



# THE AGE OF DISCOVERY

## The Age of Discovery (Known by some as the 1<sup>st</sup> Age)

In the 1820<sup>th</sup> year of the Age of Discovery, a man named Tamrylin discovers the True source and begins teaching some others. At first, there is a great deal of prejudice against him and his followers (who claim the power is from the creator). They are driven from place to place until they finally establish an Academy of Power several years later (at that time, the use of the Power for fighting is considered to be against the will of the Creator). As the technology in the world grows, the prejudice decreases, though the power is primarily used for healing and teaching. About 1954, a scientist named Jeorom develops a theory called "The Numbers of Chaos". When a young channeler named Aleshandre hears this theory, he and his wife Natlie visit Jeorom and the three of them develop the first Portal Stone. By the 1980<sup>th</sup> year, other technology has developed to include computers and cellular phones. In the middle of the 1990s, the first Ter'angreal is created. It's not until late in 2005 that the Standing Flows are set in place, allowing technology to be powered by Ter'angreal. Traveling is discovered around the same time, allowing the Aes Sedai to travel more quickly than ever. Late in 2008, the Ogier are found, followed 3 years later by the creation of the Nym. It is in Age of Discovery year 2008 that a Ter'angreal called Ma'purvane Valere is created in an attempt to sway the fight against the rising prejudice against the Aes Sedai and their non-channeling followers called Dai'shain Aiel. Half of the world begins actively trying to kill the followers of the Way of the Leaf, while a mere 1/3 fights in their behalf (since they won't fight). During the final battle, Ma'purvane Valere is sounded, and the 100 most valiant who fell in the battle rise and turn the battle for the Followers of the Dragon Banner. The end of this battle marks the end of the Age of Discovery and the beginning of the Age of Legends.

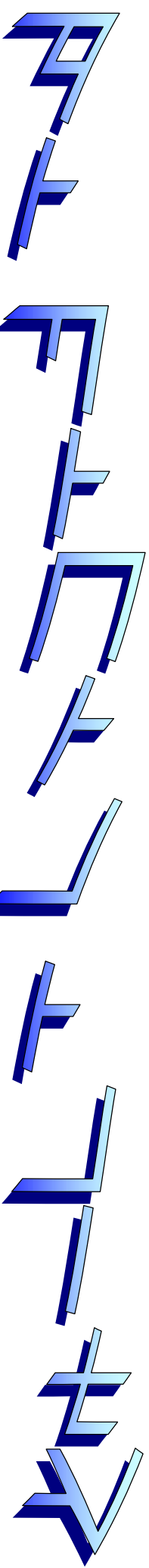
## CHAPTER 1:

### AES SEDAI AND THE ORDER OF THE WORLD

#### A More Detailed History of the Aes Sedai

Tamrylin established the Academy; and organized the Aes Sedai in the 1834<sup>th</sup> year of Discovery. The academy was built for the purpose of training men and women in the use of the True Source. The academy had a library so vast that it encompassed over five square miles. Within the library were books that contained all of the knowledge of the world. Among the books were the writings of some Aes Sedai who had the Talent to foretell. Even all of the knowledge of the Aes Sedai was in the books. All people were welcomed into the various schools of the power, which they called Ajah and were tested for the ability. Those who were unable to hold the power were not turned away, rather would stay and serve the Aes Sedai. These people were called "aiel" (or dedicated) for their willingness to remain after discovering that they had no ability. Others would refuse to stay and began to rally all that would listen against the Aes Sedai. This resulted in the persecution of the Aes Sedai and the daishain aiel and the eventual driving of the Aes Sedai (who still refused to use the Power to fight) into the western lands. After sixty years, the persecution of the Aes Sedai and their followers faded, though it never completely died. By the 1940s, the Aes Sedai had a following in most parts of the world and continued to grow. The eruption of two global wars sped the progress of technology and some of the Aes Sedai were persuaded to fight; though they still refused to use the Power in combat, except for healing.

Those who decided to fight were not accepted as Aes Sedai once they took up arms and started calling themselves Gaidin. By the end of the 1970s, persecutions of the Aes Sedai and Daishain Aiel became so great that the Gaidin were joined by several Daishain Aiel as well. By AoD2000, the persecution became extremely violent and



Aes Sedai and Aiel were being killed openly without prosecution under law for the offenders. In 2005, The Gaidin who were able to channel decided that it was better for the Aes Sedai if they sacrificed their hope of salvation by channeling as a weapon. Those who did called themselves Asha'man. Both the Asha'man and Gaidin believed that they had sacrificed their salvation for the sake of their friends and families. This willingness to sacrifice everything for those they loved earned them a place of respect; if not acceptance among the followers of the Way of the Leaf.

In the 2008<sup>th</sup> year the combat devolved into a battle between the Asha'man and Gaidin against the rest of the world. It was during this year that Ma'purvane Valere was created by an unnamed group of Aes Sedai. It was intended to seal the strength of those who fought under the Dragon Banner to the banner itself. The banner had been wrought by the Power and was indestructible. The unforeseen consequence of the sounding is that it sealed the souls of those who fought under the banner to the Banner and to the Horn. Those men and women would be forever sealed to the pattern and would be spun out repeatedly, never gaining a rest from their fight against evil. In addition to this, they would be held at the call of the Horn. Whenever the Horn of Valere is sounded, they ride again, but only under the Dragon Banner.

## CHAPTER 2: PLACES AND ORGANIZATIONS

### THE SENTINELS (By: Blaine Britt)

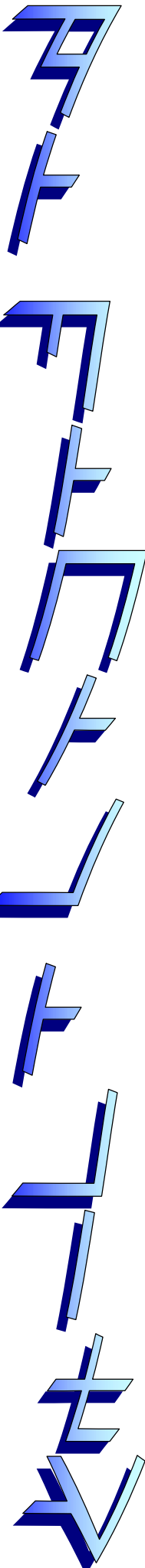
**Symbol:** A golden sunburst on a white field  
**History:** In the year 1862 a man named Lorthain Manletar pushed Congress to form a special branch of the law enforcement to deal with the growing channeler threat. Lorthain was a member of the Federal Law Enforcement Agency (FLEA) but upon formation of the Sentinels he left that group to become head of the newly created Sentinels. He believed that the channelers gained their power from some evil source. He believed that the Creator would give him and those who followed him the power to defeat this evil. The group quickly gained in

power, both military and political. There are few that will question the Sentinels for fear that they will be put to the question. At the time that the Aes Sedai fled to the west the Sentinels were at the height of their power. It was their persecution that helped force the Aes Sedai to leave mainstream society. It is their persecution that forces most channelers to seek refuge with the Aes Sedai today. Ironically, they are one of the main reasons that the Aes Sedai and Asha'man have growing numbers in their ranks.

**Policies:** The Sentinel methodology is simple and brutal. They have no mercy on any channeler and have been given authority of Judge, Jury, and Executioner when it pertains to any channeler. A Sentinel will generally refer to any channeler simply as a Witch. Many times they will turn an entire town on a channeler to bring him to justice. They are known for inciting riots. The Sentinels employ a plethora of spies that are always watching out for potential channeler activity. These spies are normal people and could be anyone. As soon as they suspect a channeler they will contact the Sentinel that recruited them. They believe that any means can be used to kill a channeler. The end always justifies the means.

**Geography:** The Sentinel headquarters is found in the nation's capitol. The headquarters has been given the name "The Stronghold of Light." The Sentinels control most of the lands in the eastern portion of the continent. It is in this area that their power is strongest. Farther west the Aes Sedai and Asha'man have more influence and most Sentinels try to avoid the area as many Asha'man will attack them on spot. The most brave or foolhardy of the Sentinels will go into the west and try to incite a large enough riot to oust channeler influence. This can lead to substantial skirmishes with the Sentinel's impromptu army fighting against Asha'man and Gaidin.

**Organization:** The Lord Commander of the Sentinels is at the head. The first Lord Commander was Lorthain Manletar. Under the Lord Commander's command, there are 13 Commanders. Each commander has 13 Generals under their command. These



Generals are located in various Precincts spread over the continent. The Generals are responsible for controlling channeler activity in their area. They command any number of Captains in their Precinct as well as any Sentinel that is traveling in pursuit of channelers. The Captains are responsible for any number of Sentinels in the Precinct.

### **Blankhouse** (By Steve Russel)

#### **Exterior Description:**

This multistoried structure is connected to a large arena and parking garage all appear to be made of pure white marble that always remains unstained. Hanging from the front of the building over a sliding oriental-style-paper-screen door is a blank white rectangular sign

#### **Interior Description:**

This appears to be a bar, restaurant and high-priced hotel that caters specifically to world travelers. The interior of the building appears to be master-craftsmanship and power-wrought, exquisitely crafted white marble, covered by silken pillows and padding dominant. Here and there are simple decorative paper screens that seem to change images when one is not looking directly at them. The ceiling and doorways are of the same height of 15 feet throughout the bar and restaurant. The sliding screens open either direction and are all made of a fine vellum with marble slides. No door in the complex is locked.

#### **The Place:**

The bar's main room constantly holds at least one or two travelers. Fights here are not unknown they are not as common as one would believe, the custom/rule of the bar is that the winner pays for all damages plus expenses or they will be made to disappear by Alien'der'sin.

#### **Services:**

Rooms: 2mk per day (or 1 Mk if you belong to a recognized trade organization or corporation).

Entertainment is of a fine Quality, The permanent entertainment is known as Sa'mael who plays a vast grand piano on which he brings forth archaic and long

forgotten melodies from the days of yore. No one knows how or what Sa'mael is paid by Alien'der'sin, yet it is known he turned down a vast number of offers.

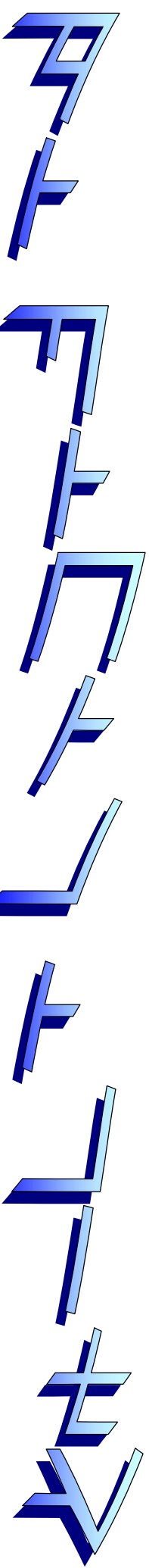
**The Arena of the Bloody Mat;** so called because its ordinal color was white along with the rest of the building but after a few contests its color was drastically changed. Disagreements between patrons are as common as the sun rising. The proprietor has taken quick advantage of possibility for profit rather than worry about the damage to the Blankhouse. Not caring for the expense, including a huge loan at the time, he had the arena constructed and a number of warding ter'angreal and standing weaves set upon the grounds to keep all contests with in it. Disputes that Acura within the bar are often settled within the Arena of the Bloody Mat so much that the "Settle this on the Mat" have become more than just custom within the Blankhouse.

#### **"Bloody Rules ":**

Bloody Contests or simply Bloody Matches are mostly done to settle some kind of dispute between two patrons. Should a person have a dispute with another person, they may not ask a companion to do the contest. In matters of law, Bloody rules follow rules for sporting contests, with the exception that they can be prosecuted if deliberate malice is proven. A contest follows certain sporting rules. It is necessary that the contestants have agreed on the contest; otherwise it is a simple case of assault. It is considered rank cowardice to refuse a challenge and always results in a mass assault outside the Blankhouse. It is not necessary that there be a reason for the contest. Besides the contestants, only a restorer need be agreed upon to proceed. The procedure for the contest itself depends on the contest agreed upon. The Blankhouse allows no contests to the death. Weaveduel, Duel with Pistols, Duel with Weapon of choice, Open Duel, Gladitorial Company Duel, Races, The McGuffin Mission, Open Melee, The Great Debate, and a Duel of Taunts.

#### **Products:**

*Drink:* The inn serves as a tavern besides simply serving as a inn it serves a good and a large number of homebrew blends. All



drinks are served by the pitcher 2 SP (or 1 SP if you belong to a recognized trade organization or corporation).

#### **Legends & Lore:**

Stories about the blank houses abound, ranging with why it is tolerated by the Sentinels, Why even Aes Sedai, Gaidin and Asha'man find its sporting events of the Bloody Mat entertaining, and who its powerful and enigmatic proprietor really is and used to be. According to rumors the reasons the Sentinels tolerate the Blankhouse as it a meeting place for its informants that the owner has something over the organization. That the Owner used to be a very influential Gaidin and that he is over 300 years old. Others say that he is a renegade Asha'man though his name change with every telling. Apparently Panther Company, a violent and arrogant group of Sentinels of no small reputation, disappeared to the man, including retired and temporary members of the company regardless of their involvement. This occurred shortly after a Single Member of Panther Company had caused the accidental death of a staff member when they started a shoot out in the Blankhouse.

#### **Non-Player Characters:**

**Proprietor:** Alien'der'sin, an enigmatic and dangerous man who is always found in the bar regardless of the time of day or hour of the night runs the blank house he can always be found in a white leisure suit wearing a white button down shirt with a white tie. His tie is always tacked with a simple pin crowned by a red or black jewel. In truth this man is controls and runs an international order of assassins known as The Unseen. His background voice and mannerisms all seem to be a man of charm and generosity. He is know to give gifts and bits of information without cost to all those who come to know him. However his gifts always seem to lead the beneficiary to some kind of strife or conflict that they would have rather avoided.

### **(CHAPTER 3: THE MODERN SETTING AND THE WHEEL OF TIME**

#### **ABILITY SCORES**

Ability scores are nothing new to gamers; however there are a few things that are important to note special to the Age of Discovery. Every character has seven basic Ability Scores instead of the usual six:

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

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:

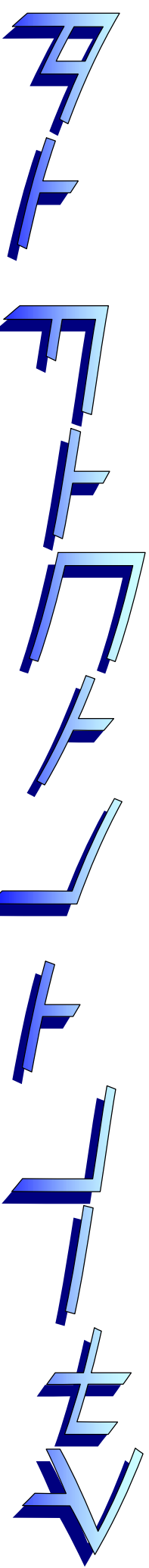
$(\text{Ability}/2) - 5$  [round result down]

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.

**Power:** The score of the Power ability determines whether or not you can channel, and how much as follows:

- 1) If your POW score is 9 & less, the character cannot learn to channel.
- 2) At POW 10 - 11, the character can learn, but has so little ability as to be virtually useless (like Queen Morgase for example).

3) Between 12 and 15, the character can learn to channel, but must take the channeler base class, or a channeler Advance class to do so.

4) At 16 and up, the character was born with the spark. Characters at these levels may learn weaves without having to take a channeler class, however; they have the following limitations.

\*Non-channeler class characters must take a block as per Wilders.

\*Wilders may not gain access to channeling Feats or Talent trees unless they take levels in a channeling class.

\*Wilders may not take ranks in Weavesight.

\*Wilders receive no benefit from their POW score modifier to either weaves per day, or skill checks related to channeling.

\*All weaves are performed at -1 level and take a -4 untrained penalty for channeling related skill checks.

\*The character must meet the mindset to overcome the block as per WoT rules for Wilders.

\*Special: Male Wilders may take the Eliminate Block Feat before taking a channeling class, but all other restrictions remain.

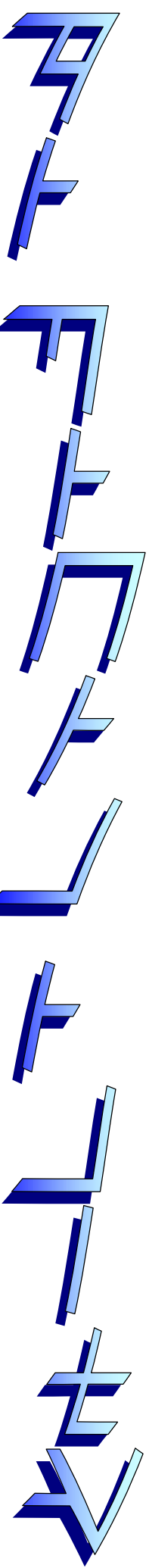
5) If your POW score is 11 or less, you can not allocate attribute points to it as per level advancement.

## Alternate One Power Mechanics Power Affinities

**New stats:** each channeling character gets 5 new stats: Air, Earth, Fire, Spirit and Water. For determining them, you get 25 points to allocate between them as per the standard point-buy rules of the d20 system. Alternately, you can roll for all your 6 normal stats and these 5 new stats, and allocate the rolls as sees you fit.

**Increasing the new stats:** There are two ways of increasing the five new stats. The first is allocating normal Ability increase points you get every 4 levels into the stat. The other way is taking the Extra Affinity Feat, which increases your stat by 4. You can only take the Extra Affinity Feat once per stat.

**Channeling stats:** Intelligence, Wisdom and Charisma don't play anymore a role in determining channeling abilities. A wilder or an initiate must now have weave's level +10 in each affinity the weave uses to be able to



cast it. They should still be of sufficient level to actually cast this level of weave (that is, a channeler with 19 in each of his 5 stats couldn't use level 9 weaves before he is channeler level 17). A channeler will get bonus weaves from the highest and the lowest of their Five Affinities stats. For example: A channeler with Affinities stats of 12, 12, 13, 14, 14 would receive bonus weaves per day based on their highest and lowest Affinity scores. You may increase your Affinities stats either by spending ability points by taking the Extra Affinity Feat, all these bonuses increase accordingly. You can learn a weave even if you don't meet the necessary Affinity stat requirement to actually cast it (like Sorilea knowing the Gateway weave).

### Angreal and Affinities Strength

Channeling with an angreal is normal, except that you add the angreal rating to each of the Five Affinities stats.

### Overchanneling and the Affinities

Overchanneling is same as described in the Wheel of Time Core rules, except that you also add the overchanneling benefit to each of the Affinities.

### Linking and Five Affinities

Characters may link as per normal rules for linking, except that you must determine the total affinity stat of the circle by using the following formula for each of the five new stats: Power strength of leader + the affinity modifier of each member of the circle. For example: if 2 channelers link, and the leader has 15 in Fire and the other member has 12 in Fire, then the Fire stat of the circle is  $15+1=16$  (+1 being the modifier for a 12 in fire). For a circle to be able to cast a weave, it must have total affinity of weave level +10 in each of the Five elements that the weave requires.

### One Power strength

This is the average of the 5 Affinity stats it is what a channeler senses (passively for female channelers, but only when embracing for men) in another channeler.

### Converting the Power Ability to Affinities

Converting the Power ability into the Affinities is a simple matter of taking the POW times 5 then dividing the total among

the five Affinities. The average of a Male's Air and Water scores must be lower than the average of the other three scores. The average of a Female's Earth and Fire scores must be lower than the average of the other 3 scores.

## CHANGING ABILITY SCORES

Ability scores can increase with no limit.

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.

## CHAPTER 4:

## MODERN BASE CHARACTER CLASSES

### 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.

### THE STRONG HERO

**Ability:** Strength

**Hit Die:** 1d8

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

**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:**  $(3 + \text{Int modifier}) \times 4$ .

**Skill Points at Each Additional Level:**  $3 + \text{Int modifier}$

## 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.

## 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

Table: The Strong Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	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

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

## THE FAST HERO

**Ability:** Dexterity

**Hit Die:** 1d8

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

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

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

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

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

### 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

Table: The Fast Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	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

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

### Defensive Talent Tree

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

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

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

**Prerequisite:** Evasion.

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

**Prerequisites:** Evasion, uncanny dodge 1.

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

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



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

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

**Prerequisites:** Evasion, uncanny dodge 1.

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

**Prerequisite:** Evasion.

### Increased Speed Talent Tree

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

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

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

**Prerequisite:** Increased speed.

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

**Prerequisites:** Increased speed, improved increased speed.

### Bonus Feats

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

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

### THE TOUGH HERO

**Ability:** Constitution

**Hit Die:** 1d10

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

### Class Skills

The Tough hero's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (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.

Table: The Tough Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	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



## Class Features

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

### Talents

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

### Damage Reduction Talent Tree

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

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

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

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

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

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

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

### Energy Resistance Talent Tree

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

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

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

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

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

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

### Unbreakable Talent Tree

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

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

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

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

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

**Prerequisite:** Robust.

### Bonus Feats

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

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

## THE SMART HERO

**Ability:** Intelligence

**Hit Die:** 1d6

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

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

Table: The Smart Hero

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

### 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 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

**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).

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

### Starting Feats

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

### Class Features

The following are class features of the Dedicated hero.

### Talents

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

### Empathic Talent Tree

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

*Empathy:* The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any

**Table: The Dedicated Hero**

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

objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

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

**Prerequisite:** Empathy.

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

**Prerequisite:** Empathy.

### Healing Talent Tree

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

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

**Prerequisite:** Healing knack.

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

**Prerequisites:** Healing knack, healing touch 1.

### Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

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

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

**Prerequisite:** Skill emphasis.

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

**Prerequisite:** Skill emphasis.

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

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

### Bonus Feats

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

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

### THE CHARISMATIC HERO

**Ability:** Charisma

**Hit Die:** 1d6

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

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

Table: The Charismatic Hero

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



## Starting Feats

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

## Class Features

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

### Talents

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

### Charm Talent Tree

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

*Charm:* The Charismatic hero gets a 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 that 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 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 role-playing 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.

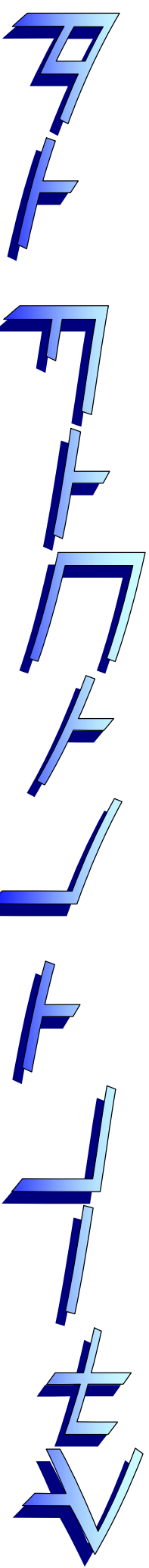
The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's 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, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.

## THE CHANNELER

**Ability:** POW

**Hit Die:** 1d6

**Action Points:** Channelers 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 Channeler's class skills (and the key ability for each skill) are: Concentration (Con), Craft (visual art) (Int), Decipher Script (Int), Knowledge (arcane lore, art, behavioral sciences, current events, earth and life sciences, physical sciences, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis) and Weavesight (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 Channeler hero begins play with the Simple Weapons Proficiency feat.

### Class Features

The following are class features of the Channeler.

### Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Channeler 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.

### One Power Talents Talent Tree

**Talent:** The Channeler may choose any one Talent from the Wheel of Time Core Rules book in chapter 9: The One Power.

I.e.: Balefire, Cloud Dancing, Conjunction, Earth Singing, Elementalism, Healing, Illusion, Traveling or Warding.

**Extraordinary Talent:** The Character may choose one of the basic Talents (which he/she already possesses, and may use any weave from that Talent as if 1 level higher, without overchanneling).

**Prerequisite:** The character must already have the Talent before selecting it as an Extraordinary Talent.

**Special:** This Talent may be taken multiple times. Its effects do not stack. The effects apply to a different Talent each time.

### One Power Affinities Talent Tree

**Affinities:** The Channeler may select any one of the five One Power Affinities (Air, Earth, Fire, Spirit, and Water). These affinities act exactly as in the Wheel of Time Core Rules Book.

**Improved Affinity:** The Channeler may choose a single affinity. All weaves that use this affinity are treated as being one slot lower for casting cost. Example: Sorsha has improved affinity for air, and casts arms of air at level 3. The normal cost of casting it is a 3<sup>rd</sup> level slot, but with Improved Affinity, it only costs her a level 2 slot. This Talent does not grant the ability to cast weaves that the character does not know.

**Prerequisite:** The character must already have chosen the Affinity Talent for the Affinity selected.

**Special:** This Talent may be taken multiple times, its effects do not stack, they apply to a different Affinity each time.

**Advanced Affinity:** The Character may choose an Affinity. All weaves cast that use that Affinity are treated as one slot lower for casting cost. This bonus stacks with the Improved Affinity feat.

**Prerequisites:** The character must already have Improved Affinity for the Affinity selected.

**Bonus Feats**

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

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

**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.

**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
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.

**Table: The Channeler**

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

**Saving Throws**

Add the base save bonuses for each class together.

**Defense Bonus**

Unlike with standard Wheel of Time, multiclassing is encouraged in the Modern setting. As a result, characters add the Defense bonuses for each class together with no loss in Defense points for multiclassing.

**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.



## 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 supplies 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

## 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.

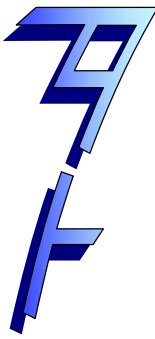
### Academic

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

Prerequisite: Age 23+.





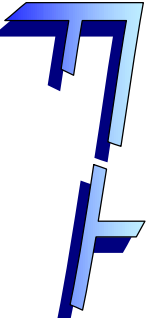


receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, and Swim.

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

**Wealth Bonus Increase:** +1.

### Religious



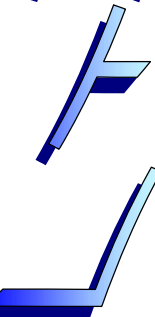
Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation.

**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.

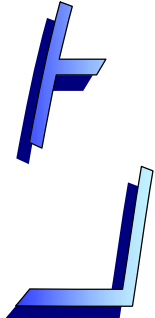
**Prerequisite:** Age 15+.

**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.

### 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.

### 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.

## CHAPTER 5 SKILLS

Most of the skills found here are the same as those in the Wheel of Time Core Rules book, but there are a few differences that need to be reviewed. The ones that are duplicates of skills found in the WoT RPG have been deleted.

### 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 Description Format

#### 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.

**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.

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

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.

**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

**Computer Hacking**

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

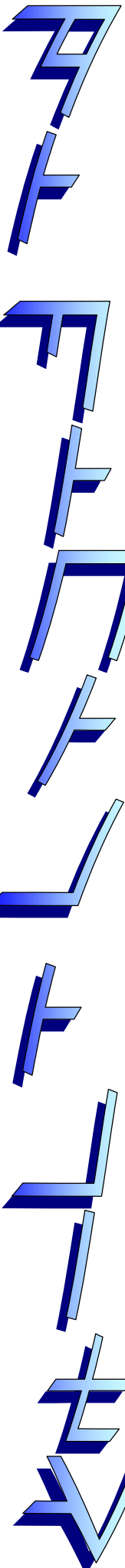
When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access 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.

**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.

#### 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.

Type of Acid	Purchase DC	Craft DCs		Time
		Acid	Base	
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.

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.

<sup>1</sup> 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

**Table: Hacking**

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 pass-codes	25	1 minute
Hide evidence of alteration	10	1 minute
Minimum security	-5	—
Exceptional security	10	—
Maximum security	15	—

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

**Table: poisons**

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft 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	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform 1	Inhaled	1/17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	15 hr.
Curare (plant)	Injury	1/18	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	1/19	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	1/18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)		26
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	13	1d6 Str	Paralysis 2d6 minutes	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	15	Blindness 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

**1** 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.

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.

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.

**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.

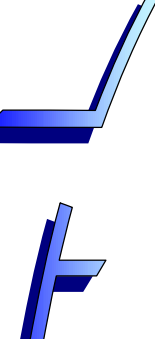
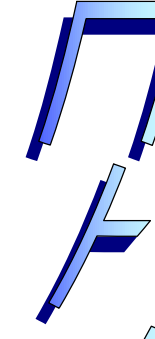
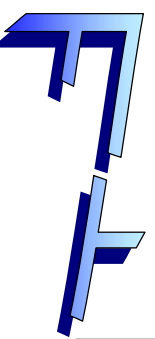
Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

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.

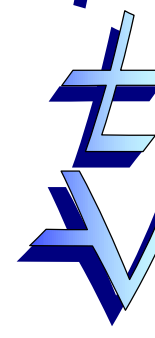
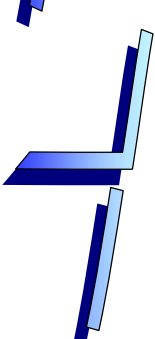
Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15-18	10	20	3 hr.
19-22	15	25	6 hr.
23 or higher	20	30	12 hr.

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, and house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

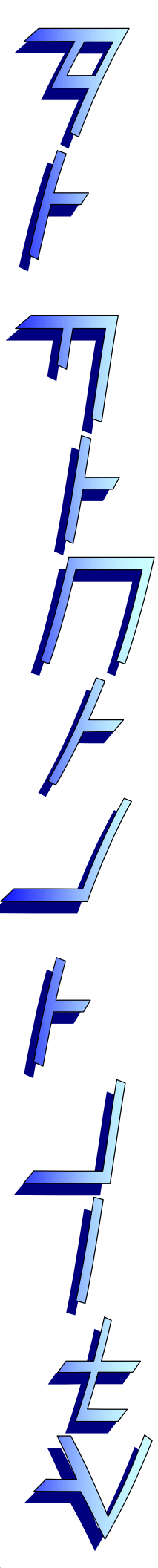
When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

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.

### 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 Sentinel Headquarters)	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).

**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 tool 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.

### 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.

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.

Factor	Check Modifier	Time
Document Type		
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		
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

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

### 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.

### Knowledge (Int)

Trained Only

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

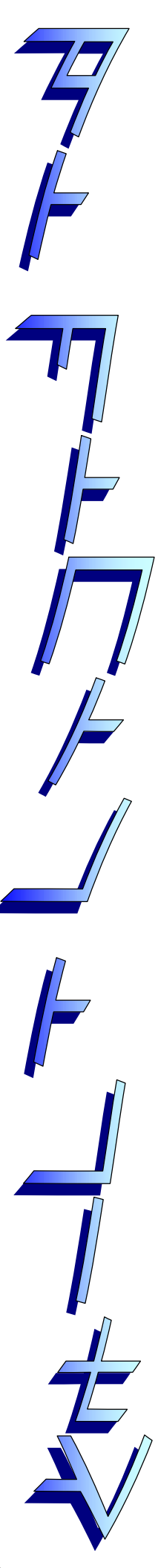
The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

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.

### **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, he 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.

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.

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

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.

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.

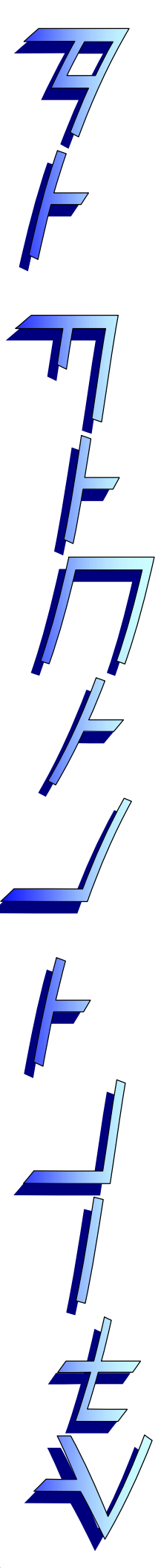
Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

### 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. 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

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.



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 does 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.

#### **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.

#### **Survival (Wis)**

Check: A character can keep his or herself and others safe and fed in the wild.

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.

### 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 that 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 that 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.

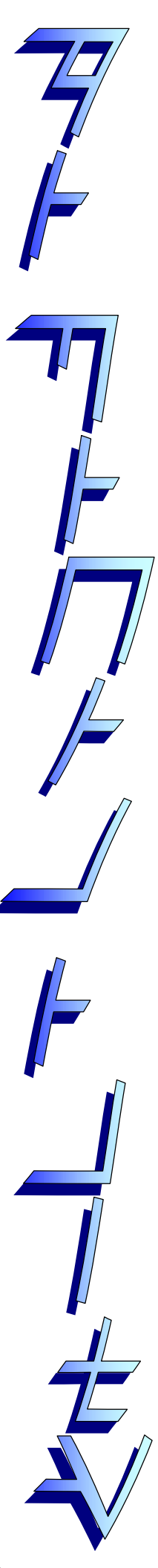
**Surgery (DC 20):** With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 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 that 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.

DC	Task
10	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.
15	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.
18	Avoid getting lost and avoid natural hazards, such as quicksand.



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.

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.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

## CHAPTER 6 MODERN 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.

### Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, and 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.

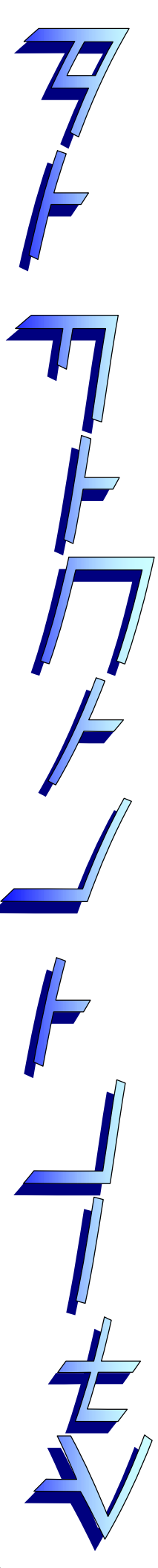
Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply 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: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

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. 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.

### 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.

*Note: This is essentially the same as the Martial Weapons Proficiency Feat.*

### 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.

### 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.

### 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.

### Cautious

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

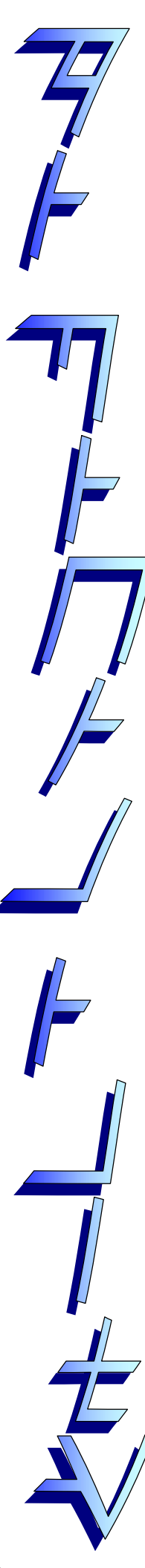
Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

### 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 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.

### 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.

### 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.

### 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.

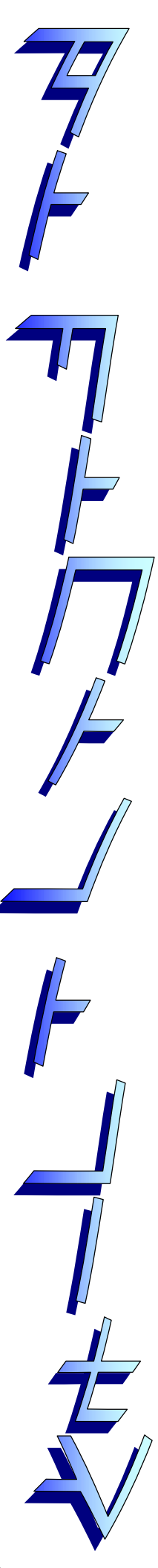
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

### 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 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.

### Focused

Benefit: The character gets 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 target vehicle, 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 +  $\frac{1}{2}$  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.

### Guide

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

### 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



### 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, and 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 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, and 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 Knockout Punch

Prerequisites: Brawl, Knockout Punch, and 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 Trip

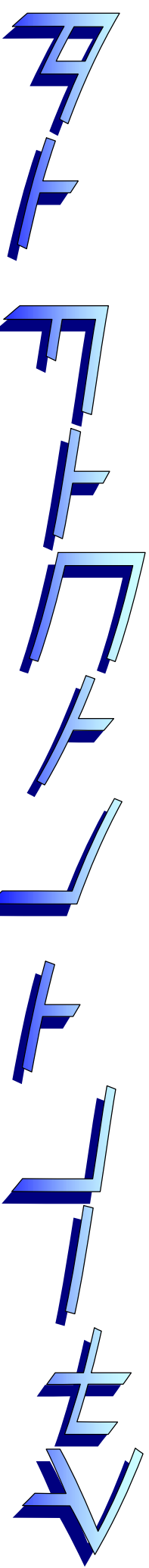
Prerequisites: Intelligence 13, Combat Expertise.  
Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.  
If the character trips an opponent in melee combat, the character immediately gets to make a melee attack 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).

### 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.

### **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.

### **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.

### **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.

### **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.

### **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.

### **Renown**

Benefit: The character's Reputation bonus increases by +3.

### **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.

### **Stealthy**

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

### **Strafe**

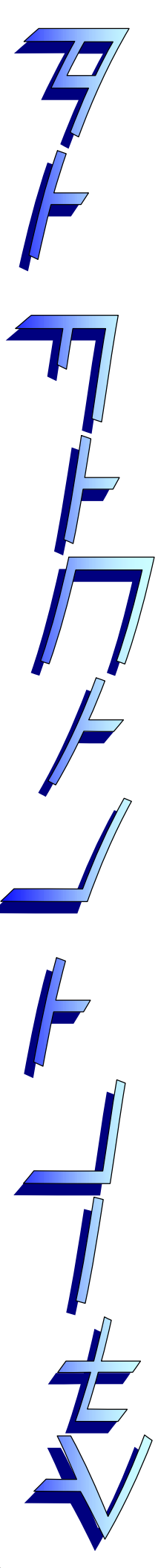
Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

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.

### **Studios**

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.

### **Surface Vehicle Operation**

Select a class of surface vehicle (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: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when

you operate a general-purpose surface vehicle.

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.

### **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).

### **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.

### **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 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

## CHAPTER 7

## MODERN EQUIPMENT & WEALTH

### Wealth

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

### Wealth Bonus

To determine a character's starting Wealth bonus, roll 2d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall feat.

Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the hero gains levels.

A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

### Purchasing Equipment

Wealth checks are used to determine what characters can afford and what gear they

takes the feat, the character must select a different weapon.

### 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.

might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

### The Wealth Check

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

### Wealth and the Starting Hero

A newly created 1st-level character's Wealth bonus is +0 plus:

- Wealth provided by the character's starting occupation.
- Bonus from the Windfall feat, if taken.
- 2d4 die roll.
- +1 for having 1 to 4 ranks in the Profession skill.

### Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

### Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal.

Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

### Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

### Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character that provides the aid reduces his or her Wealth bonus by +1.

### Losing Wealth

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	1 point
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current	2d6 points

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy

something and the check fails, his or her Wealth bonus is unaffected.

### Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can't take 10 or take 20.

### Regaining Wealth

A character's Wealth bonus recovers as the character advances.

Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

### Wealth Awards

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award.

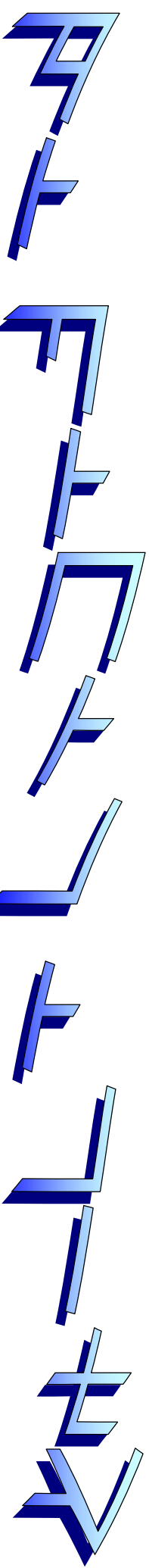
### Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sales value is equal to the object's purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually



requires that the character have contacts in the black market, and reduces the sale value by an additional 3.

### **Character Equipment and Realistic Play On-Hand Objects**

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With the GM's permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that the character takes a -10 penalty on the check and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the purchase DC is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

### **Restricted Objects**

Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

**Licensed:** The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few (if any) additional legal requirements.

**Restricted:** Only specially qualified individuals or organizations are technically allowed to own the object. However, the real

obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

**Military:** The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

**Illegal:** The object is illegal in all but specific, highly regulated circumstances.

Table: Restricted Objects

Restriction Rating	License Fee	Black Market Purchase DC	Purchase DC <sup>1</sup>	Time
Licensed	10	1		1 day
Restricted	15	2		2 days
Military	20	3		3 days
Illegal	25	4		4 days

<sup>1</sup> Add to the object's purchase DC if the character tries to buy it on the black market without first obtaining a license; see The Black Market, below.

### **Purchasing a License**

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours. (During the process of character creation, a character just needs to purchase the license or pay the fee; the time required takes place before game play begins.)

As a general rule, a character must obtain the appropriate license before buying a restricted object. Legitimate dealers will not sell restricted objects to a character that does not have the necessary license. However, a character may be able to turn to the black market (see below) to obtain restricted objects without a license.

### **The Black Market**

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge

(streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25 or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

### Requisitioning Equipment

When a hero working for Department-7 needs more equipment than he or she has on hand, the hero may try to requisition it. Department-7 evaluates whether the character really needs the object, how soon the agency can supply it, and whether the agency can reasonably expect to get it back when the hero is done with it.

The result is determined by a level check (1d20 + character level) against a DC equal to the equipment's purchase DC. Add the character's Charisma bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check.

The result of the check determines whether and how quickly Department-7 can provide the hero with the requested equipment. With a success, the object is issued to the hero. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the hero beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the hero. Obviously, expendable objects like ammunition don't have to be returned if used.

Table: Requisition Modifiers

Situation	Modifier
Object is necessary for assignment	+1
Object has obvious application for assignment	+2
Object has peripheral application for assignment	+3
Object has no obvious application for assignment	+4
Object is rare	+5
Object restriction	+6
Licensed	+7

Restricted	-4
Military	-6
Illegal	-8
Hero is skilled or proficient in use of object	2
Hero returned all gear undamaged on previous mission	2

### Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it is always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

### Concealed Weapons and Objects

It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

### Sleight of Hand Checks

To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he or she heads out into public can usually take 10 unless he or she is rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.





### Size and Concealment

The object's size affects the check result, as shown on Table: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

### Spotting Concealed Objects

Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier (including modifiers from Table: Concealing Weapons and Objects) + 10

An observer attempting to spot a concealed object receives a -1 penalty for every 10 feet between him or herself and the target, and a -5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Table: Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	12
Diminutive	8
Tiny	4
Small	0
Medium-size	-4
Large	-8
Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	2
Clothing is specifically modified for concealing object	2
Weapon is carried in concealed carry holster	4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw feat	-4

### Spotting Concealable Armor

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

### Living in Luxury

The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or game benefits.

### Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

### Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll.

Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

### Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

**Damage:** The damage the weapon deals on a successful hit.

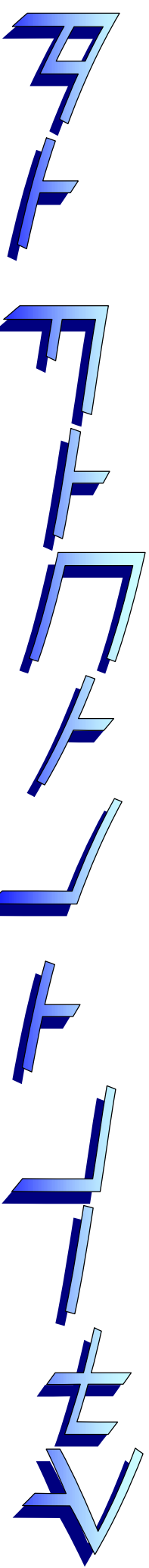
**Critical:** The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

**Damage Type:** Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

**Range Increment:** Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

**Rate of Fire:** Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

**Single Shot:** A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other



abilities that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each, round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must

be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, 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 weapon on the black market.

#### Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

**Table: Ranged Weapons**  
**Handguns** (require the Personal Firearms Proficiency feat)

Weapon	Damage	Critical Range	Rate of Fire	Damage Type	Increment	Size	Magazine	Weight	Purchase DC	Restriction
Beretta 92F (9mm autoloader)	2d6	20	S	Ballistic	40 ft.	Small	15 box	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	S,A	Ballistic	30 ft.	Med	20 box	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	S	Ballistic	30 ft.	Small	9 box	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	S	Ballistic	30 ft.	Small	7 box	3 lb.	15	Lic (+1)
Colt Python1 (.357 revolver)	2d6	20	S	Ballistic	40 ft.	Med	6 cyl.	3 lb.	5	Lic (+1)
Derringer(.45)	2d6	20	Single	Ballistic	10 ft.	Tiny	2 int.	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	S	Ballistic	40 ft.	Med	9 box	4 lb.	18	Lic (+1)
Glock 171(9mm autoloader)	2d6	20	S	Ballistic	30 ft.	Small	17 box	2 lb.	18	Lic (+1)
Glock 201(10mm autoloader)	2d6	20	S	Ballistic	40 ft.	Small	15 box	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	S, A	Ballistic	40 ft.	Med	30 box	6 lb.	15	Res (+2)
Pathfinder(.22 revolver)	2d4	20	S	Ballistic	20 ft.	Tiny	6 cyl.	1 lb.	14	Lic(+1)
Ruger Service-Six (.38S revolver)	2d6	20	S	Ballistic	30 ft.	Small	6 cyl.	2 lb.	14	Lic (+1)
S&W M29(.44 magnum revolver)	2d8	20	S	Ballistic	30 ft.	Med	6 cyl.	3 lb.	15	Lic (+1)
SITES M9(9mm autoloader)	2d6	20	S	Ballistic	30 ft.	Tiny	8 box	2 lb.	15	Lic (+1)
Skorpion(.32 machine pistol)	2d4	20	S, A	Ballistic	40 ft.	Med	20 box	4 lb.	17	Res (+2)
TEC-9(9mm machine pistol)	2d6	20	S or A	Ballistic	40 ft.	Med	32 box	4 lb.	14	Res (+2)
Walther PPK(.32 autoloader)	2d4	20	S	Ballistic	30 ft.	Small	7 box	1 lb.	15	Lic (+1)

**Longarms** (require the Personal Firearms Proficiency feat)

Weapon	Damage	Critical Range	Rate of Fire	Damage Type	Increment	Size	Magazine	Weight	Purchase DC	Restriction
AKM/AK-47	2d8	20	S, A	Ballistic	70 ft.	Large	30 box	10 lb.	15	Res (+2)
Barrett Light Fifty	2d12	20	S	Ballistic	120 ft.	Huge	11 box	35 lb.	22	Lic (+1)
Beretta M3P	2d8	20	S	Ballistic	30 ft.	Large	5 box	9 lb.	16	Lic (+1)
Browning BPS	2d10	20	S	Ballistic	30 ft.	Large	5 int.	11 lb.	16	Lic (+1)
HK G3	2d10	20	S, A	Ballistic	90 ft.	Large	20 box	11 lb.	19	Res (+2)
HK MP51	2d6	20	S, A	Ballistic	50 ft.	Large	30 box	7 lb.	20	Res (+2)
HK MP5K	2d6	20	S, A	Ballistic	40 ft.	Med	15 box	5 lb.	19	Res (+2)
HK PSG11	2d10	20	S	Ballistic	90 ft.	Large	5 box	16 lb.	22	Lic (+1)
M16A2	2d8	20	S, A	Ballistic	80 ft.	Large	30 box	8 lb.	16	Res (+2)
M4 Carbine	2d8	20	S, A	Ballistic	60 ft.	Large	30 box	7 lb.	16	Res (+2)
Mossberg	2d8	20	S	Ballistic	30 ft.	Large	6 int.	7 lb.	15	Lic (+1)
Remington 700	2d10	20	Single	Ballistic	80 ft.	Large	5 int.	8 lb.	17	Lic (+1)
Sawed-off shotgun	2d8	20	S	Ballistic	10 ft.	Med	2 int.	4 lb.	15	Lic (+1)
Steyr AUG	2d8	20	S, A	Ballistic	80 ft.	Large	30 box	9 lb.	19	Res (+2)
Uzi	2d6	20	S, A	Ballistic	40 ft.	Large	20 box	8 lb.	18	Res (+2)
Winchester 94	2d10	20	S	Ballistic	90 ft.	Large	6 int.	7 lb.	15	Lic (+1)

*Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)*

Weapon	Damage	Critical Range	Damage Type	Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
M-60	2d8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW	10d6 <sup>2</sup>	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79	Varies <sup>2</sup>	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)

*Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)*

Compound bow	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray	Special <sup>2</sup>	—	Special <sup>2</sup>	5 ft.	1	1 int.	Tiny	0.5 lb.	5	—
Shuriken	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Taser	1d4 <sup>2</sup>	—	Electricity	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip	1d2	20	Slashing	15 ft. <sup>3</sup>	1	—	Small	2 lb.	4	—

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

## Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a –4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F

The standard service pistol of the United States military and many American law enforcement agencies.

### Beretta 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

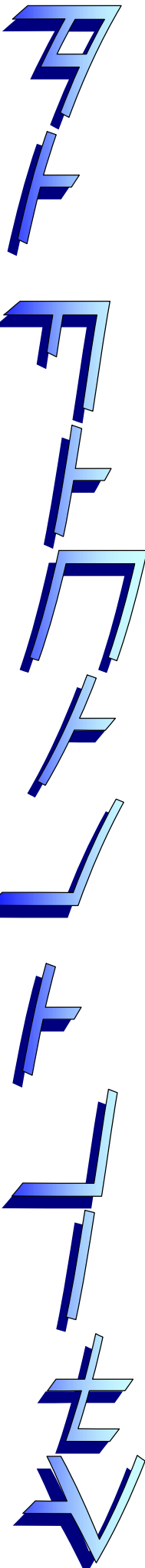
### Colt Double Eagle

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

### Colt M1911

The United States military used this .45 semiautomatic pistol for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python



The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

#### Derringer

This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

#### Desert Eagle

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

#### Glock 17

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

#### Glock 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

#### MAC Ingram M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

#### Pathfinder

The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The

Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

#### Ruger Service-Six

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

#### S&W M29

The Smith & Wesson Model 29-. 44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

#### SITES M9 Resolver

The compact SITES weapon is very narrow, making it easy to conceal.

#### Skorpion

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews, who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

#### TEC-9

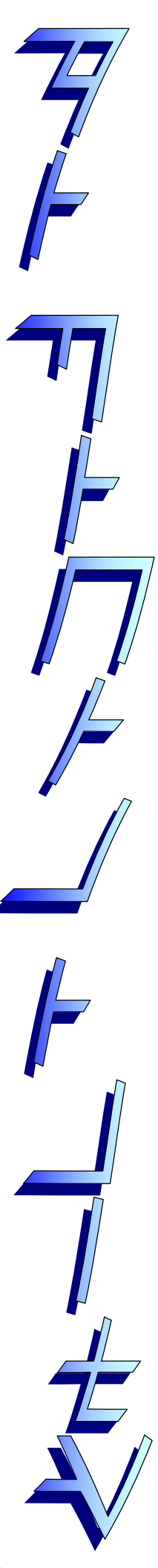
The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

#### Walther PPK

The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

#### Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles shotguns, and most submachine guns.



The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

#### AKM/AK-47

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts.

#### Barrett Light Fifty

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

#### Benelli M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

#### Beretta M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

#### Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

#### HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

#### HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

#### HK MP5K

A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.



### HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

### M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### M4 Carbine

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

### Mossberg

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

### Remington 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

### Sawed-Off Shotgun

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

### Steyr AUG

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the

Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### Uzi

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

### Winchester 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

## Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

### M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

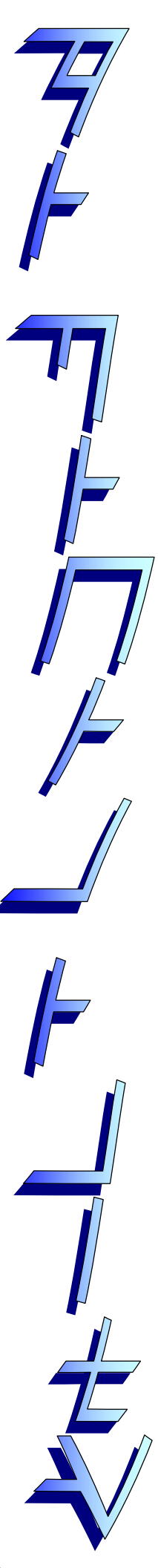
### M2HB

This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

### M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon,





the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

#### M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

#### Other Ranged Weapons

Ranged weapons, which are not firearms, include such diverse objects as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon as indicated on Table: Ranged Weapons.

#### Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

#### Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

#### Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

#### Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

#### Pepper Spray

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged

touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds.

#### Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

#### Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

#### Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

#### Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition.

Table: Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5

10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

#### Arrow

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

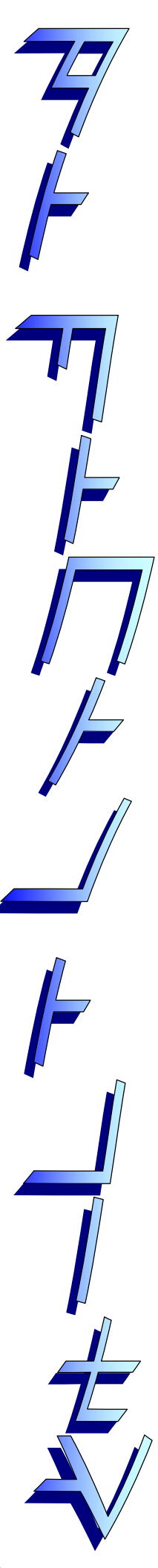
#### Crossbow Bolt

A shaft or missile designed to be shot from a crossbow; bolts come in quivers of 12.

#### Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or set off in place, depending on the type of explosive device.



Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 nonproficient penalty.

#### Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons.

**Damage/Direct Hit Damage:** The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

**Burst Radius/Splash Damage:** For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

**Damage Type:** Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

**Critical:** The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

**Reflex DC:** Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

**Range Increment:** If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

**Size:** Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

**Weight:** This column gives the weapon's weight.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

**Restriction:** The restriction rating for the weapon, 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 weapon on the black market.

#### Grenades and Explosives

##### Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories.

##### 40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes.

The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode.

The purchase DC given is for a box of 6 grenades.

C4/Semtex

So-called “plastic” explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

#### Det Cord

Det cord is an explosive in a ropelike form. Technically, det cord doesn’t explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.

Table: Explosives and Splash Weapons

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

#### Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Damage Critical <sup>2</sup>	Reflex Type	Range DC	Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail <sup>1</sup>	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—

<sup>1</sup> This weapon cannot be purchased as an item; the purchase DC given is for the weapon’s components.

<sup>2</sup> Threat range applies to direct hits only; splash damage does not threaten a critical hit.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6.

Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

#### Dynamite

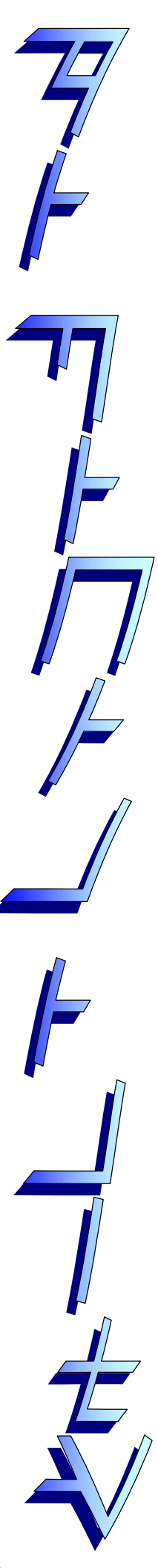
Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set

it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It’s possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character’s choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and



a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

#### Fragmentation Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

The purchase DC given is for a box of 6 grenades.

#### Smoke Grenade

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.

The purchase DC given is for a box of 6 grenades.

#### Tear Gas Grenade

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be

nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

#### Thermite Grenade

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

The purchase DC given is for a box of 6 grenades.

#### White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point.

The purchase DC given is for a box of 6 grenades.

#### Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

#### Acid, Mild

A character can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.



### Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

### Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency). A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

### Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.

**Damage:** The damage the weapon deals on a successful hit.

**Critical:** The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

**Damage Type:** Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

**Range Increment:** Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range.

However, each full range increment causes a cumulative –2 penalty on the attack roll.

**Size:** Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

**Weight:** This column gives the weapon's weight.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the weapon.

**Restriction:** None of the following melee weapons have restrictions on their purchase.

### Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

### Brass Knuckles

These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.

When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

### Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

### Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

**Table: Melee Weapons***Simple Weapons (require the Simple Weapons Proficiency feat)*

Weapon	Damage	Critical Damage	Type	Range Increment	Size	Weight	Purchase DC	Restriction
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d6 <sup>1</sup>	20	Bludgeoning	—	Small	3 lb.	2	—
Stun gun <sup>1</sup>	1d3	20	Electricity	—	Tiny	1 lb.	5	—
Tonfa <sup>1</sup>	1d4	20	Bludgeoning	—	Med	2 lb.	6	—

*Archaic Weapons (require the Archaic Weapons Proficiency feat)*

Weapon	Damage	Critical Damage	Type	Range Increment	Size	Weight	Purchase DC	Restriction
Bayonet (fixed) <sup>1</sup>	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane <sup>1</sup>	1d6	18–20	Piercing	—	Med	3 lb.	9	—

*Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)*

Weapon	Damage	Critical Damage	Type	Range Increment	Size	Weight	Purchase DC	Restriction
Chain <sup>1</sup>	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Tri-staff <sup>1</sup>	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

<sup>1</sup> See the description of this weapon for special rules.**Knife**

This category of weapon includes hunting knives, butterfly or “balisong” knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

**Metal Baton**

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used

as a weapon. Extending or collapsing the baton is a free action.

**Pistol Whip**

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

**Rifle Butt**

The butt of a rifle can be used as an impromptu club.



### Sap

This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.



### Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

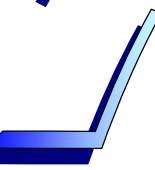


### Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

### Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.



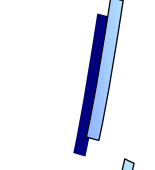
### Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—club-like at one end and spear-like at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.



### Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.



### Longsword

This classic, straight blade is the weapon of knighthood and valor.



### Machete

This long-bladed tool looks much like a short, lightweight sword.



### Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon

Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

### Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

### Straight Razor

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

### Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

### Exotic Melee Weapons

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 nonproficient penalty.

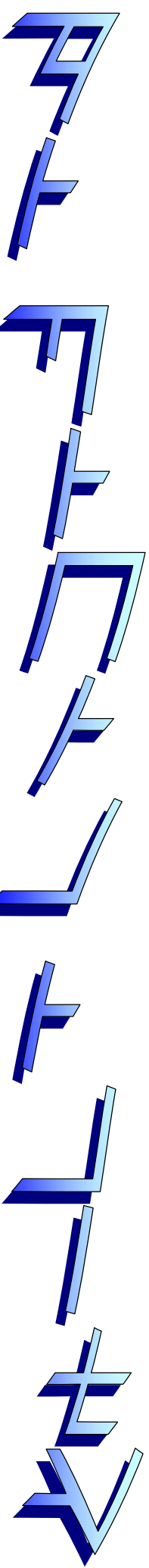
### Chain

Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.





Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

#### Chain Saw

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

#### Kama

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

#### Katana

The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard -4 nonproficiency penalty applies.

#### Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

#### Nunchaku

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

#### Three-Section Staff

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

### Improvised Weapons

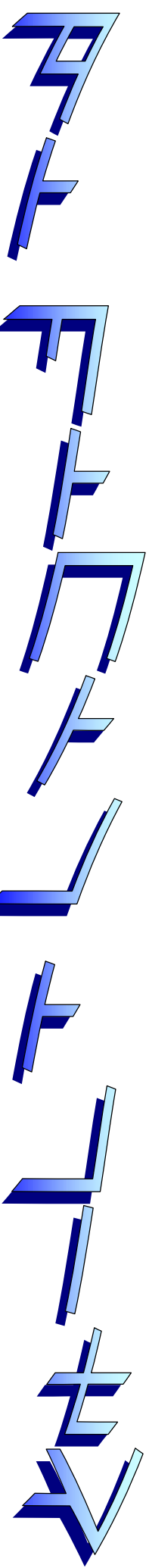
Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a -4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the -4 penalty.

**Table: Improvised Weapon Damage by Size**

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case,	1
	crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver,	1d2
	softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher,	1d3
	flower pot, helmet,	1d3
	metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase,	1d4
	bowling ball, garbage can lid,	1d4
	hockey stick, nail gun	1d4
Large	Empty garbage can, guitar,	1d6
	computer monitor, office chair,	1d6
	tire iron	1d6
Huge	10-foot ladder, mailbox,	1d8
	oil barrel, park bench, sawhorse	1d8
	Gargantuan	Desk, dumpster, file cabinet,
large sofa, soda machine		2d6
Colossal		Junked vehicle, stoplight,
	telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one-size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet. Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that



is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

### Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

### Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

**Equipment Bonus:** The protective value of the armor. This bonus adds to the wearer's Defense.

**Nonproficient Bonus:** The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate feat).

**Maximum Dex Bonus:** This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

**Armor Penalty:** The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

**Speed (30 ft.):** Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

**Weight:** This column gives the armor's weight.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

**Restriction:** The restriction rating for the armor, 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 armor on the black market.

### Light Armor

For the character that doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

#### Leather Jacket

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

**Table: Armor**  
*Light Armor*

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Leather jacket	Impromptu	1	1	8	-0	30	4 lb.	10	—
Leather armor	Archaic	2	1	6	-0	30	15 lb.	12	—
Light undercover	Concealable	2	1	7	-0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	Concealable	2	1	6	-1	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	3	1	5	-2	30	3 lb.	14	Lic (+1)

*Medium Armor*

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Concealable vest	Concealable	4	2	4	-3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	5	2	2	-5	20	40 lb.	18	—
Light-duty vest	Tactical	5	2	3	-4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	6	2	2	-5	25	10 lb.	17	Lic (+1)

*Heavy Armor*

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Special response	Tactical	7	3	1	-6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	8	3	1	-6	20	50 lb.	23	—
Forced entry unit	Tactical	9	3	0	-8	20	20 lb.	19	Lic (+1)

**Leather Armor**

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

**Light Undercover Shirt**

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

**Pull-Up Pouch Vest**

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

**Undercover Vest**

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

**Medium Armor**

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

**Concealable Vest**

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

**Chainmail Shirt**

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

**Light-Duty Vest**

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

**Tactical Vest**

The standard body armor for police tactical units, this vest provides full-torso protection

in the toughest flexible protective materials available.

### Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

#### Plate Mail

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

#### Special Response Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

#### Forced Entry Unit

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

## General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life—assume that heroes (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a

**Table: General Equipment**

Object	Description	Size	Weight	Purchase DC	Restriction
Bags and Boxes	—	—	—	—	—
Aluminum travel case	—	—	—	—	—
—	10 lb. Capacity	Med	5 lb.	10	—
—	40 lb. Capacity	Large	10 lb.	11	—
—	75 lb. capacity	Large	15 lb.	12	—
Briefcase	—	Med	2 lb.	7	—
Contractor's field bag	—	Med	2 lb.	6	—

result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

## Equipment Tables

Equipment is described by a number of statistics, as shown on Table: General Equipment.

**Size:** The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.

**Weight:** This column gives the item's weight.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

**Restriction:** The restriction rating for the object, 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 item on the black market.

## Bags and Boxes

With the wide variety of equipment available to modern adventurers, it's often critical to have something to store the equipment in or carry it around in.

### Aluminum Travel Case

A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

### Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Object	Description	Size	Weight	Purchase DC	Restriction
Day pack	—	Small	2 lb.	5	—
Handbag	—	Small	1 lb.	4	—
—	Range pack	—	—	—	—
—	Standard	Small	2 lb.	7	—
—	Oversized	Med	3 lb.	9	—
Patrol box	—	Med	4 lb.	9	—
Clothing	—	—	—	—	—
Clothing outfit	—	—	—	—	—
—	Business	Med	3 lb.	12	—
—	Casual	Med	2 lb.	8	—
—	Formal	Med	3 lb.	15	—
Fatigues	—	Med	3 lb.	9	—
Uniform	—	Med	2 lb.	9	—
Ghillie suit	—	Med	5 lb.	6	—
Outerwear	—	—	—	—	—
Coat	—	Med	2 lb.	8	—
Fatigue jacket	—	Med	2 lb.	7	—
Overcoat	—	Med	3 lb.	9	—
Parka	—	Med	3 lb.	9	—
Photojournalist's vest	—	Med	1 lb.	9	—
Windbreaker	—	Med	1 lb.	6	—
Tool belt	—	Small	2 lb.	9	—

#### Computers and Consumer Electronics

Object	Description	Size	Weight	Purchase DC	Restriction
Camera	—	—	—	—	—
—	35mm	Small	2 lb.	17	—
—	Digital	Tiny	0.5 lb.	14	—
—	Disposable	Tiny	0.5 lb.	4	—
—	Film	Dim	—	3	—
—	Film developing (roll)	—	—	3	—
Cell phone	—	Dim	—	9	—
Computer	—	—	—	—	—
—	Desktop	Large	10 lb.	22	—
—	Notebook	Med	5 lb.	23	—
—	Upgrade	—	—	See text	—
Digital audio recorder	—	Tiny	1 lb.	10	—
Modem	—	—	—	—	—
—	Broadband	Tiny	1 lb.	3	—
—	Cellular	Tiny	1 lb.	6	—
PDA	—	Tiny	0.5 lb.	16	—
Portable satellite phone	—	Small	2 lb.	17	—
Portable video camera	—	Small	2 lb.	16	—
Printer	—	Med	3 lb.	12	—
Scanner	—	Med	3 lb.	12	—
Walkie-talkie	—	—	—	—	—
—	Basic	Tiny	1 lb.	7	—
—	Professional	Tiny	1 lb.	15	—

## Surveillance Gear

Object	Description	Size	Weight	Purchase DC	Restriction
Black box	—	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	—	Tiny	1 lb.	5	—
Cellular interceptor	—	Tiny	0.5 lb.	23	—
Lineman's buttset	—	Tiny	1 lb.	13	Lic (+1)
Metal detector	—	Small	2 lb.	11	—
Night vision goggles	—	Small	3 lb.	17	—
Tap detector	—	Tiny	1 lb.	7	—
Telephone tap	—	—	—	—	—
—	Line tap	Tiny	0.5 lb.	13	Lic (+1)
—	Receiver tap	Tiny	0.5 lb.	3	Res (+2)
—	Telephone line tracer	Med	5 lb.	23	—

## Professional Equipment

Object	Description	Size	Weight	Purchase DC	Restriction
Bolt cutter	—	Med	5 lb.	6	—
Caltrops (25)	—	Small	2 lb.	5	—
Car opening kit	—	Tiny	1 lb.	6	Lic (+1)
Chemical kit	—	Med	6 lb.	16	—
Demolitions kit	—	Med	5 lb.	13	Lic (+1)
Disguise kit	—	Med	5 lb.	12	—
Duct tape	—	Tiny	1 lb.	4	—
Electrical tool kit	—	—	—	—	—
—	Basic	Large	12 lb.	14	—
—	Deluxe	Huge	33 lb.	21	—
Evidence kit	—	—	—	—	—
—	Basic	Med	6 lb.	7	—
—	Deluxe	Med	8 lb.	15	—
Fake ID	—	Fine	—	See text	Illegal (+4)
First aid kit	—	Small	3 lb.	5	—
Forgery kit	—	Small	3 lb.	12	—
Handcuffs	—	—	—	—	—
—	Steel	Tiny	1 lb.	7	—
—	Zip-tie (25)	Dim	0.5 lb.	6	—
Instrument, keyboard	—	Large	12 lb.	12	—
Instrument, percussion	—	Huge	50 lb.	14	—
Instrument, stringed	—	Large	7 lb.	13	—
Instrument, wind	—	Tiny	1 lb.	8	—
Lockpick set	—	Tiny	1 lb.	9	Lic (+1)
Lock release gun	—	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit	—	—	—	—	—
—	Basic	Large	22 lb.	13	—
—	Deluxe	Huge	45 lb.	20	—
Medical kit	—	Med	5 lb.	15	—
Multipurpose tool	—	Tiny	0.5 lb.	9	—
Pharmacist kit	—	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	—	Med	7 lb.	12	—
Spike strip	—	Huge	22 lb.	13	—
Surgery kit	—	Med	5 lb.	16	Lic (+1)

## Survival Gear

Object	Description	Size	Weight	Purchase DC	Restriction
Backpack	—	Med	3 lb.	10	—
Binoculars	—	—	—	—	—
—	Standard	Small	2 lb.	7	—
—	Rangefinding	Small	3 lb.	15	—
—	Electro-optical	Small	4 lb.	16	—
Chemical light sticks (5)	—	Tiny	1 lb.	2	—

Object	Description	Size	Weight	Purchase DC	Restriction
Climbing gear	—	Large	10 lb.	11	—
Compass	—	Dim	0.5 lb.	5	—
Fire extinguisher	—	Med	3 lb.	8	—
Flash goggles	—	Tiny	2 lb.	15	—
Flashlight	—	—	—	—	—
—	Penlight	Dim	0.5 lb.	3	—
—	Standard	Tiny	1 lb.	4	—
—	Battery flood	Small	2 lb.	6	—
Gas mask	—	Small	5 lb.	13	—
GPS receiver	—	Tiny	1 lb.	15	—
Map	—	—	—	—	—
—	Road atlas	Tiny	1 lb.	4	—
—	Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	—	Med	7 lb.	8	—
Portable stove	—	Tiny	1 lb.	9	—
Rope (150 ft.)	—	Large	12 lb.	5	—
Sleeping bag	—	Med	4 lb.	9	—
Tent	—	—	—	—	—
—	2-person dome	Med	4 lb.	11	—
—	4-person dome	Med	7 lb.	12	—
—	8-person dome	Large	10 lb.	13	—
Trail rations (12)	—	Tiny	1 lb.	5	—

### Weapon Accessories

Object	Description	Size	Weight	Purchase DC	Restriction
Box magazine	—	Tiny	0.5 lb.	4	—
Detonator	—	—	—	—	—
—	Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
—	Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
—	Timed	Tiny	0.5 lb.	7	Lic (+1)
—	Wired	Tiny	1 lb.	6	Lic (+1)
Holster	—	—	—	—	—
—	Hip	Tiny	1 lb.	5	—
—	Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	—	Tiny	0.5 lb.	7	—
Laser sight	—	Tiny	0.5 lb.	15	—
Scope	—	—	—	—	—
—	Standard	Tiny	0.5 lb.	11	—
—	Electro-optical	Small	3 lb.	18	—
Speed loader	—	Tiny	0.5 lb.	3	—
Suppressor	—	—	—	—	—
—	Pistol	Tiny	1 lb.	12	Mil (+3)
—	Rifle	Small	4 lb.	14	Mil (+3)

#### Contractor's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

holds 8 pounds of gear and fits comfortably over one or both shoulders.

#### Handbag

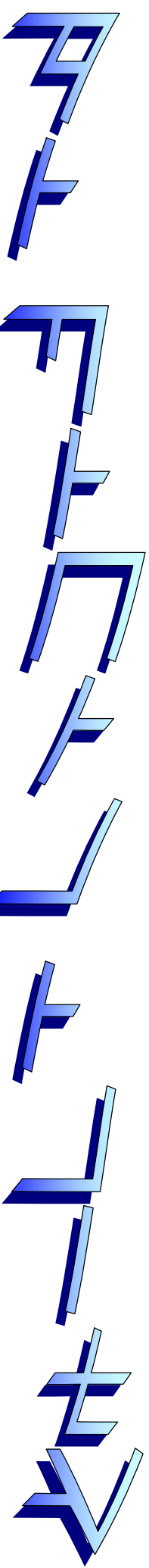
Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

#### Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It

#### Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external



compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

#### Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

### Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It's generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

#### Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

**Business:** A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

**Casual:** Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

**Formal:** From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

**Fatigues:** Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

**Uniform:** From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

#### Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

#### Outerwear

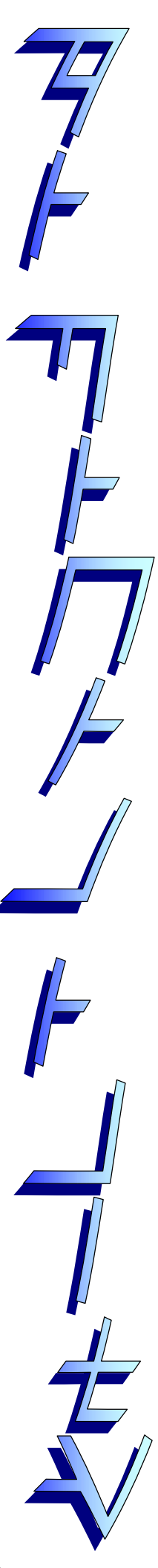
In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

**Coat:** An outer garment worn on the upper body. Its length and style vary according to fashion and use.

**Fatigue Jacket:** A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

**Overcoat:** A warm coat worn over a suit jacket or indoor clothing.





**Parka:** This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

**Photojournalist's Vest:** Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the “specially modified to conceal object” bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

**Windbreaker:** This is a lightweight jacket made of wind-resistant material.

#### Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

### Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

#### Camera

Still cameras let a character capture a record of what he or she has seen.

**35mm:** The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

**Digital:** A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

**Disposable:** A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

**Film:** The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

**Film Developing:** In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

#### Cell Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

#### Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

**Desktop:** Bulky but powerful, these machines are common on desks everywhere.

**Notebook:** Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

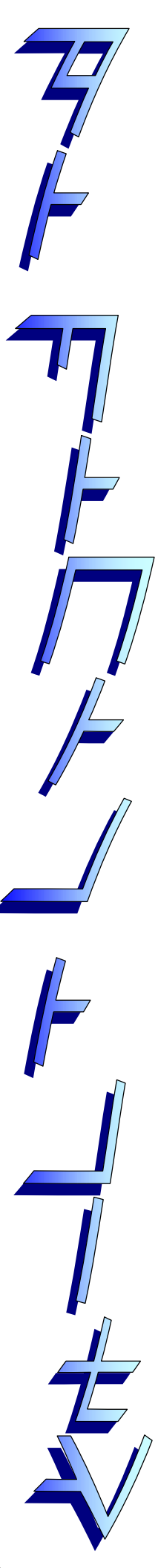
**Upgrade:** A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

#### Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

#### Modem

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an



appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

**Broadband:** Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

**Cellular:** A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

#### **PDA**

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

#### **Portable Satellite Telephone**

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.

Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

#### **Portable Video Camera**

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

#### **Printer**

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

#### **Scanner**

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

#### **Walkie-Talkie**

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

**Basic:** This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

**Professional:** This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

#### **Surveillance Gear**

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the modern adventurer's job.

#### **Black Box**

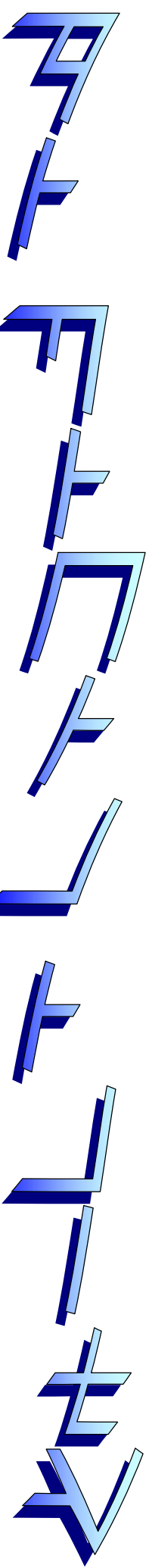
This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

#### **Caller ID Defeater**

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

#### **Cellular Interceptor**

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops to 10. Obviously, the phone must



be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

#### Lineman's Buttset

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

#### Metal Detector

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

#### Night Vision Goggles

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

#### Tap Detector

Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

#### Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

**Line Tap:** This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

**Receiver Tap:** This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

#### Telephone Line Tracer

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

#### Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilize.

#### Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
-	Electrical tool kit
-	Lockpick set
-	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit
-	Mechanical tool kit
-	Multipurpose tool
Treat Injury	First aid kit
-	Medical kit
-	Surgery kit

#### Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

#### Car Opening Kit

This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

#### Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

#### Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

#### Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

#### Duct Tape

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.

A roll provides 70 feet of tape, 2 inches wide.

#### Electrical Tool Kit

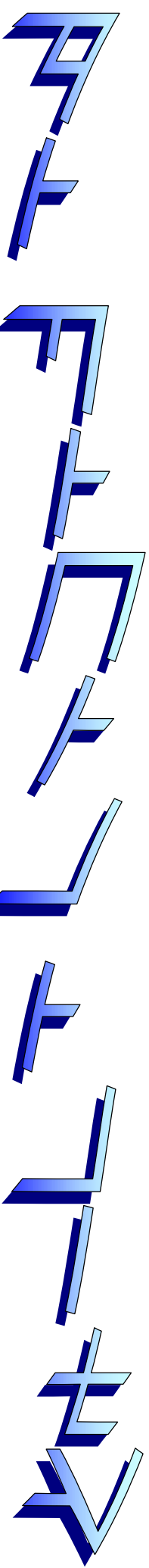
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

#### Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the



collect evidence option of the Investigate skill.

**Basic:** A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

**Deluxe:** A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

#### Fake ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

#### First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

#### Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items.

Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

#### Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

**Steel:** These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

**Zip-Tie:** These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

#### Instrument, Keyboard

A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

#### Instrument, Percussion

A set of drums, necessary in order to use the Perform (percussion instrument) skill.

#### Instrument, Stringed

An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

#### Instrument, Wind

A flute, necessary in order to use the Perform (wind instrument) skill.

#### Lockpick Set

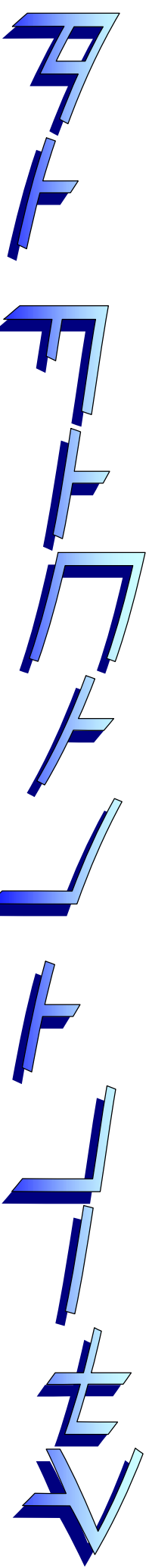
A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

#### Lock Release Gun

This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

#### Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers,



cutting devices, fasteners, and even power tools.

**Basic:** This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.

**Deluxe:** This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty.

#### Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a -4 penalty.

#### Multipurpose Tool

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

#### Pharmacist Kit

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

#### Search-and-Rescue Kit

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

#### Spike Strip

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

#### Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

#### Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.

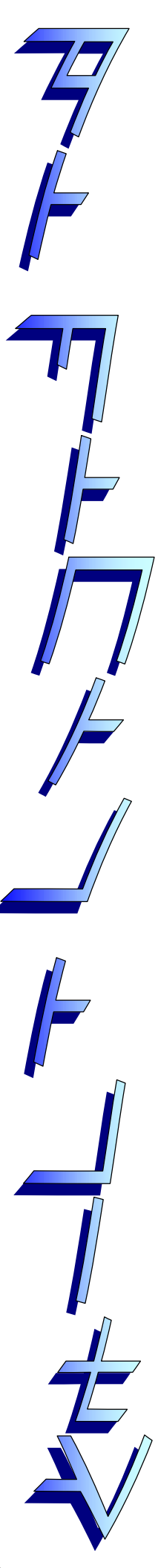
A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

#### Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

**Standard:** Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

**Rangefinding:** In addition to the benefit of standard binoculars, rangefinding binoculars



include a digital readout that indicates the exact distance to the object on which they are focused.

**Electro-Optical:** Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

#### Chemical Light Stick

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

#### Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handaxe, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

#### Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

#### Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

#### Flash Goggles

These eye coverings provide total protection against blinding light.

#### Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

**Penlight:** This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

**Standard:** This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

**Battery Flood:** Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

#### Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

#### GPS Receiver

Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

#### Map

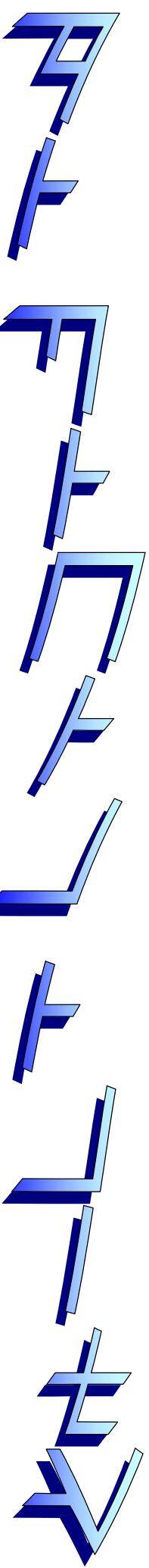
While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

**Road Atlas:** Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

**Tactical Map:** A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

#### Mesh Vest

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.



A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

#### Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

#### Rope

Climbing rope can support up to 1,000 pounds.

#### Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

#### Tent

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

#### Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

### Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

#### Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

#### Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). 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.

**Blasting Cap:** This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

**Radio Control:** This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

**Timed:** This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

**Wired:** This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

#### Holster

Holsters are generally available for all Medium-size or smaller firearms.

**Hip:** This holster holds the weapon in an easily accessed—and easily seen—location.

**Concealed Carry:** A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

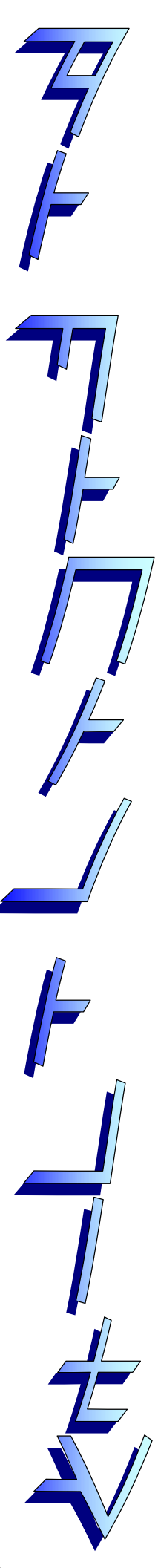
#### Illuminator

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

#### Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away.





However, a laser sight can't be used outdoors during the daytime.

#### Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

**Standard:** A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

**Electro-Optical:** An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

#### Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

#### Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action.

Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

### Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

#### Housing

A number of types of homes are mentioned on Table: Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system) The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant- design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

#### Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

#### Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

#### Transportation

Airfare tickets are for a single passenger round trip. One-way tickets are available, but

only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

Table : Lifestyle Items	
Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36
Entertainment	Purchase DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7
Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9
Transportation	Purchase DC
Airfare	-
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	-
Economy car	6
Mid-size or truck	8
Luxury	10
Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

### Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table: Services.

#### Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage.

#### Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs

represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

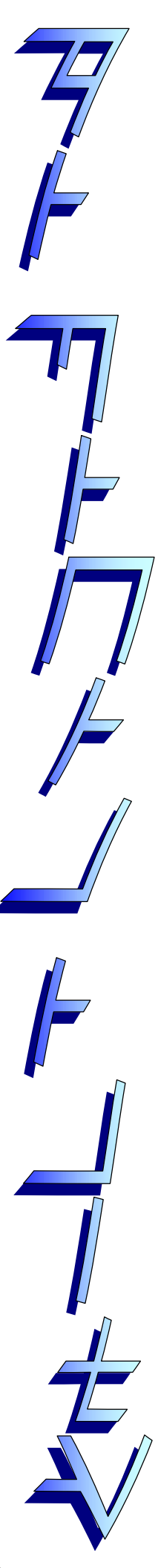
Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Table: Services	
Item	Purchase DC
Auto repair	-
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	-
Property crime	13
Assault crime	16
Death crime	22
Bribery	-
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Knowledge (civics)ranks
Medical services	-
Long-term care	10 + doctor's Treat Injury ranks
Restore hit points	12 + doctor's Treat Injury ranks
Surgery	15 + doctor's Treat Injury ranks
Treat poison/disease	10 + doctor's Treat Injury ranks

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.



## Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

**Long-Term Care:** The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

**Restore Hit Points:** The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

**Surgery:** The purchase DC represents the cost of a single surgical procedure.

**Poison/Disease:** The purchase DC represents one application of treatment for a poison or disease.

## CHAPTER 8 VEHICLES

Vehicles are described by a number of statistics, as shown on Table: Vehicles.

**Crew:** The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crewmembers serve as gunners or copilots.

**Passengers:** The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

**Cargo Capacity:** The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

**Initiative:** The modifier added to the driver's or pilot's initiative check when operating the vehicle.

**Maneuver:** The modifier added to any Drive or Pilot checks attempted with the vehicle.

**Top Speed:** The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares

at chase scale in parentheses). This is the fastest the vehicle can move.

**Defense:** The vehicle's Defense.

**Hardness:** The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

**Hit Points:** The vehicle's full normal hit points.

**Size:** Vehicle size categories are defined differently from the size categories for weapons and other objects.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

**Restriction:** The restriction rating for the vehicle, 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 vehicle on the black market.

### Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of airgoing vehicles that might be available to characters.

#### Bell Jet Ranger

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

#### Bell Model 212

This is the twin-engine, civilian version of the ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

#### Cessna 172 Skyhawk

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

Table: Vehicles

Name	Crew	Pass	Cargo	Init	Man	Top Speed	H P	Def	Hard	Size	Purchase DC	Restriction
<b>Civilian Aircraft</b>												
Bell Jet Ranger (helicopter)	1	4	250 lb.	-4	-4	245 (25)	6	5	28	G	39	Lic (+1)
Bell Model 212 (helicopter)	2	13	5,000 lb.	-4	-4	200(20)	6	5	36	G	45	Res (+2)
Cessna 172 Skyhawk (prop plane)	1	3	120 lb.	-4	-4	210(21)	6	5	30	G	36	Lic (+1)
Learjet Model 45 (corporate jet)	2	10	500 lb.	-4	-4	1,100(110)	6	5	44	G	40	Lic (+1)
<b>Civilian Cars</b>												
Acura 3.2 TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Vanquish (sports coupe)	1	1	175 lb.	-2	0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M3 (sports coupe)	1	4	200 lb.	-2	1	275 (27)	8	5	32	H	30	Lic (+1)
Chevrolet Cavalier (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevrolet Corvette (sports coupe)	1	1	250 lb.	-2	0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Neon (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJS (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (sports coupe)	1	1	100 lb.	-2	1	360 (36)	8	5	34	H	37	Lic (+1)
Mercedes E55 AMG (luxury sedan)	1	4	325 lb.	-2	0	280 (28)	8	5	34	H	32	Lic (+1)
Volkswagen Jetta (mid-size wagon)	1	4	275 lb.	-2	0	230 (23)	8	5	32	H	28	Lic (+1)
<b>Civilian Motorcycles</b>												
Ducati 998R (racing bike)	1	0	0 lb.	0	3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson FLSTF (street bike)	1	1	0 lb.	-1	1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ250F (dirt bike)	1	1	0 lb.	0	2	165 (16)	10	5	18	M	23	Lic (+1)
<b>Civilian Trucks</b>												
AM General Hummer (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevrolet Suburban (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Caravan (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Ford Escape XLT (SUV)	1	4	300 lb.	-2	-2	200 (20)	8	5	32	H	29	Lic (+1)
Ford F-150 XL (pickup)	1	2	1,700 lb.	-2	-2	175 (17)	8	5	36	H	28	Lic (+1)
Toyota Tacoma Xtracab (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)
<b>Civilian Water Vehicles</b>												
Bayliner 1802 Capri (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 30 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Doo XP (personal watercraft)	1	1	60 lb.	-1	1	105 (10)	9	5	22	L	24	Lic (+1)
<b>Other Civilian Vehicles</b>												
Armored truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Res (+2)
Honda TRX400FW (4-wheel ATV)	1	0	675 lb.	-1	1	95 (9)	9	5	22	L	23	Lic (+1)
Limousine	1	7	425 lb.	-4	-4	195 (19)	6	5	38	G	36	Lic (+1)
Moving truck	1	2	33,000lb.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 40LFW (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)
<b>Military Vehicles</b>												
BMP-2 (tracked APC)	3	7	250 lb.	-2	-2	70 (7)	8	10	52	H	40	Mil (+3)
M1A2 Abrams (tracked tank)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
M2A2 Bradley (tracked APC)	3	7	425 lb.	-4	-4	70 (7)	6	15	58	G	45	Mil (+3)
M113A1 Gavin (tracked APC)	2	11	200 lb.	-2	-2	62 (6)	8	10	48	H	39	Mil (+3)
UH-60 Black Hawk (helicopter)	2	14	9,000 lb.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)



### Learjet Model 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

### Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a nonluxury car with an increase of 1 to the vehicle's purchase DC.

Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

### Acura 3.2 TL

The 3.2 TL is a four-door luxury sedan. It is two squares wide and four squares long.

### Aston-Martin Vanquish

The Vanquish is a two-door luxury sports car powered by a 5.9-liter, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard. The Vanquish is two squares wide and four squares long.

### BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-liter, 333-horsepower engine. The M3 is two squares wide and three squares long.

### Chevrolet Cavalier

A two-door family coupe, the Cavalier is two squares wide and four squares long.

### Chevrolet Corvette

The Corvette is a two-door sports car equipped with a 5.7-liter, 350-horsepower V8 engine. The Corvette is two squares wide and three squares long.

### Dodge Neon

The Neon is an inexpensive four-door family sedan. It is two squares wide and three squares long.

### Ford Crown Victoria

The Crown Victoria is a large four-door family sedan equipped with a 4.6-liter, 220-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly Crown Victorias). The Crown Victoria is two squares wide and four squares long.

### Jaguar XJ Sedan

The XJ is a four-door luxury sedan. It is two squares wide and four squares long.

### Lamborghini Diablo

The Diablo is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower V12 engine. The Diablo is two squares wide and three squares long.

### Mercedes E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-liter, 349-horsepower V8 engine. It is two squares wide and four squares long.

### Volkswagen Jetta

The Jetta is a four-door station wagon. It is two squares wide and three squares long.

### Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

### Ducati 998R

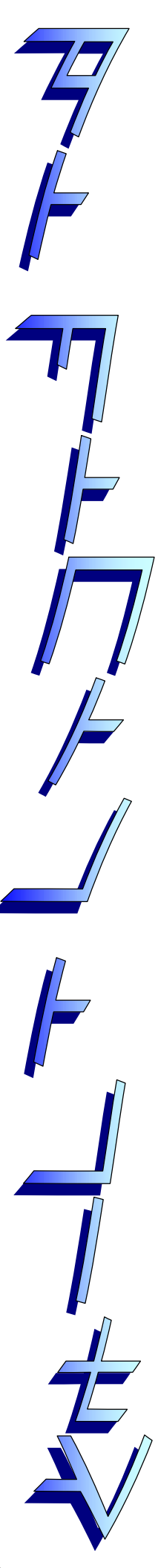
This is a top-of-the-line street bike with a strong heritage of winning races. The 998R is one square wide and two squares long.

### Harley-Davidson FLSTF Fat Boy

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide and two squares long.

### Yamaha YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army



cavalry scouts. The YZ250F is one square wide and two squares long.

### **Civilian Trucks**

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

#### **AM General Hummer**

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-resistant tires.

A Hummer is two squares wide and four squares long.

#### **Chevrolet Suburban**

One of the largest sport utility vans on the market, the Suburban is a four-door truck equipped with a standard 6.0-liter, 320-horsepower V8 engine. It is two squares wide and four squares long.

#### **Dodge Caravan**

The Caravan is a minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

#### **Ford Escape XLT**

The Escape is a four-door SUV with a 3.0-liter, 201-horsepower V6 engine. It is two squares wide and three squares long.

#### **Ford F-150 XL**

This two-door pickup truck has a 4.2-liter, 202-horsepower V6 engine. The F-150 is two squares wide and four squares long.

#### **Toyota Tacoma Xtracab**

The Tacoma is a two-door pickup with a back seat in its extended cab. It is two squares wide and four squares long.

### **Civilian Water Vehicles**

Piloting a water vehicle is covered by the Drive skill.

#### **Bayliner 1802 Capri**

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is two squares wide and four squares long.

#### **Fairline Targa 30**

This cabin cruiser is a motor yacht with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

#### **Sea-Doo XP**

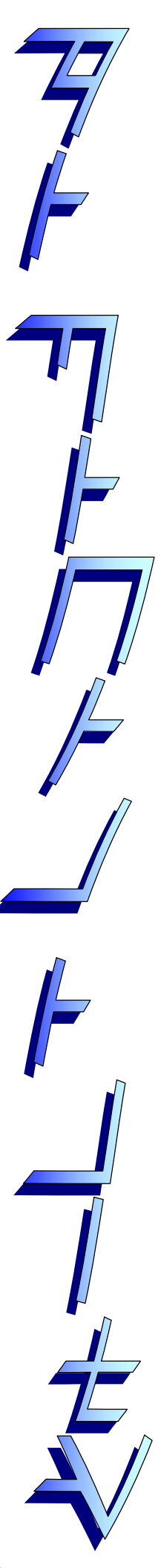
This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo XP is one square wide and two squares long, and provides no cover for its riders.

### **Other Vehicles**

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

#### **Armored Truck**

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four



squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

#### Honda TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

#### Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

#### Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

#### NABI Model 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

#### Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in military service.

#### BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle

through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

#### M1A2 Abrams

This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon (see Table: Vehicle Weapons) and an M2HB heavy machine gun (see Table: Ranged Weapons), both mounted in full turrets.

#### M2A2 Bradley

This is the U.S. Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 25mm cannon (see Table: Vehicle Weapons) mounted in a full turret.

#### M113A1 Gavin

Introduced in 1960s and for many years a mainstay of the U.S. Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-

round action to start it moving. The Gavin is three squares wide and four squares long. It provides full cover to its occupants.

UH-60 Black Hawk  
Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the U.S. Army's

primary utility helicopter. The UH-60 is three squares wide and twelve squares long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Table: Vehicle Weapons

Weapon	Dmg	Crit	Dmg Type	Range	Rate	Magazine	Size	Weight	Purchase DC	Restriction
Cannons (require the Exotic Firearms Proficiency [cannons] feat)										
BMP-2 30mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	150 ft.	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*

\* Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

## CHAPTER 9 COMBAT

### Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

#### Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with whom a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

#### Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but

the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

#### Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted. Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

#### Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst



radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

### Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the -4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Roll on d8	Location Struck
1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Roll on d12	Location Struck
1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short and right of target
7	lower right corner, two squares short of target
8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

### Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

### Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the

object landed, it deals splash damage to all creatures within 5 feet.

#### Attack an Object

Sometimes a character needs to attack or break an object

#### Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character that holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness

Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

#### Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material. If an object has lost half or more of its hit points, the DC to break it decreases by 2.

#### Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

#### Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent.

A character can only bull rush an opponent who is one size category larger than the character,

the same size, or smaller.  
Initiating a Bull Rush

Table: Object Hardness and Hit Points

Object	Quality	Hardness	Hit Points	Break DC
Lock	-	-	-	-
-	Cheap	0	1	10
-	Average	3	5	15
-	High quality	5	10	20
-	High security	10	120	35
-	Ultrahigh security	20	150	40
Object	Size	Hardness	Hit Points	Break DC
Manufactured objects <sup>1</sup>	-	-	-	-
	Fine	0	1	10
	Diminutive	0	1	10
	Tiny	1	2	10
	Small	3	3	12
	Medium-size	5	5	15
	Large	5	10	15
	Huge	8	10	20
	Gargantuan	8	20	30
	Colossal	10	30	50
Firearm, Medium-size	-	5	7	17
Rope	-	0	2	23
Simple wooden door	-	5	10	13
Strong wooden door	-	5	20	23
Steel door	-	10	120	35
Cinderblock wall	-	8	90	35
Chain	-	10	5	26
Handcuffs	-	10	10	30
Metal bars	-	10	15	30

<sup>1</sup>Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

#### Bull Rush Results


If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the

target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponent's square. If that square is occupied, the character falls prone in the square.

#### Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponent's area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.



First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and are tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

#### *Trip*

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

#### *Making a Trip Attack*

Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

#### *Being Tripped (Prone)*

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

#### *Tripping with a Weapon*

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or

her own trip attempt, the character can drop the weapon to avoid being tripped.

#### *Disarm*

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempt the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

**Step One:** The character provokes an attack of opportunity from the target he or she is trying to disarm.

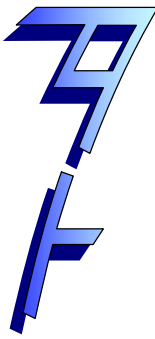
**Step Two:** The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

**Step Three:** If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

#### *Ranged Weapons*

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.



## Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

**Attack of Opportunity:** If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

**Modifiers:** If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

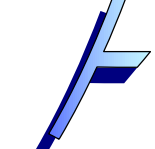
**Failed Attempts:** Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.



## Grapple

Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding, and pinning.



### Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.



### Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)



### Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.


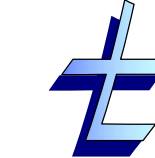


### Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier



A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Table: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	16
Gargantuan (gray whale [40 ft. long])	12
Huge (elephant)	8
Large (lion)	4
Medium-size (human)	0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

### Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.


1. **Attack of Opportunity:** A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

2. **Grab:** The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.

3. **Hold:** Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike.

If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

4. **Maintain the Grapple:** To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and



doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling. If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

#### Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

**No Threatened Squares:** A character doesn't threaten any squares while grappling.

**No Dexterity Bonus:** A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

**No Movement:** A character cannot move while held in a grapple.

#### If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

**Damage the Opponent:** Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

**Pin:** Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

**Escape from Grapple:** Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to

escape. (Opponents don't have to try to hold a character if they don't want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

**Escape from Pin:** Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

**Break Another's Pin:** Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

**Draw a Light Weapon:** A character can draw a light weapon as a move action.

**Attack with a Light Weapon:** A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

#### If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

#### Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

#### Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are

one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

## CHAPTER 10 VEHICLE MOVEMENT AND COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

### Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

**Driver:** The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

**Copilot:** A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

**Gunner:** Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

**Passenger:** All other personnel aboard the vehicle are considered passengers. Passengers

have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

### Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

**Character Scale:** Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

**Chase Scale:** In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

### Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on

**Table: Vehicle Sizes**

Size	Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium-size	0	Racing bike, dirt bike

### Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also

determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

#### Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies.

#### Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just

as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

#### Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category

Table: Vehicle Speeds and Modifiers

Speed	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement <sup>1</sup>	Turn Number <sup>2</sup>	Movement <sup>1</sup>	Turn Number <sup>2</sup>		
Stationary <sup>3</sup>	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

<sup>1</sup> The number of squares a vehicle can move at this speed.

<sup>2</sup> The number of squares a vehicle must move at this speed before making a turn.

<sup>3</sup> A stationary vehicle cannot move or maneuver.

#### Declaring Speed

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

**Stationary:** The vehicle is motionless.

**Alley Speed:** This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

**Street Speed:** The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

**Highway Speed:** The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

**All-Out:** The vehicle is traveling extremely fast, more than 80 miles per hour.

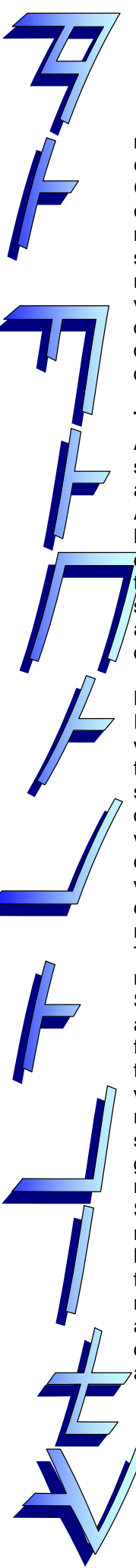
#### Moving

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This





means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

### The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

### Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

**Simple Maneuvers:** A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

**Stunts:** Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

### Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

**45-Degree Turn:** Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

**Ram:** At character scale, a driver does not have to perform a maneuver to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

**Sideslip:** A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

### Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

**Avoid Hazard:** Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil slick	15
Object	-
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

#### Bootleg Turn

By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

**Dash:** With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15.

On a failed check, the vehicle does not change speed categories.

**Hard Brake:** With a hard brake stunt, a driver can reduce the vehicle's speed by up to two

categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15.

On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

**Hard Turn:** A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

**Jump:** A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and

then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

**Sideswipe:** During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle.

The DC for a sideswipe is 15, modified by the relative size and speed of the target. On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the

other driver does not need to make a check to retain control.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

#### Driver Options

Here is what a vehicle driver can do in a single round:

**Choose the Vehicle's Speed:** The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

**Optional Attack Action:** If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

**Movement:** Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

**Optional Attack Action:** If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

#### Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

#### Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Highest Speed	Damage Die Type	Smallest Object or Creature Size	Number of Dice
Alley speed	d2	Colossal	20
Street speed	d4	Gargantuan	16
Highway speed	d8	Huge	12
All-out	d12	Large	8
Table: Collision Damage		Medium-size	4
		Small	2
		Tiny	1
		Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures)

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC 15) at the beginning of his or her next action or lose control of his or her vehicle.

### Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage.

### Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to

involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to 2d6 x the turn number for its speed. The vehicle's occupants take damage equal to 2d4 x the turn number for its speed (Reflex save, DC 15, for half damage).

### Hide and Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill

can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

### Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

#### Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

**Free Actions:** Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

**Move Actions:** Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

**Attack Actions:** Anyone aboard a vehicle can make an attack with a personal weapon, and

Table: Crewed Vehicles

Name	Crew	Init	Maneuver
Civilian Aircraft	-	-	-
Bell Jet Ranger	2 (Skilled +4)	0	0
Bell Model 212	2 (Skilled +4)	0	0
Cessna 172 Skyhawk	1 (Normal +2)	-2	-2
Learjet Model 45	2 (Skilled +4)	+0	0
Civilian Cars	-	-	-
Acura 3.2 TL	1 (Normal +2)	0	1
Aston-Martin Vanquish	1 (Normal +2)	0	2
BMW M3	1 (Normal +2)	0	3
Chevrolet Cavalier	1 (Normal +2)	+1	1
Chevrolet Corvette	1 (Normal +2)	0	2
Dodge Neon	1 (Normal +2)	1	1
Ford Crown Victoria	1 (Normal +2)	0	1
Jaguar XJS	1 (Normal +2)	0	1
Lamborghini Diablo	1 (Normal +2)	+0	3

drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

**Full-Round Actions:** Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

#### Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

**Table: Vehicle Crew Quality** shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, **Table: Crewed Vehicles** shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

*This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.*

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	2	0
Skilled	4	2
Expert	8	4
Ace	12	8/3

Name	Crew	Init	Maneuver
Mercedes E55 AMG	1 (Normal +2)	0	2
Volkswagen Jetta	1 (Normal +2)	0	2
Civilian Motorcycles	-	-	-
Ducati 998R	1 (Normal +2)	2	5
Harley Davidson	1 (Normal +2)	1	3
FLSTF	-	-	-
Yamaha YZ250F	1 (Normal +2)	2	4
Civilian Trucks	-	-	-
AM General Hummer	1 (Normal +2)	0	0
Chevrolet Suburban	1 (Normal +2)	0	0
Dodge Caravan	1 (Normal +2)	0	0
Ford Escape XLT	1 (Normal +2)	+0	0
Ford F-150 XL	1 (Normal +2)	0	0

Name	Crew	Init	Maneuver
Toyota Tacoma Xtracab	1 (Normal +2)	0	0
Civilian Water Vehicles	-	-	-
Bayliner 1802 Capri	1 (Normal +2)	0	0
Fairline Targa 30	1 (Normal +2)	-2	-2
Sea-Doo XP	1 (Normal +2)	1	3
Other Vehicles	-	-	-
Armored truck	2 (Skilled +4)	2	2
Honda TRX400FW	1 (Normal +2)	1	3

### Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

**Driving Defensively:** Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

**Total Defense:** A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

**Full Attack Action:** A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

### Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that

Name	Crew	Init	Maneuver
Limousine	1 (Skilled +4)	0	0
Moving truck	1 (Normal +2)	-2	-2
NABI Model 40LFW	1 (Skilled +4)	0	0
Military Vehicles	-	-	-
BMP-2	3 (Skilled +4)	2	2
M1A2 Abrams	4 (Skilled +4)	0	0
M2A2 Bradley	3 (Skilled +4)	0	0
M113A1 Gavin	2 (Skilled +4)	2	2
UH-60 Black Hawk	2 (Skilled +4)	0	0

a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

### Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

### Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

**Energy Attacks:** Vehicles are treated as objects when subjected to energy attacks.

**Exploding Vehicles:** If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

### Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit,

a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

## CHAPTER 11 PRESTIGE CLASSES

### SENTINEL (By: Blaine Britt)

#### First Place Winner PrC Contest

The Sentinel's are a law enforcement organization that was established in the year 1862 by a man named Lorthain Manletar. The principle purpose of this organization is to seek out and execute any channeler. It was determined in 1862 that the channelers were a threat to society and must be exterminated. The Sentinels were formed and given authority of Judge, Jury, and Executioner. They have every legal right to kill on spot any channeler. The population in general thinks of channelers as evil witches and fully support the Sentinels. There are many though that believe their methods to be brutal and overzealous. Thanks to the Sentinels most channelers flee to the western retreat of the Aes Sedai rather than stay in the general population. They are a force to be feared and have nearly unquestionable authority when it comes to dealing with channelers. Their badge is a golden sunburst on a white field.

**Hit die:** d8

#### Requirements:

**BAB:** +4

**Skills:** Gather Information 6 ranks, Intimidate 6 ranks, Investigate 6 ranks, Knowledge Arcana 4 ranks, Sense Motive 6 ranks

**Feats:** Heroic Surge, Personal Fire Arms Proficiency, Iron Will

#### Class features:

**Action points:** 6+1/2-character level per level

**Class skills:** Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcana), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis)

**Skill points:** 4+Int mod.

**Oath of the Hunter:** The Sentinel has sworn to kill all channelers. He receives a +2 moral bonus to attack and damage rolls in combat against a known channeler.

**Sentinel's Presence:** All have come to fear the Sentinel, and he uses that fact to his advantage when extracting information. He may add his level in this class to Gather Information checks.

**Execution:** When fighting a channeler it is important to kill quickly before they can strike with their evil magic. By spending 1 action point he can add the results of an action point check to damage dealt by one attack in combat against a channeler.

**Resist the Witches:** The Sentinel is accustomed to fighting off the witches' magic. he receives a +2 competence bonus to all saves against weaves. The bonus increases to +4 at 6th level and +6 at 8th level.

**People's champion:** The Sentinel is very proficient at inciting mobs against channelers. When trying to convince people to take action against a channeler, the Sentinel may add his level in this class to his Diplomacy and Intimidate checks.

Table: The Sentinel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+0	Oath of the hunter	+1	+2
2	+1	+2	+0	+0	Sentinel's Presence	+2	+2
3	+2	+2	+1	+1	Execution	+2	+2
4	+3	+2	+1	+1	Resist the Witches (+2)	+2	+3
5	+3	+3	+1	+1	People's Champion	+3	+3
6	+4	+3	+2	+2	Resist the Witches (+4)	+3	+3
7	+5	+4	+2	+2	Government Resources	+4	+4
8	+6	+4	+2	+2	Resist the Witches (+6)	+4	+4
9	+6	+4	+3	+3	In the Creator's Hands	+4	+4
10	+7	+5	+3	+3	Death is no Barrier	+5	+5

*Government Resources:* At this point in his career, the Sentinel is so affluent that most government officials and law enforcement officials will give him anything that he needs. When in pursuit of a channeler the Sentinel can gain any item with a purchase DC of 20 or less. This never results in a reduction of his Wealth Bonus.

*In the Creator's Hands:* The creator watches over the Sentinels, as they are bastions of goods against evil (or so they believe), and the Creator protects them from harm. They receive a +2 moral bonus to Defense.

### Warrior of the Wild

The cities of the many kingdoms are the homes of many people. Business transactions, the fast life, and corporate greed are rampant. Your home is not there. Your home is in the countryside, the forests, plains, and mountains of the Westlands. You love nature, the sight of the trees and morning sky, the smell of a field of flowers, the sound of an isolated waterfall and the chirping of a bird. This is where you belong, and you would do anything to maintain this world that seems to be vanishing with the encroaching cities. None is better in the natural world than you. You are a master of your domain, a cunning warrior of the wild.

**Requirements:** To qualify to become a warrior of the wild, a hero must fulfill all the following criteria.  
**Base Attack Bonus:** +3  
**Skills:** Survival 3 ranks.  
**Feats:** Track.

**Class Information:** Hit Die: d8.  
**Action Points:** 6 + one-half character level, rounded down, every time a character advances in level in this class.

**Table: Warrior of the Wild**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense	Reputation
1	1	1	0	0	Nature's Warrior (1)	1	0
2	2	2	0	0	One with Nature	1	0
3	3	2	1	1	Bonus Feat	2	0
4	4	2	1	1	Nature's Warrior (2)	2	0
5	5	3	1	1	Gift of the Animal	3	0
6	6	3	2	2	Bonus Feat	3	1
7	7	4	2	2	Nature's Warrior (3)	4	1
8	8	4	2	2	Speed of the Birds	4	1
9	9	4	3	3	Bonus Feat	5	1
10	10	5	3	3	Nature's Warrior (4)	5	1

**Class Skills:** Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (Arcane Lore, Earth and Life Sciences, History) (Int), Listen (Wis), Move Silently (Dex), Navigate (Wis), Profession (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex).

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

**Class Features:**

All of the following are class features of the warrior of the wild:

**Nature's Warrior:** Same as in the book.

**One with Nature:** The Warrior of the Wild gains +2 to the following skill checks when in a natural environment: Climb, Jump, Survival, and Swim. These benefits apply to any environment he has Nature's Warrior for.

**Gift of the Animal:** The Warrior of the Wild gains +2 to the following skill checks when in a natural environment: Hide, Listen, Navigate, and Spot. These benefits apply to any environment he has Nature's Warrior for.

**Speed of the Birds:** The Warrior of the Wild gains the ability to move through nature at his full speed (or ride through it on an animal) at 8th level. This means that no tree, mountain, or swamp will slow him down (though he still may get tired). He doesn't go through any obstacles, but he does pass around them so quickly and naturally that they don't hinder him.

**Bonus Feats:** At 3rd, 6th, and 9th levels, the Warrior of the Wild may select a bonus feat from the following list: Acrobatic, Alertness, Animal Affinity, Athletic, Attentive, Combat Expertise, Combat Reflexes, Dodge, Endurance, Focused, Frightful Presence, Great Fortitude, Guide, Heroic Surge, Low Profile, Mobility, Quick Draw, Run, Spring Attack, Stealthy, and Toughness.



## Mystic Channeler

The mystic channeler is a wonder even to the most powerful channelers. Indeed, many of the most powerful channelers are mystic channelers. They are extremely powerful in one Affinity, but weak in its opposite. It isn't an order of channelers like the Aes Sedai, but a sort of skill or natural-born ability, much like being a Wilder.

### Requirements

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

Skills: Concentration 6 ranks, Weavesight 6 ranks.

Feat: Multiweave.

Weaves: Able to cast 3rd-level weaves.

Affinities: At least one Affinity.

### Class Information

The following information pertains to the Mystic Channeler prestige class.

Hit Die: 1d4

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

### Class Skills

The Mystic Channeler's class skills (and the key ability for each skill) are: Composure (Wis), Concentration (Con), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Invert (Int), Knowledge (any) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Treat Injury (Wis), and Weavesight (Int).

Skill Points at Each Level: 5 + Int modifier.

### Class Features

The following features pertain to the Mystic Channeler prestige class.

Affinity Attunement: The mystic channeler has one Affinity (Air, Earth, Fire, Spirit, or Water). In

**Table: The Mystic Channeler**

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense	Reputation
1st	0	0	0	1	Affinity Attunement +1	0	
2nd	1	0	0	2	Affinity Defense +2/+1	1	0
3rd	1	1	1	2	Bonus feat	1	1
4th	2	1	1	2	Affinity Focus	1	1
5th	2	1	1	3	Affinity Defense +4/+2	2	1
6th	3	2	2	3	Bonus feat	2	2
7th	3	2	2	4	Affinity Specialization	2	2
8th	4	2	2	4	Affinity Defense +6/+3	2	2
9th	4	3	3	4	Bonus feat	3	3
10th	5	3	3	5	Affinity Mastery	3	3

order to be attuned with the Affinity, she must have it as one of her selected Affinities already. She gains +2 to all Weavesight checks when the weave uses this Affinity. However, the attunement comes with an opposed Affinity that becomes the mystic channeler's bane. She gets a -2 penalty on Weavesight checks when the weave uses that Affinity. Here are the opposites:

Air ---- Earth

Earth ---- Air

Fire ---- Water

Water ---- Fire

Spirit ---- 1d4

1- Air

2- Earth

3- Fire

4- Water

This attunement applies to the abilities Affinity Focus, Affinity Defense, Affinity Specialization, and Affinity Mastery, as in those abilities use the same Affinity as Affinity Attunement. The opposing Affinity penalties also apply with the same opposed Affinity.

Affinity Defense: When someone uses a weave against the mystic channeler, and the weave includes the Affinity she is attuned with, and only that Affinity, and it allows a saving throw, the mystic channeler gains the first number to her roll as a bonus. When the weave includes the Affinity, and others, she gains the second number. When the weave includes the opposing Affinity, and does not also include the attuned Affinity, she loses -2 at 2nd level, -4 at 5th, and -6 at 8th.

Affinity Focus: When using a weave that includes the attuned Affinity, the mystic channeler can use a weave slot one lower than the actual required slot, and still treat the weave as though it had been cast from the required slot. If the attuned Affinity is the only Affinity requirement, she can use a slot two levels lower for the weave. When trying to cast a weave that uses her opposing Affinity, she must use a slot one level higher.

**Affinity Specialization:** The mystic channeler has gained great power with the attuned Affinity. She always does the maximum amount of damage when casting a weave from her attuned Affinity only. When the weave has the opposing Affinity and not the attuned one, she must subtract 2 from the damage every time. If the only Affinity of the weave is the opposing Affinity, she does minimum damage.

**Affinity Mastery:** At 10th level, the mystic channeler gains one additional weave per day at each level that uses only her attuned Affinity. However, she gets an additional -4 penalty to all Weavesight checks when the weave uses her opposing Affinity.

**Bonus Feats:** Combat Casting, Extra Talent, Multiweave, and Power-Heightened Senses.

### Street Saint

The Street Saint is always there when victims need a helping or healing hand. Though most often passive and non-combative, Street Saints have an uncanny, and some claim supernatural, knack for arriving in just the right place at just the right time when help is needed. In actuality, they are sniffers who seek to help victims of violent crimes. This is not all they do, however. Street Saints are also known for their streetwise and knowledge.

#### Requirements

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

**Skills:** Treat Injury 8 ranks.

**Feat:** Latent Sniffer.

#### Class Information

The following information pertains to the Street Saint\_advanced class.

**Hit Die:** 1d4

**Table: The Street Saint**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense	Reputation
1st	0	1	1	2	Streetwise, Sense Distress	0	0
2nd	1	2	2	3	Improvise	1	0
3rd	1	2	2	3	Bonus Feat	1	1
4th	2	2	2	4	Fast Travel	1	1
5th	2	3	3	4	Discernment	2	1
6th	3	3	3	5	Bonus Feat	2	2
7th	3	4	4	5	Calm	2	2
8th	4	4	4	6	Healing Intuition	3	2
9th	4	4	4	6	Bonus Feat	3	3
10th	5	5	5	7	Saintly Aura	3	3

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

#### Class Skills

The Street Saint's class skills (and the key ability for each skill) are: Computer Use (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Gather Information (Cha), Hide (Dex), Investigate (Int), Knowledge (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

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

#### Class Features

The following features pertain to the Street Saint advanced class.

**Streetwise:** The Street Saint gains +4 to all Knowledge: Streetwise checks.

**Sense Distress:** The Street Saint can sense where trouble is happening, or just was happening. If someone is being injured, abused, or otherwise severely mistreated, the Street Saint can sense it. This ability works exactly like the Sniffer feat, but the Street Saint cannot sense the trail of where the violent person went after he commits his act. It only applies to where the violence actually occurred.

**Improvise:** At second level, the Street Saint can spend four rounds to use pieces of cloth and other nearby objects and items to create a makeshift, improvised first aid kit, and thus gains the benefit of having one.

**Fast Travel:** Whether by car, bus, tramway, or on foot, the Street Saint knows the routes and streets well enough to get anywhere quickly. If the Street Saint knows exactly where she wants

to go, she gains the Run or Vehicle Operation feat temporarily, for the duration of time it takes to get to where she needs to be.

Discernment: The Street Saint gains +2 to Diplomacy, Gather Information, and Sense Motive checks.

Calm: When helping a victim or person in need, the Street Saint gains +4 to Concentration checks.

Healing Intuition: The Street Saint has a feel for what she does, and gains +2 Knowledge (Medicine), Search, and Treat Injury checks.

Saintly Aura: The Street Saint is respected by all for what she does, even by thugs, hooligans, criminals, and other such vagrants. Once per day, she may add her Will save modifier to any Charisma-based skill check.

Bonus Feats: Attentive, Educated, Endurance, Focused, Gearhead, Iron Will, Medical Expert, Renown, Run, Studious, Surgery, Track, Trustworthy, and Vehicle Operation.

### Backalley Brawler

The backalley brawler is a fighter in its most primitive, straightforward form. Though the name might seem to insinuate that the person is good at fighting with his bare hands, they can be good at fighting with any kinds of weapons, from machine guns, to chains, to swords. Backalley brawlers are known for their brutality, toughness, and durability.

#### Requirements

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

Base Attack Bonus: +3.

Feat: Power Attack.

#### Class Information

**Table: The Backalley Brawler**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense	Reputation
1st	1	2	0	0	Damage Reduction -1	1	0
2nd	2	3	0	0	Bash +1d4/-1	1	0
3rd	3	3	1	1	Bonus Feat	2	0
4th	4	4	1	1	Damage Reduction -2	2	0
5th	5	4	1	1	Bash +2d4/-2	3	1
6th	6	5	2	2	Bonus Feat	3	1
7th	7	5	2	2	Damage Reduction -3	4	1
8th	8	6	2	2	Bash +3d4/-3	4	1
9th	9	6	3	3	Bonus feat	5	2
10th	10	7	3	3	Damage Reduction -4	5	2

Hit Die: 1d12

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

#### Class Skills

The Backalley Brawler's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Profession (Wis), Search (Int), Swim (Str).

Skill Points at Each Level: 3 + Int modifier.

#### Class Features

The following features pertain to the backalley brawler advanced class.

Damage Reduction: Beginning at 1st level, the backalley brawler gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the backalley brawler takes each time he is dealt damage. At 4th level, the damage reduction rises to 2. At 7th level, it rises to 3, and at 10th level it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Bash: By sacrificing accuracy, the backalley brawler can put everything into a blow, doing more damage. At 2nd level, he can do +1d4 damage, but must take a -1 penalty to his melee attack roll. At 5th level, this damage increases to +2d4, and the penalty to -2, and at 8th level, the damage increases to +3d4, and the penalty to -3. This bonus can only be applied to unarmed or melee combat.

Bonus Feats: From this list: Advanced Two-Weapon Fighting, Archaic Weapons Proficiency, Armor Proficiency (heavy), Armor Proficiency

(light), Armor Proficiency (medium), Blind-Fight, Brawl, Cleave, Combat Expertise, Combat Reflexes, Endurance, Frightful Presence, Great Cleave, Great Fortitude, Heroic Surge, Improved Brawl, Improved Bull Rush, Improved Damage Threshold, Improved Disarm, Improved Feint, Improved Initiative, Improved Knockout Punch, Improved Trip, Improved Two-Weapon Fighting, Knockout Punch, Quick Draw, Run, Simple Weapons Proficiency, Sunder, Toughness, Two-Weapon Fighting, Weapon Finesse, and Weapon Focus.

Master Healer  
Hit Die: d6

The Master Healers is a group of Aes Sedai and Asha'man, who specialise in healing. They swear before a high counsel that they will heal anybody in need of healing even if they consider the wounded evil. If the healer breaks this oath she will be put to trial for treason and most likely be severed.

This Prestige Class works as any other channelling Prestige Class.

Requirements:

Skills: Craft (pharmaceuticals) 8 ranks, treat injury -10 ranks and Profession (medicine) 8 ranks.

Weaves: Cleanse, Delve, Heal, Renew and Restore

Talent: Healing

Class Features:

Action points: 6+1/2-character level per level  
Skills: Composure (Wis), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Sense Motive (Wis) and Weavesight (Int)

Skill-points at Each Level: 4 + Int modifier

Delving Hand: Once per round, as a free action that provokes an attack of opportunity, the Master Healer may use Delve without

using a weave slot. Delve is cast at a level equal to the levels the Healer has in this class.

Healing: When the Master Healer casts a weave from the Healing Talent, treat the weave as being cast a number of levels higher equal to the bonus noted.

Renewing Hand: Same as Delving Hand but with Renew as weave.

Master of Blood: Once per day per level the Master Healer may use a full round action to make a Heal check (DC 15). If she succeeds, the target is healed for 1d4 hp per level in this class. In addition she may make another Heal check (DC 20) to cleanse the body from any poison or disease festering the target. On a success one poison or disease has been removed and the Healer may make another Heal check (DC 25). On a success all effects of the removed disease are reversed. Each time the Healer makes a check this way she uses a weave slot from the lowest level available.

Healing Hand: Same as Delving Hand but with Heal as weave.

Cleansing Hand: Same as Delving Hand but with Cleanse as weave.

Restoring Hand: Same as Delving Hand but with Restore as weave.

Master of Souls: The Master Healer has now become one with the Healing energy and now constantly has the radiance of saidin/saidar emitting from her body. If the Healer wants to cast a weave from the Healing talent she doesn't need to embrace the source. Furthermore the Healer may choose anybody within 5 ft. of the Healer on each action she performs. That person doesn't die until she reaches -15 hp, can't be effected by negative Healing weaves and have a 15% chance to stabilise without treatment.

**Table: Master Healer**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense	Reputation
1	0	1	0	2	Delving Hand	1	1
2	1	2	0	3	Healing +1	2	0
3	1	2	1	3	Renewing Hand	2	1
4	2	2	1	4	Healing +2	2	0
5	2	3	1	4	Healing Hand	3	1
6	3	3	2	5	Master of Blood	3	0
7	3	4	2	5	Cleansing Hand	4	1
8	4	4	2	6	Healing +3	4	0
9	4	4	3	6	Restoring Hand	4	1
10	5	5	3	7	Master of Souls	5	0

## Dragoon

Advanced Class

HD: d8

The Dragoons are called the Walking Cavalry or the Lightning Footmen.

They fight with speed and they use that to their advantage.

Requirements:

Abilities: Dex 17+

Skills: Balance 5 ranks, Jump 10 ranks

Feats: Dodge, Run, Weapon Focus (Personal Firearms)

and Weapon Specialization (Personal Firearms)

Class Features:

Action Points: 6 + 1/2 level

Skills: Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Swim (Str) and Tumble (Dex)

Skill Points at Each Level: 4 +Int Modifier

Armor Compatibility: As Armsman

Fast Movement: As Algai'd'Siswai except that it increase to +15 ft. at 5th level and to +20 ft. at 8th.

Evasion: As Modern Fast Hero talent

Greater Weapon Focus: As the 3.5 Feat

Uncanny Dodge 1 + 2: As Modern Fast Hero talent

Greater Weapon Specialization: As the 3.5 Feat

Weapon Mastery: The Dragoon chooses a Personal Firearm with which he has Greater Weapon Focus or/and Specialization. He gets a +1 bonus to all attack rolls if he has Greater Weapon Focus and a +2 bonus to all damage rolls if he has Greater Weapon Specialization. These bonuses stack with Greater Weapon Focus and Greater Weapon Specialization.

Unnatural Speed: The Dragoon gets a +2 inherent bonus to Dexterity.

Table: Dragoon

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Features	Defense	Reputation
1	1	1	2	0	Armor Compatibility	2	0
2	2	2	3	0	Fast Movement (10 ft.)	3	1
3	3	2	3	1	Evasion	3	0
4	4	2	4	1	Greater Weapon Focus	4	1
5	5	3	4	1	Fast Movement (15 ft.)	4	0
6	6	3	5	2	Uncanny Dodge 1 + 2	5	1
7	7	4	5	2	Greater Weapon Specialization	5	0
8	8	4	6	2	Fast Movement (20 ft.)	6	1
9	9	4	6	3	Weapon Mastery	6	0
10	10	5	7	3	Unnatural Speed	7	1