care (DC 15):** With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least ½ hour of the day to each patient the character is caring for.

**Restore Hit Points (DC 15):** With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

**Revive Dazed, Stunned, or Unconscious Character (DC 15):** With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

**Stabilize Dying Character (DC 15):** With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

**Surgery (DC 20):** With a surgery kit, a character

can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

**Treat Disease (DC 15):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

**Treat Poison (DC 15):** A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

**Xenomedic:** This skill can be used to treat members of other species, provided they are neither constructs nor undead.

For all uses of this skill except surgery, the skill check's DCs are unchanged. Performing surgery on creatures of a type different from your own carries a -8 penalty. The Surgery feat reduces the penalty to -4, while the Xenomedic feat negates the penalty entirely.

**Try Again?:** Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

**Special:** The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a –4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a –5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

The Treat Injury skill cannot be used on nonliving or inorganic creatures, such as constructs or undead.

**Time:** Treat Injury checks take different amounts of time based on the task at hand, as described above.

## Tumble (Dex)

*Trained Only; Armor Penalty*

**Check:** A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

**Land Softly:** The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

**Tumble past Opponents:** With a successful Tumble check (DC 20), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

**Tumble through Opponents:** With a successful Tumble check (DC 20), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

**Try Again?:** No.

**Special:** A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

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

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

**Time:** A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.



## Feat Descriptions

Here is the format for feat descriptions.

### Feat Name

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

**Benefit:** What the feat enables a character to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

**Special:** Additional facts about the feat.

## Feats

### Acrobatic

**Benefit:** The character gets a +2 bonus on all Jump checks and Tumble checks.

**Special:** Remember that the Tumble skill can't be used untrained.

### Action Boost

You have the ability to alter your luck drastically in dire circumstances.

**Benefit:** When you spend an action point, you roll d8s instead of d6s for the action result.

### Advanced Combat Martial Arts

**Prerequisites:** Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

**Benefit:** When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

**Normal:** An unarmed strike critical hit deals double damage.

### Advanced Firearms Proficiency

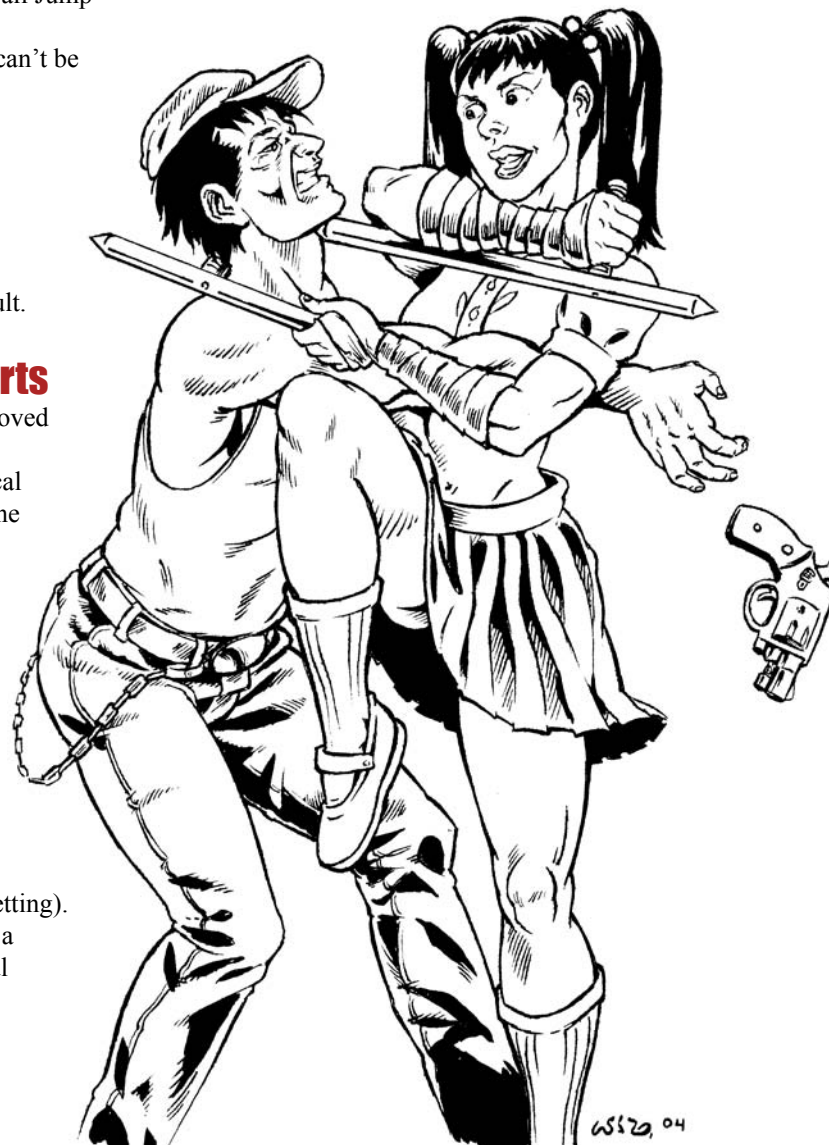
**Prerequisite:** Personal Firearms Proficiency.

**Benefit:** The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

### Advanced Two-Weapon Fighting

**Prerequisites:** Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.



**Benefit:** The character gets a third attack with his or her offhand weapon, albeit at a –10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

## Agile Riposte

**Prerequisites:** Dexterity 13, Dodge.

**Benefit:** Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

## Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

**Prerequisite:** Pilot 4 ranks.

**Benefit:** When operating an aircraft of the selected type, you take no penalty on Pilot checks made when operating the aircraft, and you also apply your full class bonus to Defense to the aircraft's Defense.

**Normal:** Characters without this feat take a –4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made

with aircraft weapons and you apply only one-half your class bonus to Defense (rounded down) to the aircraft's Defense. There is no penalty when the character operates a general-purpose aircraft.

**Special:** The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

## Alertness

**Benefit:** The character gets a +2 bonus on all Listen checks and Spot checks.

## Alien Weapons Proficiency

You are proficient with alien weapons.

**Benefit:** You take no penalty on attack rolls when using any kind of alien weapon.

**Special:** A creature without this feat takes a –4 nonproficient penalty when making attacks with an alien weapon.

## Animal Affinity

**Benefit:** The character gets a +2 bonus on all Handle Animal checks and Ride checks.

**Special:** Remember that the Handle Animal skill can't be used untrained.

## Animal Companion

You have a special kind of sidekick, an unusually intelligent animal that will accompany you on adventures.

**Prerequisite:** Sidekick, Animal Handling 5 ranks

**Effect:** You have a normal animal instead of a human sidekick. Your bond with this animal is so deep you gain a +10 on animal handling checks with this animal. This animal may have more HD than a standard animal of its type, according to the maximum level of Sidekick your leadership score allows you to possess.

**TABLE 3-1: THE ANIMAL COMPANION**

Class Level	Bonus HD	Natural Armor	Str/Dex	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

**Special:** Characters with the Mystic Encounter origin may have mythical animals, such as a Pegasus instead of a normal animal. All mythical creatures must meet with the GMs approval, and must be within the allowed level range of a character's Leadership score.

**Animal Companion Basics:** Use the base statistics for a creature of the companion's kind, but make the following changes.

*Class Level:* Your level.

*Bonus HD:* Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a Brick of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

*Natural Armor Adj.:* The number noted here is an improvement to the animal companion's existing natural armor bonus.

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

*Bonus Tricks:* The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the character might

## Alternative Animal Companions

You may, if sufficiently high level, select your animal companion from one of the following lists, with the GM's approval (extinct animals especially require you to have a suitable origin, such as being from a "lost world" environment), applying the indicated adjustment to your level (in parentheses) for purposes of determining the companion's characteristics and special abilities. Only characters of the mystic encounter origin can choose mythical creatures as animal companions.

### 4th Level or Higher (Level –3)

Ape (animal)  
Bear, black (animal)  
Bison (animal)  
Boar (animal)  
Cheetah (animal)  
Crocodile (animal)<sup>1</sup>  
Dire badger  
Dire bat  
Dire weasel  
Leopard (animal)  
Lizard, monitor (animal)  
Shark, Large<sup>1</sup> (animal)  
Snake, constrictor (animal)  
Snake, Large viper (animal)  
Wolverine (animal)

### 7th Level or Higher (Level –6)

Bear, brown (animal)  
Dire wolverine  
Crocodile, giant (animal)  
Deinonychus (dinosaur)  
Dire ape  
Dire boar  
Dire wolf  
Elasmosaurus<sup>1</sup> (dinosaur)  
Lion (animal)  
Rhinoceros (animal)  
Snake, Huge viper (animal)  
Tiger (animal)

### 10th Level or Higher (Level –9)

Bear, polar (animal)  
Dire lion

Megaraptor (dinosaur)  
Shark, Huge<sup>1</sup> (animal)  
Snake, giant constrictor (animal)  
Whale, orca<sup>1</sup> (animal)

### 13th Level or Higher (Level –12)

Dire bear  
Elephant (animal)  
Octopus, giant<sup>1</sup> (animal)

### 16th Level or Higher (Level –15)

Dire shark<sup>1</sup>  
Dire tiger  
Squid, giant<sup>1</sup> (animal)  
Triceratops (dinosaur)  
Tyrannosaurus (dinosaur)

<sup>1</sup> Available only in an aquatic environment.

choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The character selects these bonus tricks, and once selected, they can't be changed.

**Link (Ex):** You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all Handle Animal checks made regarding an animal companion.

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

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against mental powers and effects.

**Multiattack:** An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat.

If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

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

## Antithesis

You have a deep hatred for one allegiance or group.

**Prerequisite:** Enemy (same group), BAB 9+

**Effect:** When you are combating minions or representatives of your antithesis, you gain an additional +2 bonus to attack rolls and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you suffer a –4 penalty to all Charisma-based skill checks.

**Special:** A character may only take this feat once.

## Archaic Weapons Proficiency

**Benefit:** The character takes no penalty on attack rolls when using any kind of archaic weapon.

**Normal:** A character without this feat takes the –4 nonproficient penalty when making attacks with archaic weapons.

## Armed to the Teeth

You can fight two-handed with ranged and melee weapons

**Prerequisite:** Two-Weapon Fighting.

**Benefit:** When you fight with two weapons, you can use a ranged weapon in one hand and a melee weapon in the other hand.

**Normal:** To gain the benefit of the Two-Weapon fighting feat, your weapons must both be ranged or melee weapons.

## Armor Proficiency (heavy)

**Prerequisites:** Armor Proficiency (light), Armor

Proficiency (medium).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

## Armor Proficiency (light)

**Benefit:** When the character wears a type of armor with which the character is proficient, the character gets to add the armor's entire equipment bonus to his or her Defense.

**Normal:** A character who wears armor with which he or she is not proficient takes an armor penalty on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Also, a character who wears armor with which he or she is not proficient adds only a portion of the armor's equipment bonus to his or her Defense.

## Armor Proficiency (medium)

**Prerequisite:** Armor Proficiency (light).

**Benefit:** See Armor Proficiency (light).

**Normal:** See Armor Proficiency (light).

## Armor Proficiency (powered)

You are proficient with powered armor.

**Prerequisites:** Armor Proficiency (light), Armor Proficiency (medium).

**Benefit:** When you wear powered armor, you may add the armor's entire equipment bonus to your Defense.

**Normal:** A character not proficient with powered armor adds only a portion of the armor's equipment bonus to her Defense.

## Athletic

**Benefit:** The character gets a +2 bonus on all Climb checks and Swim checks.

## Attentive

**Benefit:** The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

**Special:** Remember that the Investigate skill can't be used untrained.

## Blind-Fight

**Benefit:** In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

## Banter

**Prerequisite:** Cha 13+, Bluff 5 ranks

**Effect:** The character gains a Competence bonus to his Defense against melee attacks equal to his Charisma modifier. Any circumstance that causes the character to lose his Dexterity modifier to defense also causes him to lose this bonus.

**Special:** The bonus from Banter and Poise do not stack, as they are both Competence bonuses.

## Black Market

You are able to acquire illegal or restricted items more easily through your allies.

**Prerequisite:** At least one Supply ally, Reputation 6+

**Effect:** When purchasing a restricted or illegal item you may call on a supply ally to grant you a limited access to an item of that type. This allows you to ignore the Wealth increase due to the item being restricted or illegal.

## Brawl

**Benefit:** When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

**Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

## Builder

**Benefit:** Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

**Special:** The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

## Bull's Eye

Your attacks with ranged weapons are especially deadly.

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** When you threaten a critical hit with a ranged weapon, you may spend an Action Point to automatically confirm the critical.

## Burst Fire

**Prerequisites:** Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

**Normal:** Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

**Special:** If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

## Called Shot

You excel with one ranged weapon.

**Prerequisite:** Weapon Focus, Sharpshooter, BAB 7+

**Effect:** As a full round action, you may make a called shot, taking a -2 to hit for a +1d6 damage bonus. This feat may be taken multiple times, its effects stack (so a character that has this feat twice would be able to take -2 to hit for +1d6 damage, or -4 to hit for +2d6 damage). This additional damage is not multiplied on a critical.

## Cautious

**Benefit:** The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

**Special:** Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

## Charismatic Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly charismatic hero.

**Benefit:** You gain two talents from the Charismatic hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Favor, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

## Cleave

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

## Combat Driving

You are highly skilled at using normal vehicles in combat.

**Prerequisite:** Drive 4 ranks

**Effect:** When driving a normal wheeled vehicle you add your class Defense bonus and Dexterity modifier to the defense of that vehicle.

**Normal:** A character without this feat adds no bonus to the Defense of a car that comes under attack.

## Combat Expertise

**Prerequisite:** Intelligence 13.

**Benefit:** When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the

character may have).

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defense.

## Combat Martial Arts

**Prerequisite:** Base attack bonus +1.

**Benefit:** With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

**Normal:** Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

## Combat Medic

Exposed to life-threatening battlefield injuries and combat-related wounds on an almost daily basis, you have learned better ways to treat your patients.

**Prerequisite:** Treat Injury 8 ranks.

**Benefit:** You can use the *Restore Hit Points* ability an additional time each day on a character.

**Special:** This ability may be taken more than once. Each time it is taken you may use the *Restore Hit Points* ability one additional time per day.

## Combat Reflexes

**Benefit:** The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

**Normal:** A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

**Special:** The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

## Combat Throw

**Prerequisite:** Defensive Martial Arts.

**Benefit:** The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

## Confident

**Benefit:** The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

## Coordinated Attack

You have code words and hand signals allowing precisely coordinated attacks in the heat of battle.

**Prerequisites:** Teamwork, BAB 5+

**Effect:** This feat requires both benefiting characters to spend an action point to activate. As a full-round action, you and another character attack a common target with such precision that the target is considered flanked. Unlike normal flanking attacks, you and your partner do not need to be both threatening the target to execute this maneuver, but you must both be able to hit him with an attack.

## Cover Fire

You are highly skilled at providing cover fire.

**Prerequisites:** Personal Firearms, Teamwork

**Effect:** You gain a 50% increase in cover fire bonuses (+3 or Dexterity modifier x1.5 whichever is higher).

## Creative

**Benefit:** Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

**Special:** A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

## Dead Aim

**Prerequisites:** Wisdom 13, Far Shot.

**Benefit:** Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

## Deceptive

**Benefit:** The character gets a +2 bonus on all Bluff checks and Disguise checks.

## Dedicated Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dedicated hero.

**Benefit:** You gain two talents from the Dedicated hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

## Defensive Martial Arts

**Benefit:** The character gains a +1 dodge bonus to Defense against melee attacks.

**Special:** A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

## Dodge

**Prerequisite:** Dexterity 13.

**Benefit:** During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

**Special:** A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

## Double Tap

**Prerequisites:** Dexterity 13, Point Blank Shot.

**Benefit:** When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but

deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

## Drive-By Attack

**Benefit:** The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

## Educated

**Benefit:** Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

**Special:** A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

## Elusive Target

**Prerequisites:** Dexterity 13, Defensive Martial Arts.

**Benefit:** When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

**Special:** An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

## Evasive Maneuvers

You are a master of aerial acrobatics which make any craft you pilot a hard target to latch onto in a dogfight.

**Prerequisite:** Pilot 5 ranks, Aircraft Operation (any type)

**Effect:** When piloting a craft you have the Aircraft Operation feat for you may take a -1 penalty to attack rolls in return for raising the Defense of the craft you are piloting by +1.

**Special:** This feat may not be used by fighters in a formation (those benefiting from the Formation Flying or Wingman feats- they are too close together). However on a free action one or more the craft may break formation in order to use this feat.

## Endurance

**Benefit:** The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, the character may sleep in medium or light armor without becoming fatigued.

**Normal:** A character without this feat that sleeps in armor is automatically fatigued the following day.

## Enemy

You detest one allegiance or group.

**Effect:** You gain a +2 bonus to attack rolls and skill checks when combating your chosen enemy. When you must deal with your enemy peacefully, or when you deal with groups allied with your enemy, you suffer a -2 penalty to all Charisma-based skills.

**Special:** A character may take this feat more than once. Each time, it applies to a different group or allegiance.

## Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

**Special:** A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

## Exotic Firearms Proficiency – Fixed Wing Vehicle Weapons

You are proficient in Fixed-Wing mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

**Prerequisite:** Aircraft Operation (Jet Fighters)

**Effect:** You make attack rolls with the weapon normally.

**Normal:** A character that uses a weapon without being proficient takes a -4 penalty to hit.

## Exotic Firearms Proficiency - Helicopter Vehicle Weapons

You are proficient in Helicopter mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

**Prerequisite:** Aircraft Operation (Helicopters)

**Effect:** You make attack rolls with the weapon normally.

**Normal:** A character that uses a weapon without being proficient takes a -4 penalty to hit.

## Exotic Firearms Proficiency - Tank/Apc Weapons

You are proficient with large vehicle-mounted weapons found on tanks and APCs. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

**Prerequisite:** Drive 5 Ranks, Surface Vehicle Operation (Tracked)

**Effect:** You make attack rolls with the weapon normally.

**Normal:** A character that uses a weapon without being proficient takes a -4 penalty to hit.

## Exotic Melee Weapon Proficiency

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

**Prerequisite:** Base attack bonus +1.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

## Far Shot

**Benefit:** When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

## Fast Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dexterous hero.

**Benefit:** You gain two talents from the Fast hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of tale

## Fighter Escort

You are trained to protect larger, more valuable craft.

As their ability to protect each other in air combat became apparent, strategists also recognized the Fighter's ability to protect larger, more valuable craft. Although a vital necessity at times due to the strategic value of larger ships, flying escort with a larger ship is one of the most dangerous jobs a fighter pilot can have.

**Prerequisites:** Teamwork, Aircraft Operation

**Effect:** A craft Large or larger protected by a fighter escort gains a +1 Defense bonus for each fighter protecting him. If the fighters flying escort are themselves are the target of an attack their pilots only apply ½ their class bonus to the Defense of their craft.

## Fixer

If the most powerful person is the one with the most friends then you are a powerful person indeed.

**Prerequisite:** Speed Dial, Well-Connected, Reputation 9+

**Effect:** You may have a number of allies equal to your Reputation score.

**Normal:** Characters may normally possess a number of allies equal to one-half their Reputation scores.

## Formation Flying

You piloting skills allow you to fly in close formation, protecting your fellow pilots.

As long as aircraft have been shooting each other down pilots have known the advantages of flying in formation. One craft covers for the other, and a character's wingman is usually the person he trusts most in the world.

**Prerequisites:** Teamwork

**Effect:** All Fighters on the same side of a battle who are flying in formation with this feat gain +2 Defense in vehicle combat by protecting one another. This feat also grants a +2 bonus on Clear Your Six stunt piloting checks.

## Focused

**Benefit:** The character gets get a +2 bonus on all Balance checks and Concentration checks.

## Force Stop

**Prerequisites:** Drive 4 ranks, Vehicle Expert.

**Benefit:** When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

## Frightful Presence

**Prerequisites:** Charisma 15, Intimidate 9 ranks.

**Benefit:** When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

## Gearhead

**Benefit:** The character gets a +2 bonus on all Computer Use checks and Repair checks.

**Special:** Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

## Great Cleave

**Prerequisites:** Strength 13, Power Attack, Cleave, base attack bonus +4.

**Benefit:** As Cleave, except that the character has no limit to the number of times he or she can use it per round.

## Great Fortitude

**Benefit:** The character gets a +2 bonus on all Fortitude saving throws.

**TABLE 3-2: LEADERSHIP - HENCHMAN / SIDEKICK**

Score	Sidekick	Number of Followers by Level <sup>2</sup>					
Leadership	Level <sup>1</sup>	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

<sup>1</sup> Requires Sidekick feat

<sup>2</sup> Requires Henchmen feat

## Guide

**Benefit:** The character gets a +2 bonus on all Navigate checks and Survival checks.

## Hard-Eyed

With a gun in your hand, you have an especially dangerous aspect.

**Prerequisites:** Charisma 13, Intimidate 4 ranks.

**Benefit:** You gain a +5 circumstance bonus on Intimidate checks when aiming a firearm at the target of your check. The target must be within 30 feet, and

**TABLE 3-3: LEADERSHIP MODIFIERS**

General Leadership Modifiers	
The Leader Has a Reputation of	Modifier
Great Success	+2
Great Failure	-2
Each +2 Reputation	+1
Follower-only Leadership Modifiers	
The Leader:	Modifier
Has a base of operations	+2
Has a Headquarters	+4
Has the Home Turf feat	+1
Moves around a lot	-1
Caused the death of other followers	-1
Sidekick-only Leadership Modifiers	
The Leader:	Modifier
Recruits a sidekick of a different allegiance	-1
Caused the death of a sidekick	-2*
Each additional sidekick	-4
Cohort shares two Allegiances with character	+1
Cohort shares three Allegiances with character	+2

\*Cumulative per cohort killed. This penalty does not apply to Demagogues.

must be able to see you (and your firearm). The target does not have to be flat-footed.

This bonus does not stack with the +2 circumstance bonus your GM might grant for threatening the target with a gun, but it can stack with other circumstance bonuses.

**Normal:** Circumstances such as holding a gun on a flat-footed opponent normally grant a +2 circumstance bonus.

## Henchmen

You have a group of followers.

**Prerequisite:** You must be at least 3<sup>rd</sup> level.

**Benefit:** You have a group of followers who assist you out of loyalty, serve you for pay, or obey you from fear.

**Leadership Score:** A character's Leadership score equals his level plus his Charisma modifier.

In order to take into account negative Charisma modifiers, the Leadership table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in the Leadership Modifiers table.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level.

**Followers:** A leader attracts followers who share at least one of the character's allegiances. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

**Replacing Followers:** If a leader loses a cohort or followers, he can generally replace them, up to the maximum allowed by his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of followers, it takes extra time to replace them, up to a full year (and note that the leader also picks up a reputation of failure, which decreases his Leadership score).

## Heroic Surge

**Benefit:** The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

## High Ready

**Prerequisite:** Dexterity 13, Reactive Shooter.

**Benefit:** You can use the Reactive Shooter feat with a Large weapon. To do so, you must first have stated that you are at the high ready position (on your feet, with your weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.

## Home Turf

You know every nook and cranny of your home territory, gaining advantages when fighting to defend it.

**Effect:** You gain a +1 to hit, and a +2 to the following skill checks in your home territory: Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival. This territory may be an area as large as a small country (Israel, Palestine, Great Britain). For extremely large countries, a portion of that country is the character's home turf (the state of Texas, and so forth).

## Improved Autofire

You lay down withering barrages of autofire with deadly precision.

**Prerequisites:** Personal firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When you use autofire, the DC for the Reflex save is increased by +5.

**Normal:** When you use autofire, every creature within the targeted 10-foot-by-10-foot area must make a Reflex save (DC 15) to avoid being hit.

## Ideologue

You are able to impress your values on your followers.

**Prerequisite:** Cha 15+, character level 7, Henchmen, Inspired Leadership.

**Effect:** For every eight ranks you have in

Diplomacy, your followers gain an allegiance in common with you. If you have the Antithesis or Enemy feats, all of your followers gain that feat as a free feat. If you have the Faith's Protection feat, all of your followers gain that feat for free as well.

**Special:** Any perceived wavering on the part of an ideologue throws his followers into confusion and may cause some followers to leave the ideologue's service. Any time a character with this feat changes allegiances (whether voluntarily or because one of his allegiances was revoked by the GM), his Leadership score is penalized by two for each allegiance changed, and his followers lose the benefits of this feat for one month.

## Improved Brawl

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

**Normal:** Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

## Improved Bull Rush

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

## Improved Combat Martial Arts

**Prerequisites:** Combat Martial Arts, base attack bonus +4.

**Benefit:** The character's threat range on an unarmed strike improves to 19–20.

**Normal:** A character without this feat threatens a critical hit with an unarmed strike only on a 20.

## Improved Combat Throw

**Prerequisites:** Defensive Martial Arts, Combat Throw, base attack bonus +3.

**Benefit:** In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity.

**Special:** This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

## Improved Damage Threshold

**Benefit:** The character increases his or her massive damage threshold by 3 points.

**Normal:** A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Improved Dead Aim

Your skill with ranged weapons is unmatched.

**Prerequisites:** Wisdom 13, Far Shot, Dead Aim.

**Benefit:** The circumstance bonus on attack rolls granted by the Dead Aim feat increases from +2 to +3.

## Improved Disarm

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

## Improved Feint

**Prerequisites:** Intelligence 13, Brawl, Streetfighting.

**Benefit:** The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

**Normal:** Feinting in combat requires an attack action.

## Improved Initiative

**Benefit:** The character gets a +4 circumstance bonus on initiative checks.

## Improved Knockout Punch

**Prerequisites:** Brawl, Knockout Punch, base attack bonus +6.

**Benefit:** When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

## Improved Overrun

You can overrun your opponents before they are able to avoid you.

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

## Improved Trip

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat,

the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

## Improved Two-Weapon Fighting

**Prerequisites:** Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

**Normal:** Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

## Improvised Weapons

You are a walking disaster area. In a fight, you can use anything you touch as a weapon.

**Prerequisite:** Brawl.

**Benefit:** You can use any improvised weapon in combat with no penalty to your attack roll. You must still learn how to use items *designed* as weapons in the normal way.

**Normal:** Using an improvised weapon incurs a -4 penalty to your attack roll.

## Information Network

Your extensive network of informants on the ground can alert you of trouble.

**Prerequisite:** Henchmen.

**Effect:** Each follower you devote to the task of keeping tabs on things grants you a +1 bonus to Gather Information or Spot skill checks. Note, however, that some information is not free; you must still pay any special costs or "fees" associated with certain types of restricted information.

## Inspired Leadership

You inspire your followers to work together efficiently.

**Prerequisite:** Cha 13+, character level 5, Henchmen.

**Effect:** All of your followers gain Teamwork as a free feat when working together towards a common goal.

## Intuitive Mechanic

You have a natural knack for fixing mechanical devices.

**Prerequisite:** Intelligence 15

**Benefit:** Repair is considered a class skill for you. In addition, you may always take 10 on Repair checks, even if stress and distractions would normally prevent you from doing so.

## Iron Will

**Benefit:** The character gets a +2 bonus on all Will saving throws.

## Jack Of All Trades

You've picked up a smattering of even the most obscure skills.

**Prerequisite:** Character level 8th+.

**Benefit:** You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

## Knockout Punch

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

## Lightning Reflexes

**Benefit:** The character gets a +2 bonus on all Reflex saving throws.

## Low Profile

**Benefit:** Reduce the character's Reputation bonus by 3 points.

## Marksman

You are skilled at long-distance accuracy with one weapon.

**Prerequisite:** Weapon Focus (one ranged weapon), Spot 5 Ranks.

**Effect:** You may use up to one-half your Spot skill to offset attack penalties due to range with one ranged weapon (effectively allowing you to ignore one penalty for range per 4 Ranks of Spot). This feat may be taken multiple times. Its effects do not stack. Each time the feat is taken (requiring Weapon Focus to be taken again), it applies to a different weapon.

## Master Mechanic

More than any other, you are a master with tools and repairing mechanical gadgets comes as second nature to you.

**Prerequisite:** Repair 8 ranks.

**Benefit:** The amount of damage you repair by using the Repair skill is doubled

## Mastercrafter

You are adept at creating mastercraft electronic and mechanical devices (including tools, vehicles, weapons, robot manipulators, and armor).

**Prerequisites:** Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks.

**Benefit:** When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.)

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 object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to  $250 \times$  the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft

check as though you were constructing the object from scratch.

## Medical Expert

**Benefit:** The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

**Special:** Remember that the Craft (pharmaceutical) skill can't be used untrained.

## Meticulous

**Benefit:** The character gets a +2 bonus on all Forgery checks and Search checks.

## Midas Touch

Your Reputation for skillful business dealings makes others much more willing to support your ventures.

**Prerequisite:** At least one Influence ally, Wealth 6+, Reputation 6+

**Effect:** You may call on an influence ally to grant a bonus to a Wealth check equal to one-half your Reputation. While this could allow you access to much more expensive items than you could normally afford your Wealth is still reduced by the usual amount, representing loans needed to purchase the items in question. However characters with this feat are much better able to live "above their means" than other characters.

## Miracle Worker

Your reputation for being a flawless doctor actually causes you to *be* a better doctor since your patients' faith in you enhances their bodies' ability to heal.

**Prerequisite:** Treat Injury 6 ranks, Reputation 6+

**Effect:** You gain a bonus on all Treat Injury skill checks equal to your Reputation.

## Mobility

**Prerequisites:** Dexterity 13, Dodge.

**Benefit:** The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

**Special:** A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

## Mounted Archery

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

## Mounted Combat

**Prerequisite:** Ride 1 rank.

**Benefit:** Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

## Nerve Pinch

You can incapacitate foes with a vicelike pinch.

**Prerequisites:** Combat Martial Arts, base attack bonus +4.

**Benefit:** You make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails.

**Special:** This ability does not work on creatures

without nervous systems or discernible anatomies, such as oozes and plants.

## Nimble

**Benefit:** The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

**Special:** Remember that the Sleight of Hand skill can't be used untrained.

## Oathbound

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

**Prerequisites:** At least one declared allegiance.

**Benefit:** Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

**Special:** You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

## Personal Firearms Proficiency

**Benefit:** The character can fire any personal firearm without penalty.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

## Point Blank Shot

**Benefit:** The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

## Poise

**Prerequisite:** Wisdom 13+, Sense Motive 5 Ranks

**Effect:** The character gains a Competence bonus to his Defense against melee attacks equal to his Wisdom modifier.

**Special:** The bonus from Banter and Poise do not stack, as they are both Competence bonuses.

## Power Attack

**Prerequisite:** Strength 13.

**Benefit:** On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

## Precise Shot

**Prerequisite:** Point Blank Shot.

**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

**Normal:** A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

## Quick Draw

**Prerequisite:** Base attack bonus +1.

**Benefit:** The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

**Normal:** A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

## Quick Reload

**Prerequisite:** Base attack bonus +1.

**Benefit:** Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

**Normal:** Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

## Quick Treatment

**Prerequisite:** Treat Injury 5 ranks.

**Benefit:** If you successfully stabilize a dying patient, you may move to another and make an additional stabilizing attempt. You may continue making stabilizing attempts until you fail a check or cannot move anymore.

## Reactive Shooter

**Prerequisite:** Dexterity 13.

**Benefit:** If you have a Medium-size or smaller ranged weapon in hand, you may act in the surprise round even if you are surprised. You roll initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. You make this attack at your highest attack bonus, but you suffer a -5 penalty on the attack.

You are still considered flat-footed during the surprise round.

**Normal:** If you are surprised at the beginning

of combat, you cannot take any actions during the surprise round.

## Renown

**Benefit:** The character's Reputation bonus increases by +3.

## Ride-By Attack

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

## Rip a Clip

**Prerequisite:** Double Tap.

**Benefit:** This feat is similar to Cleave but applies to ranged weapons rather than melee weapons. When your firearm attack drops your opponent, you may take an additional attack on another target within your line of sight. You may not Rip a Clip when bursting or strafing.

## Room-Broom

**Prerequisite:** Point Blank Shot.

**Benefit:** A character with this feat can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

## Rumor Monger

Your friends have keen ears and tend to pass along useful bits of information they come across to you.

**Prerequisite:** At least one Influence ally, Reputation 6+

**Effect:** You may call on your Influence ally for information rather than making an introduction. This grants you a bonus to a single Gather Information or Knowledge (current events) check equal to your Reputation. Use of an ally for rumors still counts as contacting that allegiance for help and the character must still pay the normal Wealth cost for making the Gather Information skill check (his ally is simply pointing him toward the information not providing it).

## Run

**Benefit:** When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

## Sharpshooter

You are an expert shot with one weapon.

**Prerequisite:** Base Attack Bonus 5+, Weapon Focus (one ranged weapon).

**Effect:** You gain +1 to hit, and +2 damage with the chosen weapon. This bonus stacks with any bonus gained from the Weapon Focus feat or the Weapon Specialization Soldier Advanced Class ability. This feat may be taken more than once. Its effects do not stack. Each time you take this feat it applies to a different weapon for which you have already taken Weapon Focus.

## Shot on the Run

**Prerequisites:** Dexterity 13, Point Blank Shot, Dodge, Mobility.

**Benefit:** When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

## Sidekick

You have a partner.

**Prerequisite:** You must be at least 3<sup>rd</sup> level

**Benefit:** You have a loyal partner in your fight against crime.

**Leadership Score:** A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 3<sup>rd</sup> level or higher in order to gain the Sidekick feat and thus attract a Sidekick. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

**Sidekick Level:** The character can attract a sidekick of up to this level. Regardless of the character's Leadership score, he can't recruit a sidekick of his level or higher.

**Replacing Sidekicks:** If a leader loses a Sidekick, he can generally replace her, according to his current Leadership score. It takes time (1d4 months) to recruit and train a replacement. If the leader is to blame for the death of the sidekick, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

## Simple Weapons Proficiency

**Benefit:** The character makes attack rolls with simple weapons normally.

**Normal:** A character without this feat takes the -4 nonproficient penalty when making attacks with simple weapons.

## Skip Shot

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

**Special:** The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

## Smart Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly intelligent hero.

**Benefit:** You gain two talents from the Smart hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Savant, Linguist, Exploit Weakness, Plan, Trick.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the savant talent, which you can select multiple times. However, each time you select the savant talent, you must choose a different skill (see the savant talent's description).

## Speed Dial

People don't just return your calls, they *drop everything* to return your calls.

**Prerequisite:** Well-Connected, Reputation 9+

**Effect:** When you get in touch with an ally it only takes 1-4 minutes for you to receive information or assistance.

**Normal:** Allies normally take 1-4 hours to provide assistance.

## Spirited Charge

**Prerequisites:** Ride 1 rank, Mounted Combat, Ride-By Attack.

**Benefit:** When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

## Spring Attack

**Prerequisites:** Dexterity 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

## Super-Charismatic

**Benefit:** Whether as a merchant or leader, your Charisma modifier is doubled when you are dealing with groups of 10 or more people. On an individual basis, people can see right through you.

**Special:** This bonus applies not only to Charisma checks, but also when determining your total Leadership score with the Leadership feat.

## Stealthy

**Benefit:** The character gets a +2 bonus on all Hide checks and Move Silently checks.

## Strafe

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

**Normal:** A firearm on autofire normally affects a 10-foot-by-10-foot area.

## Streetfighting

**Prerequisites:** Brawl, base attack bonus +2.

**Benefit:** Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

## Strong Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly strong hero.

**Benefit:** You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee Smash.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

## Studious

**Benefit:** The character gets a +2 bonus on all Decipher Script checks and Research checks.

## Sunder

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

**Normal:** A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

## Suppressive Fire

**Prerequisites:** Wisdom 13, Personal Firearms Proficiency.

**Benefit:** When you attack a target that is at least 30 feet away with a semiautomatic or automatic firearm, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-foot-by-10-foot area). You may make ranged attacks of opportunity into that square.

Suppressive fire shoots five bullets (in addition to the bullets fired in your attack and any attack of opportunity), and can only be used if the weapon has five bullets in it.

## Surface Vehicle Operation

Select a class of surface vehicle (wheeled, heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length.

Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

**Prerequisite:** Drive 4 ranks.

**Benefit:** When operating a vehicle of the selected type, you take no penalty on Drive checks made when operating the vehicle, and you also apply your full class bonus to Defense to the vehicle's Defense.

**Normal:** Without this feat, you take a -4 nonproficient penalty on Drive checks made to operate a vehicle, and you apply only one-half your class bonus to Defense (rounded down) to the vehicle's Defense.

**Special:** A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

## Surgery

**Prerequisite:** Treat Injury 4 ranks.

**Benefit:** The character can use the Treat Injury skill to perform surgery without penalty.

**Normal:** Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

## Tactician

You are a skilled leader, with a strong grasp of tactics and an ability to make those around you better in combat.

**Prerequisite:** Int 13+, Cha 13+, Knowledge (Tactics) 5 Ranks, Teamwork

**Effect:** Normally, when you roll a tactics skill check, the benefits apply only to you. This feat allows you to grant the bonuses of a successful tactics skill check to up to 2x Charisma modifier allies (characters who have the Teamwork feat for the same team) who are fighting with you.

## Teamwork

You have trained with a specific group and gain bonuses when working with members of that group.

**Prerequisite:** Allegiance (Specific Team)

**Effect:** Whenever you are working with someone with the Teamwork feat for the same group (this could be as small as one other person and as large a group as a branch of the armed forces), he gains +2 to attack and skill checks.

## Tough Customer

Your reputation makes others tread lightly around you.

**Prerequisite:** Reputation 6+

**Effect:** You gain a bonus on Intimidate checks equal to your Reputation.

## Tough Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly tough hero.

**Benefit:** You gain two talents from the Tough hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it. Damage Reduction 2/—, Damage Reduction 3/—, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina.

**Special:** You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

## Toughness

**Benefit:** The character gains +3 hit points.

**Special:** A character may gain this feat multiple times. Its effects stack.

## Track

**Benefit:** To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition	Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category represented.

2 Apply only the largest modifier from this category.

## Trample

**Prerequisites:** Ride 1 rank, Mounted Combat.

**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

## Trusted Associate

You are very highly regarded by a single Allegiance and they are much more willing to help you than normal.

**Prerequisite:** The allegiance this feat is associated with must be your first Allegiance (allegiances are listed in order from most to least important), Reputation 6+

**Effect:** Your gain a +4 bonus to your Reputation

when dealing with allies from the chosen allegiance. You also gain a +4 bonus to all Requisition checks from the chosen allegiance.

## Trustworthy

**Benefit:** The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

## Two-Weapon Fighting

**Prerequisite:** Dexterity 13.

**Benefit:** The character's penalties for fighting with two weapons are lessened by 2.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

## Ultra Immune System

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

**Prerequisite:** Constitution 13.

**Benefits:** You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

## Unbalance Opponent

**Prerequisites:** Defensive Martial Arts, base attack bonus +6.

**Benefit:** During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

## Urban Tracking

You can track down the location of missing persons or wanted individuals.

**Benefit:** To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

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

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	Modifier
Every three creatures in the group being sought	–1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry “lies low”	+5

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

**Normal:** A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

**Special:** You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

## Vehicle Dodge

**Prerequisites:** Dexterity 13, Drive 6 ranks, Vehicle Expert.

**Benefit:** When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

## Vehicle Expert

**Benefit:** The character gets a +2 bonus on all Drive checks and Pilot checks.

## Weapon Finesse

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain.

**Prerequisites:** Proficient with weapon, base attack bonus +1.

**Benefit:** With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

## Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

**Prerequisites:** Proficient with weapon, base attack bonus +1.

**Benefit:** The character adds +1 to all attack rolls he or she makes using the selected weapon.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

## Well-Connected

Your allegiances think very highly of you and are willing to help you much more often.

**Prerequisite:** At least two allies of any type, Reputation 6+

**Effect:** You can call on allies of each allegiance three times per week before needing to make Reputation checks to gain their aid.

**Normal:** Characters can normally only call on an ally within an allegiance once per week before Reputation checks are required.

## Whirlwind Attack

**Prerequisites:** Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

**Benefit:** When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

## Windfall

**Benefit:** The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

**Special:** A character can select this feat multiple times. Each time, both of its effects stack.

## Wingman

You are a pilot's best friend; capable of watching his back and making sure he makes it home from his mission.

**Prerequisite:** Teamwork, Formation Flying

**Description:** You are a most valuable commodity: an expert wingman.

**Effect:** You grant your partner a +4 Def bonus in vehicle combat. If a missile hits the plane you are

defending, you may attempt to shoot it down as an attack of opportunity. This feat grants a +2 bonus on Clear Your Six pilot checks, which stacks with the bonus granted by Formation Flying (for a total bonus of +4).

## Xenomedic

You know how to provide safe medical treatment to alien life forms.

**Prerequisites:** Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

**Benefits:** You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

**Normal:** Characters without this feat take a –8 penalty on Treat Injury checks (–4 if they have the Surgery feat) when performing surgery on creatures of a different type.

**Special:** This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

## TABLE 3-4: FEATS

Feat	Prerequisites	Benefits
Acrobatic		+2 on a Jump and Tumble checks
Action Boost		d8 for action points
Aircraft Operation	Pilot 4	No –4 penalty to pilot or attack with selected aircraft
Evasive Maneuvers	Pilot 5 ranks, Aircraft Operation	-1 attack, +1 defense
Fixed Wing Vehicle Weapons	Aircraft Operation (Jet Fighters)	No –4 penalty to attack
Helicopter Vehicle Weapons	Aircraft Operation (Helicopters)	No –4 penalty to attack
Fighter Escort	Teamwork, Aircraft Operation	+1 Defense for target per fighter
Alertness		+2 on Listen and Spot checks
Alien Weapons Proficiency		Non –4 nonproficient penalty
Animal Affinity		+2 on Handle Animal and Ride checks
Archaic Weapons Proficiency		No –4 nonproficient penalty
Armor Proficiency (light)		Add equipment bonus for armor type to your defense; no armor penalty for skills
Armor Proficiency (medium)	Armor Proficiency (light)	Add equipment bonus for armor type to your defense; no armor penalty for skills
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	Add equipment bonus for armor type to your defense; no armor penalty for skills
Armor Proficiency (powered)	Armor Proficiency (light), Armor Proficiency (medium)	Add equipment bonus for armor type to your defense; no armor penalty for skills
Athletic		+2 on Climb and Swim checks
Blind-Fight		Reroll miss chance
Banter	Cha 13+, Bluff 5 ranks	Defense bonus against melee attacks equal to Cha modifier
Black Market	One Supply ally, Reputation 6+	Ignore the Wealth increase due to restricted or illegal
Builder		+2 on 2 Craft skills
Brawl		+1 attack, 1d6 + Str nonlethal damage
Improved Brawl	Brawl, BAB +3	+2 attack, 1d8 + Str nonlethal damage
Improvised Weapons	Brawl	No penalty to attack roll
Knockout Punch	Brawl, BAB +3	Nonlethal unarmed attack is automatic critical
Improved Knockout Punch	Brawl, Knockout Punch, BAB +6	Nonlethal critical does triple damage
Streetfighting	Brawl, BAB +2	+1d4 damage unarmed or light melee weapon attack
Improved Feint	Intelligence 13, Brawl, Streetfighting	+2 Bluff check in combat as a move action
Cautious		+2 on Demolitions and Disable Device checks.
Charismatic Plus		Two Charismatic hero talents
Combat Driving	Drive 4 ranks	Add class bonus and Dexterity modifier to the defense of vehicle
Combat Expertise	Intelligence 13	-5 attack, +5 defense
Improved Disarm	Intelligence 13, Combat Expertise	No attack of opportunity
Improved Trip	Intelligence 13, Combat Expertise	No attack of opportunity
Combat Martial Arts	BAB +1	1d4 + str lethal or nonlethal or damage, considered unarmed
Improved Combat Martial Arts	Combat Martial Arts	Unarmed strike critical threat on 19 and 20.
Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts	Unarmed strike critical deals X3 damage
Nerve Pinch	Combat Martial Arts, base attack bonus +4	Paralyze target for 1d4+1 (Fort save)
Combat Medic	Treat Injury 8 ranks	Restore Hit Points an additional time each day

## TABLE 3-4: FEATS (CONT.)

Feat	Prerequisites	Benefits
Combat Reflexes		Additional attacks of opportunity
Confident		+2 on Gamble checks and Intimidate checks
Creative		+2 on two Craft or Perform skill checks
Deceptive		+2 on Bluff and Disguise checks
Dedicated Plus		Two Dedicated hero talents
Defensive Martial Arts		+1 Defense against melee attacks
Combat Throw	Defensive Martial Arts	+2 Str, Dex to trips and grapples
Improved Combat Throw	Defensive Martial Arts, Combat Throw, base attack bonus +3	Free trip attack
Elusive Target	Dexterity 13, Defensive Martial Arts	-4 ranged attack against you while in melee
Unbalance Opponent	Defensive Martial Arts, BAB +6	Opponent doesn't get Strength modifier to attack
Dodge		+1 defense against one opponent
Agile Riposte	Dexterity 13, Dodge	Attack of opportunity when opponent misses
Mobility	Dexterity 13, Dodge	+4 to Defense against attacks of opportunity
Spring Attack	Dexterity 13, Dodge, Mobility, BAB +4	Move before and after the attack
Whirlwind Attack	Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, BAB +4	Melee attack against each adjacent opponent
Drive-By Attack		No vehicle speed penalty
Educated		+2 on two Knowledge skills
Endurance		+4 on swim on Con checks
Enemy		+2 to attack and skill checks combating enemy
Antithesis	Enemy (same group), BAB 9+	+2 bonus to attack rolls and skill checks
Exotic Melee Weapon Proficiency		No -4 penalty on attack roll for specific exotic melee weapon
Far Shot		Range increment increases by one-half
Dead Aim	Wisdom 13, Far Shot	+2 ranged attack on full round
Improved Dead Aim	Wisdom 13, Far Shot, Dead Aim	+4 ranged attack on full round
Fast Plus		Two Fast hero talents
Focused		+2 on Balance and Concentration checks
Frightful Presence	Charisma 15, Intimidate 9 ranks	Shaken foes (Will save)
Gearhead		+2 on Computer Use and Repair checks
Great Fortitude		+2 Fortitude saving throws
Guide		+2 on Navigate and Survival checks
Hard-Eyed	Charisma 13, Intimidate 4 ranks	+5 Intimidate checks
Henchmen	Level 3	Group of followers
Information Network	Henchmen	+1 Gather Information or Spot skill checks
Inspired Leadership	Cha 13+, character level 5, Henchmen	Followers gain Teamwork feat
Ideologue	Cha 15+, level 7, Henchmen, Inspired Leadership	Followers gain common allegiance
Heroic Surge		Extra action
Home Turf		+1 to hit, +2 to some skill checks in your home territory
Improved Damage Threshold		+3 massive damage threshold
Improved Initiative		+4 initiative
Intuitive Mechanic	Intelligence 15	Repair a class skill; Can always take 10.
Iron Will		+2 on Will saving throws

## TABLE 3-4: FEATS (CONT.)

Feat	Prerequisites	Benefits
Jack Of All Trades	Character level 8th+	Use any skill untrained
Lightning Reflexes		+2 Reflex saving throws
Low Profile		Reputation +3
Master Mechanic	Repair 8 ranks	Repair double damage
Mastercrafter	Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks	Make mastercraft items
Medical Expert		+2 on Craft (pharmaceutical) and Treat Injury checks
Meticulous		+2 on Forgery and Search checks
Midas Touch	One Influence ally, Wealth 6+, Reputation 6+	Wealth bonus equal to one-half Reputation
Miracle Worker	Treat Injury 6 ranks, Reputation 6+	Treat Injury bonus equal to Reputation
Mounted Combat	Ride 1 rank	Ride check to negate the hit on mount
Mounted Archery	Ride 1 rank, Mounted Combat	Penalty using ranged weapon mounted is halved
Ride-By Attack	Ride 1 rank, Mounted Combat	Charge attack and continue moving
Spirited Charge	Ride 1 rank, Mounted Combat, Ride-By Attack	Double damage with charge
Trample	Ride 1 rank, Mounted Combat	Overrun target may not choose to avoid
Nimble		+2 on Escape Artist and Sleight of Hand checks
Oathbound	One declared allegiance	+3 aid; +1 attack
Personal Firearms Proficiency		Fire personal firearm without penalty
Advanced Firearms Proficiency	Personal Firearms Proficiency	No -4 on autofire
Burst Fire	Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency	-4 attack, +2 dice damage
Exotic Firearms Proficiency	Personal Firearms Proficiency, Advanced Firearms Proficiency	Proficient in specific exotic firearm.
Improved Autofire	Personal firearms Proficiency, Advanced Firearms Proficiency	Reflex DC +5
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire area 5 by 20 ft. instead of 10 by 10 ft.
Suppressive Fire	Wisdom 13, Personal Firearms Proficiency	Make ranged attacks of opportunity
Point Blank Shot		+1 attack and damage within 30 ft
Double Tap	Dexterity 13, Point Blank Shot	-2 attack, +1 dice damage
Rip a Clip	Double Tap	Cleave with ranged weapon
Precise Shot	Point Blank Shot	Ranged attack target in melee without penalty
Bull's Eye	Point Blank Shot, Precise Shot	Action point to confirm critical
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, -2 attack, -1 die damage
Rip a Clip	Double Tap	Cleave with ranged weapon
Room-Broom	Point Blank Shot	No attack of opportunity firing in melee
Shot on the Run	Dexterity 13, Point Blank Shot, Dodge, Mobility	Move before and after the attack
Poise	Wisdom 13+, Sense Motive 5 Ranks	Defense bonus against melee attacks equal to Wis modifier
Power Attack	Strength 13	Subtract from melee attack and add to damage
Cleave	Strength 13, Power Attack	Extra attack after dropping an opponent
Great Cleave	Strength 13, Power Attack, Cleave, base attack bonus +4	Unlimited cleave
Improved Bull Rush	Strength 13, Power Attack	No attack of opportunity on bull rush
Quick Draw	BAB +1	Draw weapon as free action
Quick Reload	BAB +1	Reload as a free action
Quick Treatment	Treat Injury 5 ranks	Stabilize more than one person per round
Reactive Shooter	Dexterity 13	Act in surprise round even if surprised

## TABLE 3-4: FEATS (CONT.)

Feat	Prerequisites	Benefits
High Ready	Dexterity 13, Reactive Shooter	Can Reactive Shooter with a Large weapon
Renown		Reputation +3
Rumor Monger	At least one Influence ally, Reputation 6+	Gather Information or Knowledge (current events) bonus equal to your Reputation
Run		Run x5 speed
Sidekick	Level 3	Gain loyal partner
Animal Companion	Sidekick, Animal Handling 5 ranks	Gain animal sidekick
Simple Weapons Proficiency		No nonproficient penalty
Smart Plus		Two Smart hero talents
Super-Charismatic		Charisma modifier doubled with groups of 10+
Stealthy		+2 on Hide and Move Silently checks
Strong Plus		Two Strong hero talents
Studious		+2 on Decipher Script and Research checks
Surface Vehicle Operation	Drive 4 ranks	No –4 penalty on Drive checks with selected vehicle
Tank/Apc Weapons	Drive 5 Ranks, Surface Vehicle Operation (Tracked)	No –4 penalty to attack
Surgery	Treat Injury 4 ranks	Perform surgery without penalty
Teamwork	Allegiance	+2 to attack and skill checks with shared allegiance
Coordinated Attack	Teamwork, BAB 5+	Spend Action Point to flank opponent
Cover Fire	Personal Firearms Proficiency, Teamwork	50% increase in cover fire bonuses
Formation Flying	Teamwork	+2 Defense
Wingman	Teamwork, Formation Flying	+4 Defense
Tactician	Int 13+, Cha 13+, Knowledge (Tactics) 5 Ranks, Teamwork	Grant tactics bonus to allies
Tough Plus		Two Tough hero talents
Toughness		+3 Hit Points
Track		Use Survival skill to track
Trusted Associate	Allegiance, Reputation 6+	+4 to Reputation dealing with allies from the chosen allegiance
Trustworthy		+2 on Diplomacy and Gather Information checks
Two-Weapon Fighting	Dexterity 13	Penalties fighting with two weapons lessened by 2
Armed to the Teeth	Two-Weapon Fighting	Can use a ranged weapon in one hand and a melee weapon in the other hand
Improved Two-Weapon Fighting	Dexterity 13, Two-Weapon Fighting, base attack bonus +6	Second attack with offhand weapon
Advanced Two-Weapon Fighting	Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, BAB +11	Third attack with offhand weapon
Ultra Immune System	Constitution 13	+2 on Fortitude saving throws to resist poisons, diseases, and radiation sickness
Urban Tracking		Find people with Gather Information
Vehicle Expert		+2 on Drive and Pilot checks
Force Stop	Drive 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Vehicle Dodge	Dexterity 13, Drive 6 ranks, Vehicle Expert	+1 dodge bonus to Defense
Weapon Finesse	Proficient with weapon, BAB +1	Dex modifier on attack rolls
Weapon Focus	Proficient with weapon, BAB +1	+1 to all attack rolls
Marksman	Weapon Focus (one ranged weapon), Spot 5 Ranks	Use Spot skill to offset attack penalties due to range

**TABLE 3-4: FEATS (CONT.)**

Feat	Perquisites	Benefits
Sharpshooter	BAB 5+, Weapon Focus (one ranged weapon)	+1 attack, +2 damage for chosen weapon
Called Shot	Weapon Focus, Sharpshooter, BAB 7+	–2 to hit for +1d6 damage
Well-Connected	At least two allies of any type, Reputation 6+	Call on allies of each allegiance three times per week
Speed Dial	Well-Connected, Reputation 9+	Contact with ally only takes 1-4 minutes
Fixer	Speed Dial, Well-Connected, Reputation 9+	Number of allies equal to Reputation
Windfall		+3 Wealth
Xenomedic	Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery	Can perform surgery on living creature regardless of its type

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