

CLASSES OF TECHA

Natives of Techa often seek adventure out within the walls or without. However, the simple middle class workers fall under the radar in the grand scope of the new Earth. The only classes listed are those aspiring for greatness, exhibiting greatness, or has greatness thrust upon them. NOTE: These classes are modified variations from D20 Modern, combining the basic and advanced classes in order to make them competitive to the magically imbued opponents and allies of Echa. The Player Characters choosing a path of non-magic must have access to technology on a regular basis. Without upgrading their technology, Echan characters won't fair much better than low-level D&D characters.

As stated above, until a human is infused with magic, either by embracing it as a wizard or sorcerer, or wearing it as armor, or slaying with it using a sword, a human has a choice whether or not to let the enchanted into his spirit. If he does that, he loses a portion of his own spirit, in favor of this infusion.

To offset the major hit bonuses of high-level characters, PCs are given a defense bonus dependant on their level that is stacked onto existing bonuses. This is a bonus to AC that is not offered in D&D. These bonuses remain as long as the PC does not multi-class in magic, hold magic, use magic, wield magic, or protect himself with magic. If this happens, the PC will lose this bonus forever (unless the GM is feeling generous). If the PC is forced magic on his person or if the GM wants to be kind, the PC can try to avoid magic at all costs and gain 1 point of his original Class bonus every day until filled again.

Special Note: Magical Healing and Resurrections fall under the GM's final decision. Making magical healing unavailable to Techan characters reduces their survivability. If the group is entirely Techan, they should be nearby Bastions, allowing them to purchase Healing syringes. However, if the group is a mix, the GM may allow Techan characters to keep their inherent defense bonus if a healing spell is cast on them. It could be explained that the magic restores cells and doesn't stay with the character as possessing magic does. Anything that IMPROVES a Character can be defined as an INFUSION and not magic that RESTORES.

Descriptions that follow are short as many Bastions have different definitions to their classes.

TECH POINTS (TP) -- GaPs & WePs

Gadget Points and Weapons Points are credits Techan characters gain resembling influence and favors in their Bastion of origin allowing them to possess and acquire technology as their characters begin and grow through life. Gadget Points pay for items that can assist a PC in unique tasks (like heat sensing goggles and a portable shelter). Weapons points pay for all forms of devices that cause and protect from damage. Every level, the character receives 1d4 + 3 + Reputation Bonus more points she can then allocate to either GaPs or WePs. Once placed in their spot, they can never be shifted or traded. These numbers are fixed. The GM may elect to award a point as a reward where money would not be appropriate (the PC befriends an engineer who offers the Character 6 Gadget points as a thank you. He can't give money but that's a mighty nice favor to add). GaPs and WePs not spent during leveling or character generation compound so they can be saved for later. Tech points earned later may be spent at any Bastion the PC encounters but starting characters can only spend their initial points at their city of origin.

BASTIONS AND TECH LEVELS

Techan natives all originate from Bastions. However, no two cities are alike and bear so little from each other that determining this origin is vital. A Player must indicate which Bastion the character is from. Each Bastion carries a unique idea along, reflecting in their technology and attitudes. Technology translates into Tech Levels. The higher the level, the more advanced the technology.

However, before the PC dives into Porto to snag some pulse rifles and ant-grav packs, it time to point that the higher the TL, the higher the cost and Tech Points (TP) required to possess it. This difficulty reflects in the cost of the item; it is not necessary to add a multiplier for High tech items. However, some items are more rare than others, no matter where they originate are. This is explained with the items and weapons later.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+1	+0	+0	Talent, Weapon Focus	+1	+0
2	+2	+2	+0	+0	Bonus Feat	+2	+0
3	+3	+2	+1	+1	Weapon Specialization	+2	+0
4	+4	+2	+1	+1		+3	+0
5	+5	+3	+1	+1	Talent	+3	+1
6	+6 / +1	+3	+2	+2	Bonus Feat	+4	+1
7	+7 / +2	+3	+2	+2	Tactical Aid	+4	+1
8	+8 / +3	+4	+2	+2	Improved Critical	+5	+1
9	+9 / +4	+4	+3	+3	Talent	+5	+2
10	+10 / +5	+4	+3	+3	Bonus Feat	+6	+2
11	+11 / +6 / +1	+5	+3	+3	Improved Reaction	+6	+2
12	+12 / +7 / +2	+5	+4	+4		+7	+2
13	+13 / +8 / +3	+5	+4	+4	Talent	+7	+3
14	+14 / +9 / +4	+6	+4	+4	Bonus Feat	+8	+3
15	+15 / +10 / +5	+6	+5	+5		+8	+3
16	+16 / +11 / +6 / +1	+6	+5	+5	Greater Weapon Specialization	+9	+3
17	+17 / +12 / +7 / +2	+7	+5	+5	Talent	+9	+4
18	+18 / +13 / +8 / +3	+7	+6	+6	Bonus Feat	+10	+4
19	+19 / +14 / +9 / +4	+7	+6	+6		+10	+4
20	+20 / +15 / +10 / +5	+8	+6	+6	Critical Strike	+11	+4

SOLDIER

GAME RULE INFORMATION

Abilities: Strength and Dexterity are paramount. Soldiers vary from being close melee fighter to long range snipers. They require unmatched eye-hand coordination.

Hit Dice: d10

Gadget Points: 5 + Charisma Bonus

Weapon Points: 10 + Charisma Bonus

CLASS SKILLS

The Soldier's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Navigate (Int), Spot (Wis), Survival (Wis), Swim (Str), Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Repair (Int), and Spot (Wis)

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiencies:

Soldiers don't get all weapon and armor proficiencies, but only a select few.

Choose two of the following:

Light Armor Proficiency (All Light Armor)

Medium Armor Proficiency (All Medium Armor)

Heavy Armor Proficiency (All Heavy Armor)

Choose two of the following:

Exotic Firearms Proficiency (One Exotic)

Vehicle Expert

Combat Martial Arts

Aircraft Operation

Advanced Firearms Proficiency

All Soldiers receive the Personal Firearms Proficiency and Simple Weapons Proficiency.

Talents: At 1st, 5th, 9th, 13th, and 17th level, the Soldier 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 Soldier qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Extreme Effort Talent Tree: A soldier can push him or herself to make an extreme effort. The effort must relate to either 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 Soldier has an innate talent for finding weaknesses in opponents. This allows a soldier to ignore some of an opponent's hardness or magical defense when making a melee attack to damage it.

Ignore Hardness: The Soldier ignores 1 point of an object's hardness. In 3.0, the Soldier's attack counts as a +1 weapon for damage penetration. In 3.5, the weapon retracts 5 points of damage reduction, regardless of type.

Improved Ignore Hardness: The Soldier ignores 1 additional point of an object's hardness (for a total of 2). In 3.0, the Soldier's attack counts as a +2 weapon for damage penetration. In 3.5, the weapon retracts 10 points of damage reduction, regardless of type.

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Soldier ignores 1 additional point of an object's hardness (for a total of 3). In 3.0, the Soldier's attack counts as a +3 weapon for damage penetration. In 3.5, the weapon retracts 15 points of damage reduction, regardless of type.

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree: The Soldier has an innate talent that increases melee damage.

Melee Smash: The Soldier receives a +1 bonus on melee damage. This stacks with all over bonuses.

Improved Melee Smash: The Soldier receives an additional +1 bonus on melee damage (+2 total). This stacks with all over bonuses.

Prerequisite: Melee smash.

Advanced Melee Smash: The Soldier receives an additional +1 bonus on melee damage (+3 total). This stacks with all over bonuses.

Prerequisites: Melee smash, improved melee smash.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Soldier gains a bonus feat. This feat must be selected from the following list, and the Soldier must meet any prerequisites.

Exotic Weapons Proficiency, Martial Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved

Combat Martial Arts, Power Attack, Weapon Focus. Advanced Firearms Proficiency, Personal Firearms Proficiency, Exotic Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Far Shot, Improved Knockout Punch, and Knockout Punch.

Weapon Focus: At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The soldier can choose unarmed strike or grapple as the weapon. The soldier must be proficient with the chosen weapon. The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: At 3rd level, a Soldier gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Tactical Aid: As an attack action, the Soldier provides tactical aid to any allies (but not him or herself) within sight and voice range of the soldier's position. As a full-round action, the Soldier provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the soldier's position. This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Soldier's choice). This bonus is equal to the Soldier's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Soldier's level in the class, rounded down.

Improved Critical: For the weapon the Soldier has applied weapon specialization to the Soldier's threat range increases by one.

Improved Reaction: At 11th level, a Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization: At 16th level, a Soldier gains greater weapon specialization with the weapon he or she selected at 3rd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike: At 20th level, a Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

MARTIAL ARTIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+0	+2	+0	Talent, Living Weapon (1d6), Martial Arts	+1	+0
2	+2	+0	+3	+0	Bonus Feat	+2	+0
3	+3	+1	+3	+1	Flying Kick	+2	+0
4	+4	+1	+4	+1	Living Weapon (1d8)	+3	+0
5	+5	+1	+4	+1	Talent	+4	+1
6	+6 / +1	+2	+5	+2	Bonus Feat	+4	+1
7	+7 / +2	+2	+5	+2		+5	+1
8	+8 / +3	+2	+6	+2	Iron Fist (One Attack)	+6	+1
9	+9 / +4	+3	+6	+3	Talent	+6	+2
10	+10 / +5	+3	+7	+3	Bonus Feat	+7	+2
11	+11 / +6 / +1	+3	+7	+3	Flurry of Blows	+8	+2
12	+12 / +7 / +2	+4	+8	+4		+8	+2
13	+13 / +8 / +3	+4	+8	+4	Talent	+9	+3
14	+14 / +9 / +4	+4	+9	+4	Bonus Feat	+10	+3
15	+15 / +10 / +5	+5	+9	+5	Living Weapon 1d10	+10	+3
16	+16 / +11 / +6 / +1	+5	+10	+5		+11	+3
17	+17 / +12 / +7 / +2	+5	+10	+5	Talent	+12	+4
18	+18 / +13 / +8 / +3	+6	+11	+6	Bonus Feat	+12	+4
19	+19 / +14 / +9 / +4	+6	+11	+6		+13	+4
20	+20 / +15 / +10 / +5	+6	+12	+6	Iron Fist (All attacks)	+14	+4

GAME RULE INFORMATION

Abilities: Strength and Dexterity are paramount. Martial Artists specialize in close combat.

Alignment: Any, often depending on the Bastion the Character originates from.

Hit Dice: d8

Gadget Points: 7 + Charisma Bonus

Weapon Points: 8 + Charisma Bonus

CLASS SKILLS

The Martial Artist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Craft (structural) (Int), Handle Animal (Cha), Repair (Int), Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiencies: Martial Artists receive the Personal Firearms Proficiency and Simple Weapons Proficiency as well as being proficient in Light armor.

Talents: 1st, 5th, 9th, 13th, and 17th level, the Martial Artist 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 Martial Artist

qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Extreme Effort Talent Tree: A Martial Artist can push him or herself to make an extreme effort. The effort must relate to either 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 Martial Artist has an innate talent for finding weaknesses in opponents. This allows a soldier to ignore some of an opponent's hardness or magical defense when making a melee attack to damage it.

Ignore Hardness: The Martial Artist ignores 1 point of an object's hardness. In 3.0, the Soldiers attack counts as a +1 weapon for damage penetration. In 3.5, the weapon retracts 5 points of damage reduction, regardless of type.

Improved Ignore Hardness: The Martial Artist ignores 1 additional point of an object's hardness (for a total of 2). In 3.0, the Soldiers attack counts as a +1 weapon for damage penetration. In 3.5, the weapon retracts 10 points of damage reduction, regardless of type.

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Martial Artist ignores 1 additional point of an object's hardness (for a total of 3). In 3.0, the Soldiers attack counts as a +1 weapon for damage penetration. In 3.5, the weapon retracts 15 points of damage reduction, regardless of type.

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree: The Martial Artist has an innate talent that increases melee damage (lethal or non).

Melee Smash: The Martial Artist receives a +1 bonus on melee damage.

Improved Melee Smash: The Martial Artist receives an additional +1 bonus on melee damage (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: The Martial Artist receives an additional +1 bonus on melee damage (+3 total).

Prerequisites: Melee smash, improved melee smash.

Martial Arts: The Martial Artist attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Martial Artist may even make unarmed strikes when his or her hands are full, and there is no such thing as an off-hand attack for a Martial Artist striking unarmed (counts as having the Two Weapon Fighting Feat with fighting unarmed). The Martial Artist also 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.

Living Weapon: The Martial Artist also deals more damage with unarmed strikes. At 1st level, the martial artist deals 1d6 points of damage with an unarmed strike. At 4th level, damage increases to 1d8. At 15th level, it increases to 1d10. The Artist can choose to either deliver this as lethal or non-lethal damage.

Flying Kick: Starting at 3rd level, a Martial Artist can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Martial Artist gets a bonus feat.

The bonus feat must be selected from the following list, and the Martial Artist must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Martial Weapons Proficiency, Exotic Weapons Proficiency, Combat Reflexes, Combat Throw, Elusive Target, Improved Combat Throw, Unbalance Opponent.

Iron Fist: At 8th level, a Martial Artist gains the ability to increase the damage he or she deals to a single opponent with a single unarmed strike in a single combat. The martial artist declares the use after making a successful unarmed strike. The damage is +1d6 and can only be used as many times a day = to the Characters Dexterity Modifier. At 20th level, this ability improves. The Martial Artist now adds the result to all successful attacks he or she makes in a round for as many rounds = to her dexterity modifier.

Flurry of Blows: At 11th level, a Martial Artist gains the ability to strike with a flurry of blows at the expense of accuracy. The Martial Artist must be unarmored (or just using light) to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Martial Artist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a -2 penalty. Using this ability is a full-round action.

GUNSLINGER

GAME RULE INFORMATION

Abilities: The Gunslinger needs Dexterity to dodge and to aim her weapons properly.

Hit Dice: d8

Gadget Points: 4 + Charisma Bonus

Weapon Points: 12 + Charisma Bonus

CLASS SKILLS

The Gunslinger's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex), Balance (Dex), Craft (mechanical) (Int), Hide (Dex), Pilot (Dex), Ride (Dex), Speak

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

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

Gunslinger Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+0	Close Combat Shot, Talent	+3	+0
2	+1	+0	+2	+0	Bonus feat	+4	+0
3	+2	+1	+2	+1	Weapon Focus	+4	+1
4	+3	+1	+2	+1		+5	+1
5	+3	+1	+3	+1	Talent	+5	+1
6	+4	+2	+3	+2	Bonus Feat	+6	+2
7	+5	+2	+4	+2	Defensive Position	+6	+2
8	+6 / +1	+2	+4	+2	Lightening Shot	+7	+2
9	+6 / +1	+3	+4	+3	Talent	+7	+3
10	+7 / +2	+3	+5	+3	Bonus Feat	+8	+3
11	+8 / +3	+3	+5	+3		+8	+3
12	+9 / +4	+4	+6	+4	Sharp Shooting	+9	+4
13	+9 / +4	+4	+6	+4	Talent	+9	+4
14	+10 / +5	+4	+6	+4		+10	+4
15	+11 / +6 / +1	+5	+7	+5		+10	+5
16	+12 / +7 / +1	+5	+7	+5	Greater Weapon Focus	+11	+5
17	+12 / +7 / +7 / +2	+5	+8	+5	Talent	+11	+5
18	+13 / +8 / +8 / +3	+6	+8	+6	Bonus Feat	+12	+6
19	+14 / +9 / +9 / +4	+6	+8	+6		+12	+6
20	+15 / +10 / +10 / +4	+6	+9	+6	Bullseye	+13	+6

CLASS FEATURES

All of the following are class features of the Gunslinger.

Weapon and Armor Proficiencies: The Gunslinger begins play with the Simple Weapons Proficiency feat and the Personal Firearms Proficiency Feat.

Talents: At 1st, 5th, 9th, 13th, and 17th level, the Gunslinger 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 character qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree: Gunslinger gains the ability to improve his or her innate defensive talents as the character attains new levels.

Evasion: If the Gunslinger is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, she 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 Gunslinger retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The Gunslinger still loses his or her Dexterity bonus to Defense if he or she is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Gunslinger can no longer be flanked; she 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 Gunslinger can roll

with a potentially lethal attack to take less damage from it. When the Gunslinger is reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Gunslinger can attempt to roll with the damage.

The Gunslinger makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Gunslinger must be able to react to the attack to execute a defensive roll—if the Gunslinger 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 Gunslinger's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny Dodge 1.

Opportunist: The Gunslinger 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 Gunslinger attack of opportunity for that round. Even a Gunslinger with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree: The Gunslinger can increase his or her natural base speed.

Increased Speed: The Gunslinger base speed increases by 5 feet.

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

Prerequisite: Increased speed.

Advanced Increased Speed: The Gunslinger'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, 6th, 10th, 14th, and 18th level, the Gunslinger gains a bonus feat. This feat must be selected from the following list, and the Gunslinger must meet any prerequisites. Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Elusive Target, Focused, Improved Disarm, Mobility, Point Blank Shot, Stealthy, Weapon Finesse. Advanced Firearms Proficiency, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

Close Combat Shot: At 1st level, a Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus: At 3rd level, a Gunslinger gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Gunslinger must choose a specific personal firearm. The gunslinger adds +1 to all attack rolls made using the selected personal firearm.

Defensive Position: Starting at 7th level, the Gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Lightning Shot: Starting at 8th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using lightning shot is a full-round action. The Gunslinger can't take more than a 5-foot step and use lightning shot in the same round.

Sharp-Shooting: At 12 level, if the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defense is reduced by 2.

Greater Weapon Focus: At 16th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bullseye: At 20th level, a Gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the gunslinger's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the gunslinger deals +3d6 points of damage.

INFILTRATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+2	+0	Talent, Sweep	+1	+1
2	+1	+0	+3	+0	Bonus Feat	+2	+1
3	+2	+1	+3	+1	Improvised Implements	+2	+1
4	+3	+1	+4	+1		+3	+2
5	+3	+1	+4	+1	Talent	+4	+2
6	+4	+2	+5	+2	Bonus Feat	+4	+2
7	+5	+2	+5	+2	Improved Evasion	+5	+3
8	+6 / +1	+2	+6	+2	Skill Mastery	+6	+3
9	+6 / +1	+3	+6	+3	Talent	+6	+3
10	+7 / +2	+3	+7	+3	Bonus Feat	+7	+4
11	+8 / +3	+3	+7	+3		+8	+4
12	+9 / +4	+4	+8	+4	Improvised Weapon Damage	+8	+4
13	+9 / +4	+4	+8	+4	Talent	+9	+5
14	+10 / +5	+4	+9	+4	Bonus Feat	+10	+5
15	+11 / +6 / +1	+5	+9	+5		+10	+5
16	+12 / +7 / +1	+5	+10	+5	Improved Sweep	+11	+6
17	+12 / +7 / +7 / +2	+5	+10	+5	Talent	+12	+6
18	+13 / +8 / +8 / +3	+6	+11	+6	Bonus Feat	+12	+6
19	+14 / +9 / +9 / +4	+6	+11	+6		+13	+7
20	+15 / +10 / +10 / +4	+6	+12	+6	Without a Trace	+14	+7

GAME RULE INFORMATION

Abilities: Dexterity is key to an Infiltrator's abilities

Hit Dice: d8

Gadget Points: 6 + Charisma Bonus

Weapon Points: 9 + Charisma Bonus

CLASS SKILLS

The Infiltrator's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Spot (Wis), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Craft (mechanical) (Int), Drive (Dex), Pilot (Dex), Ride (Dex), and Tumble (Dex).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Infiltrator.

Weapon and Armor Proficiencies: The Infiltrator begins play with the Simple Weapons Proficiency feat and the Personal Firearms Proficiency Feat.

Talents: At 1st, 5th, 9th, 13th, and 17th level, the Infiltrator 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 character qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree: Infiltrator gains the ability to improve his or her innate defensive talents as the character attains new levels.

Evasion: If the Infiltrator is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Infiltrator 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 Infiltrator retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The Gunslinger still loses his or her Dexterity bonus to Defense if he or she is immobilized.)

Prerequisite: Evasion.

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

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Infiltrator can roll with a potentially lethal attack to take less damage from it. When the Infiltrator would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Infiltrator can attempt to roll with the damage. The Infiltrator makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Infiltrator must be able to react to the attack to execute a defensive roll—if the Infiltrator 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 Infiltrator's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Infiltrator 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 Infiltrator attack of opportunity for that round. Even an Infiltrator with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree: The Infiltrator can increase his or her natural base speed.

Increased Speed: The Infiltrator base speed increases by 5 feet.

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

Prerequisite: Increased speed.

Advanced Increased Speed: The Infiltrator'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.

Sweep: An Infiltrator knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Infiltrator (but not behind him or her). The Infiltrator can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Improvised Implements: At 3rd level, an Infiltrator no longer takes a –4 penalty when wielding an improvised weapon. In addition, the Infiltrator is able to make do without proper equipment in certain circumstances: the Infiltrator no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Infiltrator gets a bonus feat. The bonus feat must be selected from the following list, and the Infiltrator must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy, Combat Expertise, Combat Throw, Double Tap, Focused, Improved Disarm, Personal Firearms Proficiency, Point Blank Shot, Weapon Finesse.

Improved Evasion: If an Infiltrator of 6th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Infiltrator suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor. For an Infiltrator who does not have evasion chosen, improved evasion counts as evasion.

Skill Mastery: At 8th level, an Infiltrator selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills,

the Infiltrator may take 10 even if stress and distractions would normally prevent him or her from doing so.

Improvised Weapon Damage: At 12th level, an Infiltrator's attacks with improvised weapons deal more damage. The Infiltrator treats an improvised weapon as one size category larger than it is for determining the damage it deals.

Improved Sweep: At 16th level, an Infiltrator's ability to get the lay of the land improves. Now the Infiltrator not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Infiltrator: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace: At 20th level, when an Infiltrator uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a –4 penalty.

THE DAREDEVIL

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+0	Talent, Fearless	+1	+0
2	+1	+2	+0	+0	Bonus feat	+2	+0
3	+2	+2	+1	+1	Nip-up	+2	+1
4	+3	+2	+1	+1	Boost	+3	+1
5	+3	+3	+1	+1	Talent	+3	+1
6	+4	+3	+2	+2	Bonus Feat	+3	+2
7	+5	+4	+2	+2	Adrenaline rush (one ability score)	+4	+2
8	+6 / +1	+4	+2	+2		+4	+2
9	+6 / +1	+4	+3	+3	Talent	+5	+3
10	+7 / +2	+5	+3	+3	Bonus Feat	+5	+3
11	+8 / +3	+5	+3	+3	Delay damage	+5	+3
12	+9 / +4	+6	+4	+4		+6	+4
13	+9 / +4	+6	+4	+4	Talent	+6	+4
14	+10 / +5	+6	+4	+4	Bonus Feat	+7	+4
15	+11 / +6 / +1	+7	+5	+5	Adrenaline rush (two ability scores)	+7	+5
16	+12 / +7 / +1	+7	+5	+5		+7	+5
17	+12 / +7 / +7 / +2	+8	+5	+5	Talent	+8	+5
18	+13 / +8 / +8 / +3	+8	+6	+6	Bonus Feat	+8	+6
19	+14 / +9 / +9 / +4	+8	+6	+6		+9	+6
20	+15 / +10 / +10 / +4	+9	+6	+6	Damage threshold	+9	+6

GAME RULE INFORMATION

Abilities: Constitution and Dexterity are the most important abilities for a Daredevil.

Hit Dice: d10

Gadget Points: 12 + Charisma Bonus

Weapon Points: 3 + Charisma Bonus

CLASS SKILLS

The Daredevil's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Craft (mechanical, structural) (Int), and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Daredevil.

Weapon and Armor Proficiencies:

A daredevil begins play with the Simple Weapons Proficiency feat.

Talents: At 1st, 5th, 9th, and 13th and 17th levels, the Daredevil 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 Daredevil qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Damage Reduction Talent Tree: The Daredevil 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 Daredevil can, select a talent from this tree the character must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

Damage Reduction 1/—: The Daredevil 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 Daredevil 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 Daredevil

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

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

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

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

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

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

Unbreakable Talent Tree: The Daredevil is particularly resilient thanks to the following talents.

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

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

Second Wind: The Daredevil can gain a second wind. When the character does this, he or she recovers a number of hit points equal to his or her Constitution modifier = to her Constitution modifier per day / 2 (round down). This talent does not increase the Daredevil's hit points beyond the character's full normal total.

Stamina: The Daredevil recovers twice as fast as normal. Therefore, the Daredevil 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, 6th, 10th, 14th, and 18th level, the Daredevil gains a bonus feat. This feat must be selected from the following list, and the Daredevil must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Street fighting, Toughness, Vehicle Expert, Acrobatic, Armor Proficiency (light), Armor Proficiency (medium), Cautious, Dodge, Force Stop, Improved Damage Threshold, Improved Knockout Punch, Mobility, Nimble, Spring Attack, Surface Vehicle Operation, Vehicle Dodge/

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

Nip-Up: A Daredevil of 3rd level or higher can stand up from a prone position as a free action.

Boost: This ability, gained at 4th level, allows a Daredevil to increase a roll after it has been made. A Daredevil can add a d4 to any die roll pertaining to an attribute (shooting, running, just not damage rolls unless strength

boosted). A Daredevil can only use it once per roll and can accomplish this task as many times a day = Constitution Bonus.

Adrenaline Rush: At 7th level, a Daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Daredevil can increase one ability 1d4+1 points. The increase lasts for a number of rounds equal to his or her class level. At the end of the duration, the Daredevil is fatigued for 1d4+1 rounds.

At 15th level, a Daredevil can temporarily increase two physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

Delay Damage: Once per day, a Daredevil of 11th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level divided by two.

Damage Threshold: A 20th-level Daredevil can shake off massive hits by rolling with the damage or somehow only being glanced at the last second. Once a day, if the Daredevil is inflicted with damage that will result in his or her death or knockout, they can turn it instantly to only being at one hit point.

THE BODYGUARD

GAME RULE INFORMATION

Abilities: Constitution is vital to a Bodyguard to protect him and his ally.

Hit Dice: d12

Gadget Points: 6 + Charisma Bonus

Weapon Points: 9 + Charisma Bonus

CLASS SKILLS

The Bodyguard's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Disguise (Cha), Forgery (Int), Gather Information (Cha), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis),

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Bodyguard.

Weapon and Armor Proficiencies:

A Bodyguard begins play with the Simple Weapons Proficiency feat and the Personal Firearms Feat.

Talents: At 1st, 5th, 9th, and 13th and 17th levels, the Bodyguard 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 Bodyguard qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Damage Reduction Talent Tree:

The Bodyguard 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 Daredevil can select a talent from this tree the character must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

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

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

Bodyguard Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+2	+0	Talent, Harm's way	+1	+0
2	+1	+2	+3	+0	Bonus feat	+1	+0
3	+2	+2	+3	+1	Combat sense +1	+2	+1
4	+3	+2	+4	+1		+2	+1
5	+3	+3	+4	+1	Talent	+3	+1
6	+4	+3	+5	+2	Bonus Feat	+3	+2
7	+5	+4	+5	+2	Sudden action	+4	+2
8	+6 / +1	+4	+6	+2		+4	+2
9	+6 / +1	+4	+6	+3	Talent	+5	+3
10	+7 / +2	+5	+7	+3	Bonus Feat	+5	+3
11	+8 / +3	+5	+7	+3	Improved charge	+6	+3
12	+9 / +4	+6	+8	+4		+6	+4
13	+9 / +4	+6	+8	+4	Talent	+7	+4
14	+10 / +5	+6	+9	+4	Bonus Feat	+7	+4
15	+11 / +6 / +1	+7	+9	+5	Defensive strike	+8	+5
16	+12 / +7 / +1	+7	+10	+5	Combat sense +2	+8	+5
17	+12 / +7 / +7 / +2	+8	+10	+5	Talent	+9	+5
18	+13 / +8 / +8 / +3	+8	+11	+6	Bonus Feat	+9	+6
19	+14 / +9 / +9 / +4	+8	+11	+6		+10	+6
20	+15 / +10 / +10 / +4	+9	+12	+6	Blanket protection	+10	+6

Unbreakable Talent Tree.

Damage Reduction 2/—: The Bodyguard 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 Bodyguard 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 Bodyguard is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

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

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

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

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

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

Unbreakable Talent Tree: The Bodyguard

is particularly resilient thanks to the following talents.

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

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

Second Wind: The Bodyguard can gain a second wind. When the character does this, he or she recovers a number of hit points equal to his or her Constitution modifier = to her Constitution modifier per day / 2 (round down). This talent does not increase the Bodyguard's hit points beyond the character's full normal total.

Stamina: The Character recovers twice as fast as normal. Therefore, the Daredevil 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, 6th, 10th, 14th, and 18th level, the Bodyguard gains a bonus feat. This feat must be selected from the following list, and the Bodyguard must meet any prerequisites. Alertness, Athletic, Brawl, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Street fighting, Toughness, Vehicle Expert, Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Combat Expertise, Combat Reflexes, Double Tap, Improved Feint, Improved Knockout Punch, Knockout Punch, Precise Shot, Quick Draw, Quick Reload,

Harm's Way: Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally. The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either before combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

Combat Sense: This ability allows a Bodyguard of 3rd level or higher to designate a single opponent during his or her action and receive a +1 competence bonus on attacks against that opponent. The Bodyguard can select a new opponent on any action. At 16th level, the competence bonus increases

to +2.

Sudden Action: Once per day, a Bodyguard of 7th level or higher can focus his or her effort to burst into sudden action when the situation calls for it. The Bodyguard can change his or her place in the initiative order, moving higher in the count by a number less than or equal to his or her class level, as the Bodyguard sees fit. The Bodyguard can declare the use of this ability at the start of any round, before anyone else takes an action.

Improved Charge: A Bodyguard of 11th level or higher can make a charge without having to move in a straight line. All other charge rules apply, but the Bodyguard can alter his or her direction when making a charge to avoid obstacles.

Defensive Strike: At 15th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option, the Bodyguard can attack that opponent on his or her next turn (as an attack action) with a +4 bonus on his or her attack roll. The Bodyguard gains no bonus against an opponent who doesn't attack the Bodyguard or against an opponent who makes a successful attack.

Blanket Protection: At 20th level, a Bodyguard can use his or her expertise to provide protection for up to six allies (not including him or herself). The Bodyguard takes a full-round action to issue orders and directions. Doing this provides the Bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

FIELD SCIENTIST

GAME RULE INFORMATION

Abilities: Without high Intelligence, the Scientist is just a dumb person without a gun.

Hit Dice: d8

Gadget Points: 13 + Charisma Bonus

Weapon Points: 2 + Charisma Bonus

CLASS SKILLS

The Field Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Search (Int), Forgery (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), Repair (Int), Research (Int),

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the Field Scientist.

Weapon and Armor Proficiencies:

A Field Scientist begins play with the Simple Weapons Proficiency feat.

Talents: At 1st, 5th, 9th, and 13th and 17th levels, Field Scientist 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 character qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Scientist Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+1	Talent, Smart defense	+0	+1
2	+1	+2	+2	+2	Bonus feat	+1	+1
3	+1	+2	+2	+2	Scientific improvisation	+1	+1
4	+2	+2	+2	+2		+1	+2
5	+2	+3	+3	+3	Talent	+2	+2
6	+3	+3	+3	+3	Bonus Feat	+2	+2
7	+3	+3	+3	+4	Skill mastery	+2	+3
8	+4	+4	+4	+4		+3	+3
9	+4	+4	+4	+4	Talent	+3	+3
10	+5	+4	+4	+5	Bonus Feat	+3	+4
11	+5	+5	+5	+5	Minor breakthrough	+4	+4
12	+6 / +1	+5	+5	+6		+4	+4
13	+6 / +1	+5	+5	+6	Talent	+4	+5
14	+70 / +2	+6	+6	+6	Bonus Feat	+5	+5
15	+7 / +2	+6	+6	+7	Smart survival	+5	+5
16	+8 / +3	+6	+6	+7	Smart weapon	+5	+6
17	+8 / +3	+7	+7	+8	Talent	+6	+6
18	+9 / +4	+7	+7	+8	Bonus Feat	+6	+6
19	+9 / +4	+7	+7	+8		+6	+7
20	+10 / +5	+8	+8	+9	Major breakthrough	+7	+7

Research Talent Tree: Field Scientist 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 Field Scientist gets to add a bonus equal to his or her Field Scientist level when making checks with that skill. A Field Scientist can take the 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 Field Scientist becomes a master linguist. Whenever the Field Scientist 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 Field Scientist level + the character'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 20 if the language is Terran based (human origins) and is currently spoken. DC 25 if the language is unrelated to any other languages the Field Scientist (Common Echan related—Elvish, Gnomish, Dwarfish, etc), and DC 30 if the language is ancient or truly unique (Draconic, Infernal, Celestial) Note: They cannot learn Ancient Draconic with this method. With this special ability, a Field Scientist 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.

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

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

Prerequisite: One talent from the Research Talent Tree.

Plan: Before a dramatic situation, either combat- or skill-related, the Field Scientist can develop a plan of action to handle the situation. Using this talent requires preparation; a Field Scientist can't use this talent when surprised or otherwise unprepared for a particular situation. The Field Scientist makes an Intelligence check (DC 10) with a bonus equal to the Field Scientist level divided by two. The result of the check provides the Field Scientist and allies with a

circumstance bonus. A Field Scientist 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 Field Scientist 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 Field Scientist has the ability to temporarily confuse a target (a GM character) using 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 Field Scientist, and must be able to hear and understand him or her.

To play a trick on a target, the Field Scientist must use a full-round action and make an Intelligence check (DC 15). 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 + Field Scientist's class level + Field Scientist'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, 6th, 10th, 14th, and 18th level, the Field Scientist gains a bonus feat. This feat must be selected from the following list, and the Field Scientist must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus, Archaic Weapons Proficiency, Attentive, Cautious, Personal Firearms Proficiency, Point Blank Shot, Renown.

Smart Defense: A Field Scientist applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Field Scientist his or her Dexterity bonus to Defense also denies the

Intelligence bonus.

Scientific Improvisation: At 3rd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific expertise. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration. By combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation.

The DC for the Craft check is 5 + the Difficulty Below plus...

If Echan

GP value of the item divided by 10 (round up, minimum 1)

If Techan

GV (Gadget Value) or WV of the item.

Item	DC
Simple Weapons (Melee)	2
Simple Weapons (Ranged)	5
Martial Weapons (Melee)	7
Martial Weapons (Ranged)	10
Exotic Weapons (Ranged or Melee)	Cannot Be Done
TL 1 Techan Items	5
TL2 Techan Items	10
TL3 Techan Items	15
TL4 Techan Items	20
TL5 Techan Items	Cannot be done

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action per DC5 to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It cannot be repaired. The GM may deny the roll if obvious situations prevents the creation of such a device (making a computer out of sand)

Skill Mastery: At 7th level, a Field Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Field Scientist may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough: Upon attaining 11th level, a Field Scientist receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Field Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Field Scientist gains a +2 bonus on Reputation checks. This only applies to

Techie Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Talent, Jury-rig +2	+0	+1
2	+1	+0	+2	+2	Bonus feat	+1	+1
3	+1	+1	+2	+2	Extreme machine	+1	+1
4	+2	+1	+2	+2		+1	+2
5	+2	+1	+3	+3	Talent	+2	+2
6	+3	+2	+3	+3	Bonus Feat	+2	+2
7	+3	+2	+3	+4	Build robot	+2	+3
8	+4	+2	+4	+4		+3	+3
9	+4	+3	+4	+4	Talent	+3	+3
10	+5	+3	+4	+5	Bonus Feat	+3	+4
11	+5	+3	+5	+5	Mastercraft	+4	+4
12	+6 / +1	+4	+5	+6	Jury-rig +4	+4	+4
13	+6 / +1	+4	+5	+6	Talent	+4	+5
14	+70 / +2	+4	+6	+6	Bonus Feat	+5	+5
15	+7 / +2	+5	+6	+7		+5	+5
16	+8 / +3	+5	+6	+7	Mastercraft	+5	+6
17	+8 / +3	+5	+7	+8	Talent	+6	+6
18	+9 / +4	+6	+7	+8	Bonus Feat	+6	+6
19	+9 / +4	+6	+7	+8		+6	+7
20	+10 / +5	+6	+8	+9	Mastercraft	+7	+7

a Bastion the character wishes to accomplish the breakthrough in and only one.

This minor breakthrough also provides the Field Scientist with an Int Bonus + 3d6 Gadget/Weapon Point bonus increase to spend on whatever she or he wishes at that Bastion.

Smart Survival: A Field Scientist of 15th level or higher can reduce the damage dealt by a single attack or effect by 5 points. They can do this once per point of Intelligence bonus per day.

Smart Weapon: At 16th level, the Field Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use

his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough: At 20th level, the Field Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Field Scientist with a Int Bonus x2 + 3d6 Gadget/Weapon bonus increase.

TECHIE

GAME RULE INFORMATION

Abilities: Hand-Eye coordination is important but Intelligence is the key to everything for a Techie.

Hit Dice: d6

Gadget Points: 14 + Charisma Bonus

Weapon Points: 1 + Charisma Bonus

CLASS SKILLS

The Techie's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Repair (Int), Research (Int), Spot (Wis), Decipher Script (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Navigate (Int), Pilot (Dex), Search (Int), Forgery

(Int).

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of Techie.

Weapon and Armor Proficiencies:

A Techie begins play with the Simple Weapons Proficiency feat.

Talents: At 1st, 5th, 9th, and 13th and 17th levels, a Techie 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 character qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Research Talent Tree: A Techie 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 Techie gets to add a bonus equal to his or her Techie when making checks with that skill. A Techie can take the 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 Techie becomes a master linguist. Whenever the Techie 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 Techie level + the Techie'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 20 if the language is Terran based (human origins) and is currently spoken. DC 25 if the language is unrelated to any other languages the Field Scientist (Common Echan related—Elvish, Gnomish, Dwarfish, etc), and DC 30 if the language is ancient or truly unique (Draconic, Infernal, Celestial) Note: They cannot learn Ancient Draconic with this method. With this special ability, a Field Scientist 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.

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

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

Prerequisite: One talent from the

Research Talent Tree.

Plan: Before a dramatic situation, either combat- or skill-related, the Techie can develop a plan of action to handle the situation. Using this talent requires preparation; a Techie can't use this talent when surprised or otherwise unprepared for a particular situation. The Techie makes an Intelligence check (DC 10) with a bonus equal to the Techie divided by two. The result of the check provides the Field Scientist and allies with a circumstance bonus. A Field Scientist cannot take 10 or 20 when making this check.

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

This bonus applies to all skill checks and attack rolls made by the Field Scientist 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 Techie has the ability to temporarily confuse a target (a GM character) using 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 Techie, and must be able to hear and understand him or her.

To play a trick on a target, the Techie must use a full-round action and make an Intelligence check (DC 15). 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 + Techie's class level + Field Scientist'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, 6th, 10th, 14th, and 18th level, the Techie gains a bonus feat. This feat must be selected from the following list, and the Field Scientist must meet any prerequisites. Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron

Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus. Archaic Weapons Proficiency, Attentive, Cautious, Personal Firearms Proficiency, Point Blank Shot.

Jury-Rig: A Techie gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At 12th level, this competence bonus increases to +4.

Extreme Machine: If it has mechanical or electronic components, a Techie of 3rd level or higher can get maximum performance out of it. By making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Techie can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement made, as shown on the table below.

<u>Improvement</u>	<u>Craft DC</u>	<u>Repair Chance (d%)</u>
<i>Ranged Weapons</i>		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
<i>Electronic Devices</i>		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
<i>Vehicles</i>		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Techie performs the extreme modifications in 1 hour. The Techie cannot take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Techie class level, beginning when the object is first put into use. The Techie selects the single improvement he or she wants to make before making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Build Robot: A Techie of 7th level or higher can build remote-controlled robots that are Tiny or Diminutive in size. These robots serve as the Techie's eyes, ears, or hands out to a predetermined distance away from the

character when the Techie wants to use one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

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

Follow these steps to build a robot.

Wealth: The purchase Gadget Value for the components needed to construct a robot is based on the robot's size.

<u>Size</u>	<u>Purchase price</u>
Diminutive	1800
Tiny	1500

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

<u>Size</u>	<u>Craft DC</u>
Diminutive	15
Tiny	12

<u>Components</u>	<u>DC Modifier</u>
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Frame Shape and Locomotion 1

Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1

External Components 2

Manipulators 3	+3
Audio/visual sensor	+2

Remote Range 1

Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

1 Select only one of the options in this category.

2 Select one or more of the options in this category.

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

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the robot's frame. It takes a Techie 30 hours to construct a Diminutive robot frame or 12 hours to construct a Tiny robot frame.

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

Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of

components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

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

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

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

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

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

Mastercraft: At 11th level, the Techie becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill. With Craft (electronic), the Techie can build electronic devices. With Craft (mechanical), the Techie can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Techie

can add the mastercraft feature to an existing ordinary object by making the Craft check as though he or she were constructing the object from scratch. In addition, the Techie must also pay a cost in experience points equal to 25 x his or her Techie level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Techie to below the minimum needed for his or her current level, then the XP cannot be paid and the Techie can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made. When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 16th level, the Techie can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 20th level, the Techie adds another +1 bonus to his or her mastercraft ability. If the Techie focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Techie already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

FIELD MEDIC

GAME RULE INFORMATION

Abilities: Wisdom and Intelligence are the key abilities of a Medic.

Hit Dice: d6

Gadget Points: 14 + Charisma Bonus

Weapon Points: 1 + Charisma Bonus

CLASS SKILLS

The Field Medic'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), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis), Computer Use (Int), Concentrate (Con), Diplomacy (Cha), Drive (Dex), Pilot (Dex), Research (Int), Skill Points at 1st Level: (5 + Int modifier) x4. Skill Points at Each Additional Level: 5 + Int modifier.

Field Medic Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+1	Talent, Medical specialist +1	+0	+1
2	+1	+2	+0	+2	Bonus feat	+1	+1
3	+1	+2	+1	+2	Expert healer	+1	+1
4	+2	+2	+1	+3		+2	+2
5	+2	+3	+1	+3	Talent	+2	+2
6	+3	+3	+2	+4	Bonus Feat	+3	+2
7	+3	+3	+2	+4	Medical mastery	+3	+3
8	+4	+4	+2	+5		+4	+3
9	+4	+4	+3	+5	Talent	+4	+3
10	+5	+4	+3	+6	Bonus Feat	+5	+4
11	+5	+5	+3	+6	Medical specialist +2	+5	+4
12	+6 / +1	+5	+4	+7		+6	+4
13	+6 / +1	+5	+4	+7	Talent	+6	+5
14	+70 / +2	+6	+4	+8	Bonus Feat	+7	+5
15	+7 / +2	+6	+5	+8	Minor medical miracle	+7	+5
16	+8 / +3	+6	+5	+9	Medical specialist +3	+8	+6
17	+8 / +3	+7	+5	+9	Talent	+8	+6
18	+9 / +4	+7	+6	+10	Bonus Feat	+9	+6
19	+9 / +4	+7	+6	+10		+9	+7
20	+10 / +5	+8	+6	+11	Medical miracle	+10	+7

CLASS FEATURES

All of the following are class features of the Field Medic.

Weapon and Armor Proficiencies:

A Field Medic begins play with the Simple Weapons Proficiency feat.

Bonus Circumstantial Feat: If the Field Medic allots the maximum 4 ranks in Treat Injury at 1st level, she automatically gets the Surgery feat free.

Talents: At 1st, 5th, 9th, and 13th and 17th level, the Field Medic 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 Field Medic qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Empathic Talent Tree: The Field Medic innate talents give him or her a great capacity for empathy.

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

Improved Aid Another: The Field Medic'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 Field Medic has an innate ability to sense trouble in the air. The Field Medic can make a Will saving throw (DC 15). On a successful save, the Field Medic gets a hunch that everything is all right, or the Field Medic 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 Field Medic.

Prerequisite: Empathy.

Healing Talent Tree: The Field Medic has a talent for healing.

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

Healing Touch 1: The Field Medic'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 Field Medic'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 Field Medic's innate insightfulness serves her well.

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

Aware: The Field Medic is intuitively

aware of his or her surroundings. The character adds his or her base Will saving throw bonus to listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Field Medic has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Field Medic to add his or her Wisdom modifier to the die roll as many times a day as the Medic's Wisdom bonus to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Field Medic gains a bonus feat. This feat must be from this list, and the Field Medic 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. Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, and Vehicle Expert.

Medical Specialist: The Field Medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 11th level, and to +3 at 16th level.

Expert Healer: At 3rd level and higher, the Field Medic's ability to restore hit points with a

medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Field Medic restores 1 hit point for every level he or she has in this class.

Medical Mastery: When making a Treat Injury skill check, a Field Medic of 7th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Medical Miracle: At 15th level or higher, a Field Medic can save a character reduced to –10 hit points or lower. If the Field Medic is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Field Medic fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle: At 20th level, a Field Medic can revive a character reduced to –10 hit points or lower. If the Field Medic is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make Fortitude save (DC 20) to stabilize and be restored to 1d6-hit points.

If the Field Medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Investigator Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Talent, Profile	+1	+1
2	+1	+0	+2	+2	Bonus feat	+1	+1
3	+2	+1	+2	+2	Contact, low-level	+2	+1
4	+3	+1	+2	+3		+2	+2
5	+3	+1	+3	+3	Talent	+3	+2
6	+4	+2	+3	+4	Bonus Feat	+3	+2
7	+5	+2	+4	+4	Nonlethal force	+4	+3
8	+6 / +1	+2	+4	+5		+4	+3
9	+6 / +2	+3	+4	+5	Talent	+5	+3
10	+7 / +3	+3	+5	+6	Bonus Feat	+5	+4
11	+8 / +3	+3	+5	+6	Contact, mid-level	+6	+4
12	+9 / +4	+4	+6	+7		+6	+4
13	+9 / +5	+4	+6	+7	Talent	+7	+5
14	+10 / +6 / +1	+4	+6	+8	Bonus Feat	+7	+5
15	+11 / +6 / +2	+5	+7	+8	Discern lie	+8	+5
16	+12 / +7 / +3	+5	+7	+9	Contact, high-level	+8	+6
17	+12 / +8 / +3	+5	+8	+9	Talent	+9	+6
18	+13 / +9 / +4	+6	+8	+10	Bonus Feat	+9	+6
19	+14 / +9 / +5	+6	+8	+10		+10	+7
20	+15 / +10 / +6 / +1	+6	+9	+11	Sixth sense	+10	+7

INVESTIGATOR

GAME RULE INFORMATION

Abilities: Wisdom helps an investigator's instinct.

Hit Dice: d6

Gadget Points: 9 + Charisma Bonus

Weapon Points: 6 + Charisma Bonus

CLASS SKILLS

The Investigator'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), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis), Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Search (Int), Sense Motive (Wis).

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

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

CLASS FEATURES

All of the following are class features of the Investigator.

Weapon and Armor Proficiencies:

A Investigator begins play with the Simple Weapons Proficiency feat and Personal

Firearms feat.

Talents: At 1st, 5th, 9th, and 13th and 17th level, the Investigator 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 Investigator qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Empathic Talent Tree: The Investigator's innate talents give him or her a great capacity for empathy.

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

Improved Aid Another: The Investigator'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 Investigator has an innate ability to sense trouble in the air. The Investigator can make a Will saving throw (DC 15). On a successful save, the Investigator gets a hunch

that everything is all right, or the Investigator 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 Field Medic.

Prerequisite: Empathy.

Healing Talent Tree: The Investigator has a talent for healing.

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

Healing Touch 1: The Investigator'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 Investigator'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 Investigator's innate insightfulness serves her well.

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

Aware: The Investigator is intuitively aware of his or her surroundings. The Investigator adds his or her base Will saving throw bonus to listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Investigator has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Investigator to add his or her Wisdom modifier to the die roll as many times a day as the Medic's Wisdom bonus to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

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

Prerequisite: Skill emphasis plus either faith or aware.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Investigator gains a bonus feat. This feat must be from this list, and the Investigator 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, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Profile: By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact: An Investigator of 3rd level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain.

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

At 3rd level, the Investigator gains a low-level contact, at 11th level a mid-level contact, and at 16th level a high-level contact.

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

Nonlethal Force: At 7th level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, he or she can deal nonlethal damage with a weapon that normally deals lethal damage (if he

or she so chooses) without taking the normal –4 penalty on the attack roll.

Discern Lie: At 15th level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover

unintentional inaccuracies, or necessarily reveal omissions in information.

Sixth Sense: At 20th level, an Investigator becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. The Investigator gets to add an additional 1d6 to the result of any of the following skills as many times a day as the Investigator Wisdom bonus. The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

THE PERSONALITY

GAME RULE INFORMATION

Abilities: Personality and Charm are nothing without Charisma

Hit Dice: d6

Gadget Points: 14 + Charisma Bonus

Weapon Points: 1 + Charisma Bonus

CLASS SKILLS

The Personality's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/_Write Language (none), Speak Language (none).

Skill Points at 1st Level: $(3 + \text{Int Modifier}) \times 4$

Skill Points at Each Additional level: $3 + \text{Int Modifier}$.

CLASS FEATURES

Weapon and Armor Proficiencies: A Personality begins play with the Simple Weapons Proficiency feat.

Renown: A Personality begins with the Renown feat.

Talents: At 1st, 5th, 9th, and 13th and 17th level, the Personality 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 character qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Charm Talent Tree: The Personality has an innate talent for being charming and captivating.

Charm: The Personality 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 level.

A Personality can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus cannot be used against characters that are unfriendly or hostile.

Favor: The Personality has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Personality 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. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's 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 Personality can't take 10 or 20 on this check, nor can the Personality 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 Personality'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 disruptive to the game.

Personality Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Talent, Unlimited access	+0	+3
2	+1	+2	+2	+0	Bonus feat	+1	+3
3	+1	+2	+2	+1	Bonus class skill	+1	+3
4	+2	+2	+2	+1		+1	+4
5	+2	+3	+3	+1	Talent	+2	+4
6	+3	+3	+3	+2	Bonus Feat	+2	+4
7	+3	+3	+4	+2	Royalty	+2	+5
8	+4	+4	+4	+2		+3	+5
9	+4	+4	+4	+3	Talent	+3	+5
10	+5	+4	+5	+3	Bonus Feat	+3	+6
11	+5	+5	+5	+3	Winning smile	+4	+6
12	+6 / +1	+5	+6	+4	Bonus class skill	+4	+6
13	+6 / +1	+5	+6	+4	Talent	+4	+7
14	+7 / +2	+6	+6	+4	Bonus Feat	+5	+7
15	+7 / +2	+6	+7	+5		+5	+7
16	+8 / +3	+6	+7	+5	Royalty	+5	+8
17	+8 / +3	+7	+8	+5	Talent	+6	+8
18	+9 / +4	+7	+8	+6	Bonus Feat	+6	+9
19	+9 / +4	+7	+8	+6		+6	+9
20	+10 / +5	+8	+9	+6	Compelling performance	+7	+9

Prerequisite: Charm.

Captivate: The Personality has the ability to temporarily beguile a target (a GM character) using 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 character, and must be able to see, hear, and understand the Personality. To captivate a target, the Personality must use an attack action and make a Charisma check (DC 15). 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 + Personality's class level + Cha bonus). If the saving throw fails, the Personality becomes the target's sole focus. The target pays no attention to anyone else for one 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 Personality can concentrate to keep a target captivated for additional rounds. The Personality 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 character stops concentrating, or when the target succeeds on the save.

Prerequisites: Charm, Favor.

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

Fast-Talk: The Personality has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level / 2 as a bonus on any Bluff,

Diplomacy, or Gamble checks the Personality makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Personality 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 Personality, and must be able to see, hear, and understand the character.

To dazzle a target, the Personality must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level / 2 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 + Personality's class level + 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 level.

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

Prerequisite: Fast-talk.

Taunt: The Personality has the ability to temporarily rattle a target (a GM character) using insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the character, and must be able to hear and understand the character.

To taunt a target, the Personality must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level / 2 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 + Personality's class level + Personality'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 Personality has a talent for leadership and inspiration.

Coordinate: The Personality has a knack for getting people to work together. When the Personality can spend a full round directing his or her allies and makes a Charisma check (DC 10), the character 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 Personality's Charisma modifier.

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

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

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Personality can't inspire him or herself. The Personality 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 Personality 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 Personality for a full round for the greater inspiration to take hold, and the Personality must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the Personality'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 Personality can't inspire him or herself. The Personality can inspire a number of allies equal to one-half his or her level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Personality gains a bonus feat. This

feat must be selected from the following list, and the Personality must meet any prerequisites. Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall, Alertness, Animal Affinity, Combat Expertise, Confident, Defensive Martial Arts, Trustworthy.

Unlimited Access: When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private party or invitation-only event, the Personality adds a bonus equal to his or her Personality level. When a Personality buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theater ticket to backstage pass	20
Economy transportation to first-class	25

Bonus Class Skill: At 3rd and again at 12th level, the Personality designates one class-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Personality.

Royalty: At 7th and 16th level, a Personality's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +1d4 Gadget or Weapon Points per level.

Winning Smile: At 11th level, a Personality develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Personality or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Personality's words and actions. The DC is 10 + Personality's class level + Personality's Charisma bonus. This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. The Personality can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target would not normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or his or her allies that threatens

the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Personality level. After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do.

Compelling Performance: At 20th level, a Personality's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the Personality's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds. The target makes a Will saving throw. The DC is 10 + Personality's class level + Personality's

Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Hope:* The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

THE NEGOTIATOR

GAME RULE INFORMATION

Abilities: Charisma is needed for a Negotiator to do her job properly. It must be high.

Hit Dice: d8

Gadget Points: 11 + Charisma Bonus

Weapon Points: 4 + Charisma Bonus

CLASS SKILLS

The Negotiator's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Drive (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, business, civics, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioral sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis),

Skill Points at 1st Level: (4 + Int Modifier) x 4

Skill Points at Each Additional level: 4 +Int Modifier.

CLASS FEATURES

Weapon and Armor Proficiencies: A Negotiator begins play with the Simple Weapons Proficiency feat.

Alertness: A Negotiator begins with the Alertness feat.

Talents: At 1st, 5th, 9th, and 13th and 17th level, the Negotiator 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 Negotiator qualifies, he or she can select freely from any talent trees. No talent can be selected more than once unless expressly indicated.

Charm Talent Tree: The Negotiator has an innate talent for being charming and captivating.

Charm: The Negotiator 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 level.

A Negotiator can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus cannot be used against characters that are unfriendly or hostile.

Favor: The *Personality* has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Negotiator 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. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's level. The GM sets the DC based on the scope of the favor 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 Negotiator can't take 10 or 20 on this check, nor can the Negotiator retry the check for the same (or virtually the same) favor.

Negotiator Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+0	+2	Talent, Conceal motive	+0	+1
2	+1	+2	+0	+3	Bonus feat	+1	+1
3	+2	+2	+1	+3	React first	+1	+1
4	+3	+2	+1	+4		+1	+2
5	+3	+3	+1	+4	Talent	+2	+2
6	+4	+3	+2	+5	Bonus Feat	+2	+2
7	+5	+3	+2	+5	Talk down one opponent	+2	+3
8	+6 / +1	+4	+3	+6		+3	+3
9	+6 / +2	+4	+3	+6	Talent	+3	+3
10	+7 / +3	+4	+3	+7	Bonus Feat	+3	+4
11	+8 / +4	+5	+4	+7	No sweat	+4	+4
12	+9 / +4	+5	+4	+8		+4	+4
13	+9 / +5	+5	+4	+8	Talent	+4	+5
14	+10 / +6 / +1	+6	+5	+9	Bonus Feat	+5	+5
15	+11 / +6 / +2	+6	+5	+9	Talk down several opponents	+5	+5
16	+12 / +7 / +3	+6	+5	+10	Sow distrust	+5	+6
17	+12 / +8 / +3	+7	+6	+10	Talent	+6	+6
18	+13 / +9 / +4	+7	+6	+11	Bonus Feat	+6	+6
19	+14 / +9 / +5	+7	+6	+11		+6	+7
20	+15 / +10 / +6 / +1	+8	+7	+12	Talk down	+7	+7

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 Negotiator'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 disruptive to the game.

Prerequisite: Charm.

Captivate: The Negotiator has the ability to temporarily beguile a target (a GM character) using 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 character, and must be able to see, hear, and understand the Negotiator. To captivate a target, the Negotiator must use an attack action and make a Charisma check (DC 15). 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 + Personality's class level + Negotiator's Cha bonus). If the saving throw fails, the Negotiator 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 Negotiator can concentrate to keep a target captivated for additional rounds. The Personality 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 character stops concentrating, or when the target succeeds on the save.

Prerequisites: Charm, Favor.

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

Fast-Talk: The Negotiator has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level / 2 as a bonus on any Bluff, Diplomacy, or Gamble checks the Negotiator makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Negotiator 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 Negotiator, and must be able to see, hear, and understand the Negotiator.

To dazzle a target, the Negotiator must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level / 2 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 + Negotiator's class level + Negotiator'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 level.

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

Prerequisite: Fast-talk.

Taunt: The Negotiator has the ability to temporarily rattle a target (a GM character) using insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the character, and must be able to hear and understand the character.

To taunt a target, the Negotiator must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level / 2 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 + Negotiator's class level + Negotiator'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 Negotiator has a talent for leadership and inspiration.

Coordinate: The Negotiator has a knack for getting people to work together. When the Negotiator can spend a full round directing his or her allies and makes a Charisma check (DC 10), the character 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 Negotiator's Charisma modifier.

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

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

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Negotiator cannot inspire him or herself. The Negotiator can inspire a number of allies equal to one-half his or her Negotiator level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Negotiator 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 Negotiator for a full round for the greater inspiration to take hold, and the Negotiator must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the Negotiator'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 Negotiator cannot inspire him or herself. The Negotiator can inspire a number of allies equal to one-half his or her level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Bonus Feats: At 2nd, 6th, 10th, 14th, and 18th level, the Negotiator gains a bonus feat. This feat must be selected from the following list, and the Negotiator must meet any prerequisites. Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall, Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Educated, Far Shot, Iron Will, Personal Firearms Proficiency,

Conceal Motive: A Negotiator gets to add a bonus equal to his or her Negotiator level whenever he or she opposes a Sense Motive check.

React First: Starting at 3rd level, a Negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The Negotiator must make contact and speak to the participants before the start of combat. If he or she does this, he or she gains a free readied action that allows the Negotiator to make either a move or attack action if either side in the negotiation (other than the Negotiator) decides to start hostilities. The Negotiator gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Talk Down: A Negotiator of 7th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the Negotiator can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the Negotiator's voice. The target must be able to understand the Negotiator. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Negotiator and the situation in general. Any hostile action by the Negotiator or by one of the Negotiator's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the Negotiator must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Negotiator's class level + Negotiator's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal. At 15th level, a Negotiator can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the Negotiator's message.

At 20th level, the range extends to 30 feet and covers all opponents who can hear and understand the Negotiator's voice. This ability only affects humans and humanoids of civil alignment.

No Sweat: Starting at 11th level, once a day, a Negotiator can roll an additional 1d6 to add to any d20 roll desired.

Sow Distrust: A Negotiator of 16th level or higher can turn one character against another. The Negotiator must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward which the target's distrust will be directed. The target must be able to hear and understand the Negotiator. The target makes a Will save. The DC is equal to

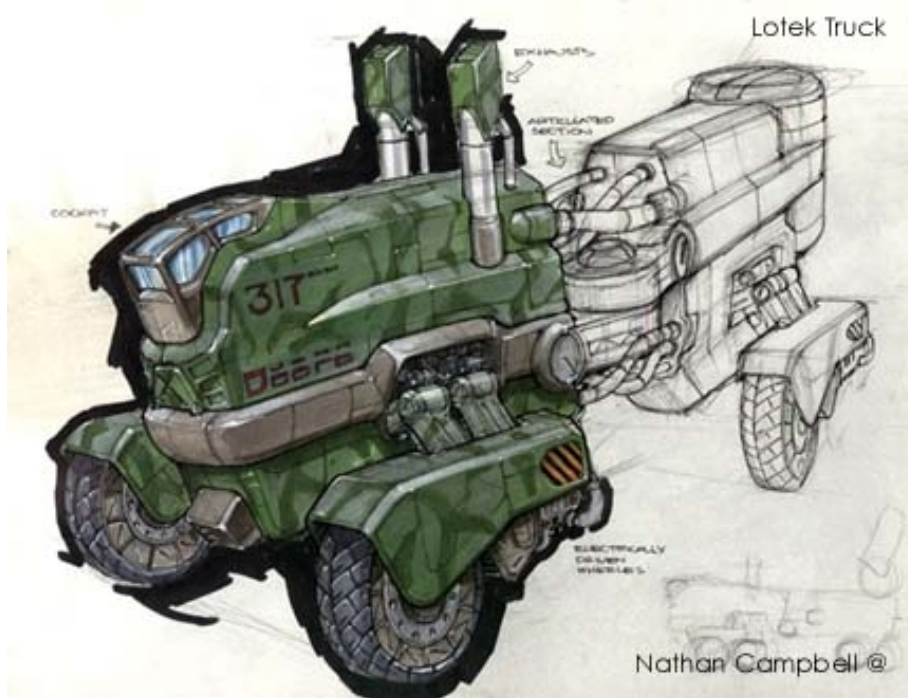
10 + Negotiator's class level + Negotiator's Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The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

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Negotiator to sow distrust.

The Negotiator can't use this talent on his or her allies.

THE LOTEKS

Outside Bastions, some without the precious knowledge gifted to them, still did not focus on Echa paths. Some knew just enough to make a living outside utilizing safer technology—machines more resistant or immune to the powers of magic. Most of those wanting to enter a Bastion either found some way to smuggle themselves in or died trying. Others live outside the walls, existing off the garbage and scrap. These scavengers seldom developed, earning a livelihood by selling off what they find.



Those failing to still enter hardly turned into positive contributors to society. However, distant miles away, on whole sections of continent unknown to Bastions, some technology grew. Practically primitive, the knowledge and impact of these communities fell under the radar. However, without much magic to back them up, few to no cities formed, leading these LoTekes to be nomadic, wandering the land, never staying still for fear of falling prey to the monsters in the wilderness. They learned their own ways to survive in the areas where no civilized man lived...in the continents ruled by no one. Some Bastion natives fled to join them, helping with an edge in knowledge. However, humility and a respect for the Echan's around made the Loteks passive, silently passing through lands that normal Techans would fear. Some Bastions took pity on these struggling families. Samba, in particular, sold many of them Air Farm technology, allowing some communities to form.

FEATURES OF THE LOTEKS:

Loteks refrain from building or developing any technology dependent on battery power. Being in and passing through usually rich, magical areas forced them to adapt. Loteks exhibit few to no inherent magical abilities. If they did, then they would be pure Echans and follows the paths so many others have. If they were geniuses in technology, those gifted could select which Bastion to enter. It is an extreme rarity that these intellects would deny such a paradise. This leaves those in between. Those few who feel they have no home in either world. They struggle to find a middle ground that most died before finding. So many wander the world, trying to find a place to fit in, some by either discovering a way to embrace as much magic as possible while others try to learn as much about science as they can in hopes to get a job in even the Bastion with the lowest standards. However, some enjoy that unclassified void. Some prefer to walk the tightrope. Some believe there is no void, and the middle ground has form, that embracing magic or technology exclusively is wrong or at least narrow minded. Too much technology brings the wrath of magic diffusion. Too much magic often lures men away to shun their own kind, removing them from the human race entire. Many Loteks believe the middle ground exists where magic exists to assist man and not dictate his life, including enough technology to make life more convenient without disrupting itself in the face of that same magic assisting him.

By stereotype, Loteks seldom carry heavy magic, usually simple items to offer a little edge, but never anything that cannot be discarded at a moments notice. The same goes for technology. No batteries mean no worries of disruption. Obviously, power must exist...which is where the Loteks really came into their own.

Not really batteries, the Loteks operate Capacitors that keep a low charge continuously fed from an outside source. They never store their energy for long periods of time, preventing Magic from getting its fingers in their technology. Weapons are never energy based or battery powered—most firing simple slugs from combustion sources (ei: gunpowder). Anything that could be done manually often is—Loteks hardly keep dishwashers. This is where the Air fans and Solar cells came into the Lotek societies. At night, Loes light candles, but at day, the sun beads down onto the cells, offering power. With the wind, as long as the air moves, Lotecks get to use their technology, but the world won't end if they don't have running water one day.

Vehicles, above all, else, really stood out as a symbol of Lotek adaptation. Equipped with either with a fan or a solar cell, the vehicle would take enough power to keep itself going with usually a little bit more for emergencies... and that's all. It is how efficient these machines are which really surprise most outsiders. A single "solar sail" (Loteks love calling their solar cells "sails" and their fan generators "Spinners") can power a single tonne transport at more than 40 kph at midday. Large "Sailers" have even improved upon that design by incorporating Bastion technology. In Southam, an inventive designer laid (with the help of a nifty spell he wrote himself) a mirco-thin, self-repairing, cold-iron filament that runs for thousands of miles through the continent. Now several vehicles equipped with massive Sails float atop an invisible magnetic cushion across the continent, transporting supplies and between the few communities that have sprouted.

Loteks seem to love laying roots in the few areas where virtually no men live. They are concentrated in Southam, IndoAus, and Africa. In Africa, the majority adapted to create ships that sail the sands like vessels over the sea. There, they go by the name "SandSailers." However, be it the SandSailers of Dudak, the Spinships of IndoAus or the Railrunners of Southam, they are all Loteks.

Calling us Loteks indicates a weakness most people believe exists within us. This world demands adaptation. Why must one fight against a wall when he can build onto it? Magic to the right, Technology to the left. This

provides a stable base to build anew.

This Dogma sounds great on paper. Honestly, I couldn't give a drow's dark behind if people think we're nomadic, raiders, and scavengers. They all can bury their heads up the ass of a dead ogre for all I care.

Just Live.

There are many people who want--desperately want--a decent world. A good world. A world without war, without fear or hatred. If you fight something more powerful than you, all that is left is them. Rebellion is for the egocentric. Patience and efficiency is key.

Just Live.

If you think something is too good for you, than it is. If you deserve something, you won't get it. I don't have time to lecture people who don't know this or lack a desire to learn it. I am not teacher.

Just Live.

Just Live.

Who the hell actually reads these things?

Graemon Hannox
Solar Sailor

RACIAL QUALITIES OF LOTEKS:

--All are human.

--Medium: As Medium creatures, Lotek humans have no special bonuses or penalties due to their size.

--Human base land speed is 30 feet.

--1 extra feat at 1st level.

--4 extra skill points at 1st level and 1 extra skill point at each additional level.

--Broad skills: Loteks can choose two skills among both Echan and Techan lists and make them Class skills as long as they are not an exclusive skill to another class.

--Proficiency: Lotek characters need a broad range of skills to survive in the wild. At 1st level, they can choose between two of the feats following for free if their class does not already have them: Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy),

Improved Unarmed Strike, Shield Proficiency, Simple Weapon Proficiency, Aircraft Operation, Personal Firearms Proficiency, Surface Vehicle Operation.

--Automatic Language: Common. One bonus Human language. Bonus Languages: Any (other than secret languages, such as Druidic and Ancient Draconic).

--Favored Class: Any Techan class.

When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

--Limitation: Loteks cannot choose Echan classes initially for they simply do not have magic coursing through their bodies. They may multiclass later but certain classes are unavailable to them: Paladin, Sorcerer, Bard, Druid, Monk, and Cleric--any class with major inherent magical abilities. This leaves: Barbarian, Fighter, Rogue, and Wizard. Lotek Rangers can never cast 3rd or 4th level spells. Lotek Wizards' magic exists somewhat externally, offering a loophole.

--No Inherent Dex Bonus. Because of loteks' exposure to magic unlike Bastions, they lose their inherent Dex bonus early in life, making it unavailable in character generation. However, this allows all Loteks to possess magical items that they can use freely such as magic armor, rings, wands and swords.

--The Tech points awarded to them initially and at later levels are limited to TL0 items ONLY. They may purchase and use higher levels while progressing, but run the chance for EDF disruption as they obviously hold some magic at that time.

--Their starting money is in Gold, not UC, which Loteks personally don't keep usually in high numbers.

Martial Gunslinger Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Martial Gunplay, Close Combat Shot, Canny Defense
2nd	+2	+0	+3	+0	Precise Strike +1d6, Channel Energy
3rd	+3	+1	+3	+1	Improved Two Weapon Fighting.
4th	+4	+1	+4	+1	Mobility
5th	+5	+1	+4	+1	Improved Rapid Reload
6th	+6	+2	+5	+2	Precise Strike +2d6
7th	+7	+2	+5	+2	Elaborate Parry
8th	+8	+2	+6	+2	Improved Reaction
9th	+9	+3	+6	+3	Flurry of Shots
10th	+10	+3	+7	+3	Precise Strike +3d6

LOTEK PRESTIGUE CLASSES

Many might wonder why firearms are not more common among the nations of Echa. Beyond the advances of magic, any magic-inept could pick up a rifle and use it. The problem arose with knowledge. Simply put, when the Attricana opened and mankind separated, those with the know banded together. They became Bastions. The ability to construct and maintain firearms proved valuable and these knowledgeable folk gained admittance. This left the outsiders with a disadvantage, as they possessed no firearms to defend themselves, forcing to adapt to what they had around. Eventually, the knowledge trickled down and a few learned how to make rudimentary weapons. Many kept this knowledge secret in hopes to monopolize a product and industry. Firearms and the capacity to build and maintain them is still rare and the selling of ammunition ever rarer. Loteks is the only society that has been able to create a rudimentary network of places where their people can find and purchase the weapons they need.

Because Loteks were exposed to these TL0 weapons more than anyone else, after two thousand years, many with the knowledge of high-level magic found ways to combine the two. Being able to imbue magical properties in firearms quickly formed. These are really only found with Loteks. Several variations of these classes exist—those able to enchant their firearms or themselves in concert with them. These are the Lotek Prestige classes.

MARTIAL GUNSLINGER

Most Martial Gunslingers believe their abilities to be naturally canny skills developed over years of hard training and discipline. Although this is partly true, not to quench the believe of these artists. However, their abilities amplify with hidden powers that channel through

their inane abilities to always be in the right place in close combat to place a perfect shot.

Martial Gunslingers prefer to offer themselves into close quarters, preventing their enemies from striking from a distance. They maneuver themselves to get close, maximizing their firing potential while reducing the capacity for themselves to be hit. They are masters at being close to a target but maneuvering angles for maximum firing arcs but doing it while tumbling around enemies, under them, and over them. It is not unheard of for one to jump in the midst of an enemy squad, take every one down at point blank range and walk away with nary a scratch.

However, to do that, they must get close, study their targets. Make every shot count. They sometimes use two handguns, firing often without even knowing a target's exact position. They master studying a scene in seconds and knowing exactly where to stand and in what position to offer the greatest level of defense while also make their handguns lethal with even a single shot.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Martial Gunslinger, a character must fulfill all the following criteria.

Tumble: 5 ranks

Base Attack Bonus: +6.

Feats: Two-Weapon Fighting, Personal Firearms Feat, Weapon Focus (Specific Handgun)

Note: A Martial Artist can supplement the requirements Two Weapon Fighting with their Martial Artist ability.

CLASS SKILLS

The Martial Gunslinger class skills (and the key ability for each skill) are Balance (Dex), Bluff

(Cha), Escape Artist (Dex), Innuendo (Wis), Jump (Str), Tumble (Dex), Listen (Wis), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Martial Gunslinger prestige class.

Weapon and Armor Proficiency: A Martial Gunslinger is proficient with all firearms but with no type of armor. The only shield they are proficient with is the buckler.

Close Combat Shot (Ex): At 1st level, a Martial Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity.

Canny Defense (Ex): When not wearing medium or heavy armor or using a shield, a Martial Gunslinger adds 1 point of Intelligence bonus (if any) per Martial Gunslinger class level to her Dexterity bonus to modify Armor Class while wielding a handgun. If a Martial Gunslinger is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Martial Gunplay: A Martial Gunslinger's weapon/s become extensions of her body. The Gunslinger's now becomes proficient with using her weapon/s as clubs. The Pistol does 1d6 damage. For Martial Artists, The weapon/s act as being unarmed for the purposes of Living Weapon Damage. This means that a Martial Artist can instantly switch from pistol damage to living weapon damage without dropping the firearm/s and they still retain their two weapon fighting ability and do not provoke attacks of opportunity.

Precise Strike (Ex): At 2nd Level, the Martial Gunslinger gains the extraordinary ability to strike precisely with her focused personal firearm, gaining a bonus 1d6 damage added to her normal damage roll. Only the first shot per combat round is eligible for this bonus. Any creature immune to critical hits is not vulnerable to a precise strike. Every four levels of Martial Gunslinger increase the damage by an extra 1d6.

Channel Energy: At 2nd level, the Martial Gunslinger with previous levels in Monk or Martial Artist can channel her Ki abilities through her bullets. This includes the bonuses for damage reduction and any additional bonuses for unarmed strikes. The weapons count as unarmed so do unarmed Monk damage instead of 1d6.

Improved Two Weapon Fighting: At 3rd level, the Martial Gunslinger gains the Improved Two Weapon Fighting Feat.

Mobility (ex): At 4th level, a Martial Gunslinger gets a +4 dodge bonus to Armor Class

against attacks of opportunity caused when she moves out of or within a threatened area. A condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose dodge bonuses.

Off Hand Parry (Ex): When using the full attack option, a Martial Gunslinger can sacrifice her off-hand attack in enhance for a +2 Dodge bonus to her AC. This stacks with a Buckler and the Intelligence and Dex bonus listed above.

Rapid Reload (Ex): At 5th level, a Martial Gunslinger can reload a single focused firearm as a free action that does not provoke an attack of opportunity.

Elaborate Parry (Ex): At 7th level, if the Martial Gunslinger chooses to fight defensively or use all out defense in melee combat, she gains an additional +1 dodge bonus to her AC for each class level of Martial Gunslinger she has advanced. This is an extraordinary ability.

Improved Reaction (Ex): At 8th Level, the Martial Gunslinger gains a +2 to initiative rolls. This ability stacks with Improved Initiative.

Flurry of Shots (Ex): In lieu of her regular attacks, once per day a Martial Gunslinger of 9th level or higher can fire a single shot at each and every target within the first range increment, to a maximum of one target for every Martial Gunslinger level she has earned. Each attack uses the Gunslingers primary attack bonus, and each enemy may only be targeted by a single shot. In addition, the Gunslinger cannot use her Precise Strike with this maneuver. She also can only fire as many shots as she has in her armed weapon/s.

GUN DANCER

Poetic in their movements, flamboyant in the actions, Gun Dancers received their names not from their movements in combat but rather the ballet of gunfire from their weapons. Often staying clear from close combat, Dancers release showers of bullets from multiple weapons often concealed until the Dancer enters combat.

The Dancer exposes her weapons from hidden recesses and shoots as many bullets as necessary to defeat her enemy. Precision is not as much of a priority as simple numbers. Ignore accuracy; Dancers simply go for a quantity rather than quality approach to gunfire, a mirror opposite to the Martial Gunslinger. Also, unlike the Martial Gunslinger, the Gun Dancer prefers to remain out of close combat. However, they still prefer using handguns and always use two weapons simultaneously.

Gun Dancer Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved Two Weapon Fighting, Improved Armor Use.
2nd	+2	+3	+0	+0	Sharp Shooting / Improved Personal Firearm Use.
3rd	+3	+3	+1	+1	Concealable Weapons
4th	+4	+4	+1	+1	Rapid Reload
5th	+5	+4	+1	+1	Greater Two Weapon Fighting
6th	+6	+5	+2	+2	Greater Concealable Weapon
7th	+7	+5	+2	+2	Free Attack
8th	+8	+6	+2	+2	Absolute Ambidexterity
9th	+9	+6	+3	+3	Supreme Concealable Weapons
10th	+10	+7	+3	+3	Supreme Two Weapon Fighting

Hit Die: d10.

REQUIREMENTS

To qualify to become a Gun Dancer, a character must fulfill all the following criteria.

Base Attack Bonus: +9.

Feats: Weapon Focus (Any Personal Firearm), Two-Weapon Fighting, and Weapon Finesse

Class Skills: The Gun Dancer's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Tumble (Dex), Balance (Dex) and Bluff (Cha), Spot (Wis)

Skill Points at Each Level: 2+ Int modifier.

CLASS FEATURES

All of the following are Class Features of the Gun Dancer prestige class.

Weapon and Armor Proficiency (Ex):

Gun Dancer is proficient with all firearms and with Light and Medium armor. The only shield they are proficient with is the buckler.

Improved Two Weapon Fighting (Ex):

Beginning at 1st Level, a Gun Dancer can fight with two firearms as if she had the Improved Two Weapon Fighting Feat. She loses this ability if using anything but Personal Firearms.

Improved Armor Use (Ex): When using any Masterwork armor (Magical or Mithral, or not), a Gun Dancer receives an additional –1 reduction to Armor Check penalties up to a maximum penalty of 0. This ability stacks with any other improvements made to reduce the Armor Check penalty (as long as its not above 0).

Sharp Shooting (Ex): Gun Dancers receive a +2 bonus to ranged attack rolls against targets with some degree of cover. This ability has no effect against foes with no cover or total cover.

Improved Personal Firearm Use (Ex):

When the Gun Dancer is using two-weapon fighting; she can use two medium firearms and wield them as light.

Concealable Weapons (Su): At 3rd Level, the Gun Dancer gains the Supernatural ability to

conceal her weapon in magical repositories located at each of the wrists. They operate as special portable holes just large enough to fit ONE Small weapon (or item) each. As a free action, the Gun Dancer launches these weapons from these portable holes (often concealed within long sleeves), immediately sliding effortlessly into the Gun Dancer's hands. The holes are invisible and undetectable by any means save for magic detection (From Spells or Techs). The weapons only launch from telepathic commands from the Dancer and false alarms do not occur. This effect is permanent, but the holes close off temporarily while in antimagic fields, making the weapons inaccessible.

If the Dancer's hands are tied and the command given, the weapons drop to the ground. If the Dancer is dominated (as per the spell), the weapons can be launched from a command from the controller.

If pistols are concealed, then the holes are large enough to hold an additional clip for that weapon.

After combat is concluded, the Dancer can raise her arms in the air and drop the weapons back into the holes, ready to be deployed again. The holes enlarge later on as the Dancer progresses in levels (see later). They also weigh nothing.

Rapid Reload (Ex): At 4th level, a Gun Dancer can reload a firearm as a free action that does not provoke an attack of opportunity. When using two handguns, they both can be reloaded but it costs a move-equivalent action and provokes an attack of opportunity. If using the Concealable Holes to carry the additional clips, the small handguns can both be reloaded simultaneously as a free action.

Greater Two Weapon Fighting (Ex): At 5th level, the Gun Dancer can make a third attack with her off hand weapon, albeit with a –10 penalty (before improvements for BAB).

Enchanted Sniper Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Ranged Sneak Attack +1d6, Range Increase bonus +10ft / level.
2nd	+2	+0	+3	+0	Keen Bullets
3rd	+3	+1	+3	+1	Ranged Sneak Attack +2d6
4th	+4	+1	+4	+1	Take Aim +2
5th	+5	+1	+4	+1	Ranged Sneak Attack +3d6, Consistent Aim 1/day
6th	+6	+2	+5	+2	Free Attack
7th	+7	+2	+5	+2	Consistent Aim 2/day, Take Aim +4
8th	+8	+2	+6	+2	Ranged Sneak Attack +4d6
9th	+9	+3	+6	+3	Banked Shot, Consistent Aim 3/day
10th	+10	+3	+7	+3	Ranged Sneak Attack +5d6

Greater Concealable Weapons (Sp): The Gun Dancer improves her concealable weapon launchers. They can now conceal:

- 1 Small Firearm & 2 clips OR
- 1 Longarm.

If using the holes to carry the additional clips, the small handguns can both be reloaded simultaneously as a free action.

Free Attack (Ex): Starting 7th level, once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the Gun Dancer can make one ranged attack against the same foe, at her highest attack bonus, as a free action.

Absolute Ambidexterity: Beginning at 8th level, the Gun Dancer's attack penalties for fighting with two weapons lessen by 2. Thus if she is using a light weapon in her off-hand, she suffers no penalties on her attack rolls for fighting with two weapons.

Supreme Concealable Weapons: The concealed holes for launching weapons enlarge again at 9th level. Each hole can hold the following:

- 1 Small Firearm & 3 clips OR
- 2 Small Firearms & 1 clip OR
- 3 Small Firearms OR
- 1 Longarm & 1 clip

Supreme Two-Weapon Fighting: At 10th level, Gun Dancer gains an additional attack with her off-hand weapon. In addition to her three attacks she already has each round with her off hand weapon at penalties at 0, -5, and -10, respectively, she is also entitled to a fourth attack with her off-hand weapon at a -15 penalty.

ENCHANTED SNIPER

Learning from the elves, certain Loteks found ways to channel similar abilities in their longarms. This turned into an Enchanted Sniper, combining the patience and discipline taught by elves into more modern firearms. They never

deny their magical influences and marvel in their patience. Many elves don't mind the idea of Enchanted Snipers and even the odd elf has been seen wielding a longarm instead of a bow, but this is quite rare.

Snipers prefer to keep back and lack many abilities for close combat.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Enchanted Sniper, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Hide: 4 Ranks

Spot: 4 Ranks

Feats: Far Shot, Precise Shot, Weapon Focus (any Longarm).

CLASS SKILLS

The Enchanted Sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Spot (Wis), Swim and (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Enchanted Sniper prestige class.

Weapon and Armor Proficiency: An Enchanted Sniper is proficient with all firearms but with no type of armor.

Ranged Sneak Attack (Ex): Any time the Sniper's target is denied his Dexterity Bonus to AC (Whether or not he has a dexterity bonus), the Sniper's ranged sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels after that.

Range Increase Bonus (Ex): With each level the Sniper gains, the range increments of all her projectile weapons increase by 10 feet.

Keen Bullets (Ex): At 2nd level, all projectiles the Sniper fires behaves as if they were keen weapons in addition to any other properties they may possess. This effect does not stack with

other keen effects.

Take Aim (Ex): At 4th level, the Enchanted Sniper gains a +2 stacking bonus on her attack rolls against a stationary target by careful aiming. Taking aim is a full round action and if the target moves more than five feet during that period, the bonus is lost. No additional bonus exists for spending more than one round aiming. At 7th level, this bonus increases to +4.

Consistent Aim (Su): Once per day, a 7th level Sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice a day at 7th level and 3 times a day at 9th level.

Free Attack (Ex): Starting 6th level, once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the Enchanted Sniper can make one ranged attack against the same foe, at her highest attack bonus, as a free action.

Banked Shot: This extraordinary ability allows the Sniper to fire a shot at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. The Sniper may also ignore cover between the character and the target. The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. This is a full round action since it is extremely difficult.

D20 MODERN FEATS

Feats listed here are only available to Techa classes or Techa born humans. Techa characters may choose feats from D20 or from book or the SRDs.

ADVANCED COMBAT
MARTIAL ARTS
ADVANCED FIREARMS
PROFICIENCY
AIRCRAFT OPERATION
BUILDER
BURST FIRE
COMBAT MARTIAL ARTS
CREATIVE
DEFENSIVE MARTIAL ARTS

DOUBLE TAP
DRIVE-BY ATTACK
EXOTIC FIREARMS
PROFICIENCY
FORCE STOP
GEARHEAD
IMPROVED COMBAT MARTIAL
ARTS
LOW PROFILE
MEDICAL EXPERT

PERSONAL FIREARMS
PROFICIENCY
RENOWN
SIMPLE WEAPONS
PROFICIENCY
STRAFE
SURFACE VEHICLE OPERATION
SURGERY
VEHICLE DODGE
VEHICLE EXPERT

D20 Modern. Exceptions are up to the GM. For Descriptions, please refer to the D20 Modern

SKILLS

These skills are Techan based skills and Cross Culture Skills are denoted with a @. Some are altered for cost purposes (D20 modern utilizes a different financial system). Some have also been altered to fit into the setting or have new rules attached for unique circumstances.

COMPUTER USE@

CRAFT (chemical) (Int)@

Explosive	COST	DC	Time
Improvised (1d6/5 feet)*	60	10	1 round
Simple (2d6/5 feet)	120	15	10 min.
Moderate (4d6/10 feet)	160	20	1 hr.
Complex (6d6/15 feet)	200	25	3 hr.
Powerful (8d6/20 feet)	250	30	12 hr.
Devastating (10d6/25 feet)	300	35	24 hr.

*The figures in parentheses are typical damage/burst radius for each type of explosive. Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The

table below summarizes the characteristics of various poisons.

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

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

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain.

Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

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.

Table: poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Cost	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	90	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	30	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	140	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	30	Res (+2)	9	1 hr.
Blue-ringed	Injury	15	1d4 Con	1d4 Con	140	Lic (+1)	n/a	n/a
Octopus venom								
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	120	Res (+2)	28	8 hr.
Chloroform 1	Inhaled	17	Unconsciousness 1d3 hours	—	90	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	150	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	150	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	120	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	90	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	120	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	60	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	60	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	120	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	90	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	90	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	130	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	120	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	150	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	120	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	90	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	—	90	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	210	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.

CRAFT (electronic) (Int)

Type of Scratch-Built Electronics (Examples)	Craft DC	Cost	Time
Simple (timer or detonator)	80	15	1 hr.
Moderate (radio direction finder, electronic lock)	120	20	12 hr
Complex (cell phone)	160	25	24 hr.
Advanced (computer)	220	30	60 hr.

CRAFT (mechanical) (Int)

Type of Scratch-Built Mechanical Device (Examples)	Cost	Craft DC	Time
Simple (tripwire trap) Tech Level = -2 or less	50	15	1 hr
Moderate (engine component, light armor) Tech Level = 1	120	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun) Tech Level = 0	160	25	24 hr.

Advanced (jet engine) Tech Level = +1*	200	30	60 hr.
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*A crafter cannot scratch build anything more than one tech level above his own.

CRAFT (pharmaceutical) (Int)

Disease Fortitude Save	Purchase Cost	Craft DC	Time
14 or lower	50	15	1 hr.
15-18	150	20	3 hr.
19-22	250	25	6 hr.
23 or higher	400	30	12 hr.

CRAFT (structural) (Int)

Type of Scratch_h-Built Structure (Examples)	Cost	Craft DC	Time
Simple (bookcase, false wall)	50	15	12 hr
Moderate (catapult, shed, house deck)	100	20	24 hr
Complex (bunker, domed ceiling)	150	25	60 hr.
Advanced (house)	200	30	600 hr.

CRAFT (visual art) (Int)
 CRAFT (writing) (Int)
 DEMOLITIONS (Int)@
 DRIVE (Dex)@
 GAMBLE (Wis)
 INVESTIGATE (Int)
 KNOWLEDGE <NEW> (Int) @

Arcane Lore: Separate from Arcana, this is a less detailed, analytical approach to the world outside the walls. This includes the occult, magic and the supernatural, astrology, numerology, and similar topics.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Techa Civics (specify Bastion): Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events (specify Bastion): Recent happenings in the news, sports, politics, entertainment, and foreign affairs of a Bastion.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics. **SPECIAL:** Techan raised characters add their TL to their roll as a competency bonus.

History: Events, personalities, and cultures of the past. Archaeology and antiquities. This is generic history of the Earth. It is more vague.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering. **SPECIAL:** Techan raised characters add their TL to their roll as a competency bonus

Popular Culture (specify Bastion): Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise (specify Bastion): 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)

PILOT (Dex)@

SPECIAL – Flying higher/lower tech level

machines: The difference between Tech levels of the Pilot and Craft is doubled and added as a competency bonus / Penalty.

A TL3 Pilot flying a TL1 craft gains a +4 bonus to operate the craft. That same pilot would receive a –4 penalty is attempting to fly a TL5 craft.

REPAIR (Int)@

<u>Repair Task (Example)</u>	<u>Cost</u>	<u>Repair DC</u>	<u>Time</u>
Simple (tool, simple weapon)	40	10	1 min.
Moderate (mechanical or electronic component)	70	15	10 min.
Complex (mechanical or electronic device)	100	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	130	25	10 hr.

SPECIAL – Repairing higher/lower tech

level machines: The difference between Tech levels of the mechanic and object is doubled and added as a competency bonus / Penalty.

A TL3 mechanic repairing a TL1 object gains a +4 bonus to operate the craft. That same mechanic would receive a –4 penalty is attempting to repair a TL5 craft. (Anyone getting Deja-Vu?—Ed.)

RESEARCH (Int)

SLEIGHT OF HAND (Dex)

SURVIVAL (Wis)

TREAT INJURY (Wis)@

EQUIPMENT (GENERAL)

These sections covers the wide variety of general gear available to Techan Adventurers and to Echans that luck out and either stumble upon these outside of the walls or happen to enter a Bastion and find them through normal means.

BATTERY CELLS:

Many of the objects in this section are battery--operated. Any device that uses batteries comes with one. There are two very important rules with Cells:

- 1: Bastion batteries are completely INCOMPATIBLE with other Bastion batteries.
- 2: You cannot replace one type of battery for another under ANY circumstances.

Battery Classes:

Basic (B): These Cells are for smaller items and cost 10 UC each.

Medium (M): These cells power smaller vehicles and larger equipment. They cost 100 UC each.

High (H): These Cells are larger, powerful, and usually reserved for huge weapons and massive energy equipment. They cost 500 UC each.

Battery Charges:

- | | |
|---------------|---------------|
| 1: 1 charge | 2: 5 Charges |
| 3: 10 Charges | 4: 25 Charges |
| 5: 50 Charges | |

EQUIPMENT TABLES

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.

Weight: This column gives the item's weight.

Cost: This is the purchase price. 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 modifier.

Gadget Points (GaPs): Purchase cost in Gadget Points.

Cell: Class and Type required to operate (if at all)

Tech Level: Tech Level of items. To purchase an items requires a rarity check if above the Tech level of the Bastion is being purchased from. Tech Level 0 still cannot be found in Echan locales but are found in every Techan community and are the most common belongings found with the Loes.

Revised descriptions are listed below

(usually involving battery life). For all descriptions, refer to the D20 modern book or SRD.

CLOTHING

Bastions often sport their own fashions but obviously, to go into their trends would take up far too much space to include here. Simply put, regular clothes from Porto look very different from the norm in York. Unless someone purchases clothes from the Bastion they are in, visitors will stick out. Even York and Mann wear different styles.

COMPUTERS AND CONSUMER ELECTRONICS

Camera--Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary. The battery can take one photo per charge.

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. The Battery lasts for one minute per charge.

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. The Battery lasts one hour per charge.

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. The Battery lasts one hour per charge.

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). The Battery lasts one hour per charge.

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. The Battery lasts one hour per charge.

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. The Battery lasts one hour per charge.

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 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

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). The Battery lasts one hour per charge.

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. The Battery lasts one round per charge.

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. The Battery lasts one minute per charge.

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. The Battery lasts one hour per charge.

Metal Detector: This handheld device provides a +10 equipment bonus on all Search checks involving metal objects. The Battery lasts one hour per charge.

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). The Battery lasts one hour per charge.

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. In addition, it can't be used to detect a lineman's buttset. The Battery lasts one hour per charge.

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). The Battery lasts one day per charge.

Table: General Equipment 1

Object	Size	Weight	Cost	Restriction	GaPs	Cell	TL
Bags and Boxes							
Aluminum travel case							
10 lb. Capacity	Med	5 lb.	100	-	0.5	-	0
40 lb. Capacity	Large	10 lb.	110	-	0.5	-	0
75 lb. capacity	Large	15 lb.	120	-	0.5	-	0
Briefcase	Med	2 lb.	170	-	0.5	-	0
Contractor's field bag	Med	2 lb.	60	-	0.5	-	0
Day pack	Small	2 lb.	50	-	0.5	-	0
Handbag	Small	1 lb.	40	-	0.5	-	0
Range pac							
Standard	Small	2 lb.	70	-	0.5	-	0
Oversized	Med	3 lb.	90	-	0.5	-	0
Patrol box	Med	4 lb.	90	-	0.5	-	0
Clothing							
Clothing outfit							
Business	Med	3 lb.	220	-	1.5	-	0
Casual	Med	2 lb.	80	-	1	-	0
Formal	Med	3 lb.	250	-	1.5	-	0
Fatigues	Med	3 lb.	90	-	0.5	-	0
Uniform	Med	2 lb.	90	-	0.5	-	0
Ghillie suit	Med	5 lb.	60	-	0.5	-	1
Outerwear							
Coat	Med	2 lb.	80	-	0.5	-	0
Fatigue jacket	Med	2 lb.	70	-	0.5	-	0
Overcoat	Med	3 lb.	90	-	0.5	-	0
Parka	Med	3 lb.	90	-	0.5	-	0
Photojournalist's vest	Med	1 lb.	90	-	0.5	-	0
Windbreaker	Med	1 lb.	60	-	0.5	-	0
Tool belt	Small	2 lb.	90	-	0.5	-	0
Computers and Consumer Electronics							
Camera (Digital)	Tiny	0.5 lb.	340	-	1.5	B5	1
Cell phone	Dim	-	90	-	0.5	B5	1
Computer							
Desktop	Large	10 lb.	1220	-	4	-*	1
Notebook	Med	5 lb.	1230	-	4	B3	1
Upgrade	-	-	See text	-	special	-	1
Digital audio recorder	Tiny	1 lb.	200	-	1	B3	1
Modem							
Broadband	Tiny	1 lb.	30	-	0.5	- *	1
Cellular	Tiny	1 lb.	60	-	0.5	B5	1
PDA	Tiny	0.5 lb.	360	-	1.5	B3	1
Portable video camera	Small	2 lb.	360	-	2	B2	1
Printer	Med	3 lb.	120	-	1	- *	1
Scanner	Med	3 lb.	120	-	1	- *	1
Walkie-talkie							
Basic	Tiny	1 lb.	70	-	0.5	B3	0
Professional	Tiny	1 lb.	150	-	1	B3	1

Table: General Equipment 2							
Object	Size	Weight	Cost	Restriction	GaPs	Cell	TL
Surveillance Gear							
Black box	Tiny	0.5 lb.	40	Illegal (+4)	0.5	M5	1
Caller ID defeater	Tiny	1 lb.	50	-	0.5	B2	1
Cellular interceptor	Tiny	0.5 lb.	230	-	4	B3	1
Lineman's buttset	Tiny	1 lb.	130	Lic (+1)	1.5	B3	1
Metal detector	Small	2 lb.	110	-	1	B3	1
Night vision goggles	Small	3 lb.	170	-	2	B3	1
Tap detector	Tiny	1 lb.	70	-	0.5	B3	1
Telephone tap							
Line tap	Tiny	0.5 lb.	130	Lic (+1)	1	B4	1
Receiver tap	Tiny	0.5 lb.	30	Res (+2)	0.5	B4	1
Telephone line tracer	Med	5 lbs.	730	-	3	-*	1
Fly-on-the-wall	Tiny	0.1lb	2000	Res (+2)	5	B5	3
Professional Equipment							
Bolt cutter	Med	5 lb.	60	-	0.5	-	0
Caltrops (25)	Small	2 lb.	50	-	0.5	-	0
Vehicle opening kit	Tiny	1 lb.	160	Lic (+1)	2	-	1
Chemical kit	Med	6 lb.	160	-	2	-	1
Demolitions kit	Med	5 lb.	130	Lic (+1)	1.5	-	1
Disguise kit	Med	5 lb.	120	-	1.5	-	1
Duct tape	Tiny	1 lb.	10	-	0.5	-	0
Electrical tool kit							
Basic	Large	12 lb.	240	-	2	-	0
Deluxe	Huge	33 lb.	1210	-	4	-	1
Evidence kit							
Basic	Med	6 lb.	70	-	1	-	0
Deluxe	Med	8 lb.	150	-	2	-	1
Fake ID	Fine	—	See text	Illegal (+4)	2	-	0
First aid kit	Small	3 lb.	100	-	1.5	-	0
Forgery kit	Small	3 lb.	240	-	3	-	1
Handcuffs							
Steel	Tiny	1 lb.	50	-	0.5	-	0
Zip-tie (25)	Dim	0.5 lb.	40	-	0.5	-	0
Mag – Kuffs	Tiny	0.5	150	-	1.5	B5	4
Instrument, keyboard	Large	12 lb.	240	-	2.5	B3	
Instrument, percussion	Huge	50 lb.	240	-	2.5	-	1
Instrument, stringed	Large	7 lb.	230	-	2.5	-	0
Instrument, wind	Tiny	1 lb.	180	-	2	-	0
Lockpick set	Tiny	1 lb.	190	Lic (+1)	2	-	0
Lock release gun	Tiny	0.5 lb.	520	Res (+2)	4	-	1
Mechanical tool kit							
Basic	Large	22 lb.	330	-	3	-	0-6
Deluxe	Huge	45 lb.	2000	-	10	-	0-6
Multipurpose tool	Tiny	0.5 lb.	90	-	1	-	1
Search-and-rescue kit	Med	7 lb.	120	-	1.5	-	1
Spike strip	Huge	22 lb.	130	-	1.5	-	0

Table: General Equipment 3							
Object	Size	Weight	Cost	Restriction	GaPs	Cell	TL
Medical Gear							
Medical kit	Med	5 lb.	150	-	2	-	0
Pharmacist kit	Med	6 lb.	170	Res (+2)	2	-	0-6
Surgery kit	Med	5 lb.	160	Lic (+1)	2	-	1
Adrenaline Boost	Tiny	0.1lb	450	Res (+2)	3	--	2
Ehn-sense Boost	Tiny	0.1lb	450	Res (+2)	3	--	2
Cloner Tube	Large	150 lbs	25000	Outlaw (+10)	n/a	H1	5
Advanced Nano-Healer	Med	2lbs	5500	Res (+2)	20	H3	4
Advanced First Aid	Med	8lbs	3500	--	12	--	4
TL Medical Bed	Large	350lbs	10000	--	--	M3	0-6
Rapid Healing Injection	Tiny	0.1lb	500	--	3	--	2
Enhanced First Aid Kit	Med	5lbs	900	--	10	--	2
Increased Immunity Injections	Small	0.1lbs	250	--	2	--	2
Chemical Analyzer	Small	5lbs	850	--	9	B4	2
Stamina Injection	Tiny	0.1lbs	450	Res (+2)	3	--	2
Advanced Nano Reactor	Huge	155lb	55000	--	n/a	H1	5
Modified T-Cell Injection	Tiny	0.1lb.	375	--	5		4
NanoPerm Injection	Tiny	0.1lb		Illegal (+4)		--	
Anti-Nano			3500		30		4
Strength			8500		35		4
Intelligence			8500		35		4
Dexterity			8500		35		4
Constitution			8500		35		4
Tough Skin			4500		28		5
Sustenance			5500		30		4
Heightened Awareness			8500		35		4
Anti-suffocate			20000		45		5
Regeneration			25000		50		5
Survival Gear							
Backpack	Med	3 lb.	50	-	0.5	-	0
Binoculars							
Standard	Small	2 lb.	70	-	1	-	0
Range finding	Small	3 lb.	150	-	2	B4	1
Electro-optical	Small	4 lb.	260	-	3.5	B3	2
Chemical light sticks (5)	Tiny	1 lb.	20	-	0.5	-	0
Climbing gear	Large	10 lb.	210	-	2	-	0
Compass	Dim	0.5 lb.	25	-	0.5	B5	0
Fire extinguisher	Med	3 lb.	50	-	0.5	-	0
Flash goggles	Tiny	2 lb.	250	-	2	B3	1
Flashlight							
Penlight	Dim	0.5 lb.	20	-	0.1	B5	1
Standard	Tiny	1 lb.	40	-	0.5	B4	1
Battery flood	Small	2 lb.	90	-	1	B3	1
Gas mask	Small	5 lb.	130	-	1	-	0
GPS receiver	Tiny	1 lb.	250	-	3	B5	1
Portable stove	Tiny	1 lb.	90	-	1	B3	0
Sleeping bag	Med	4 lb.	50	-	0.5	-	0
Tent							
2-person dome	Med	4 lb.	80	-	1	-	0
4-person dome	Med	7 lb.	120	-	2	-	0
8-person dome	Large	10 lb.	230	-	3	-	0
Folding Shelter	Large	15lb.	1500	-	10	B5	3
Trail rations (12)	Tiny	1 lb.	50	-	0.5	-	0
Battery Flare	Small	1lbs	100	--	1	B1	1
Purifying Filter	Small	5lb.	35		0.5		3

Table: General Equipment 4							
Object	Size	Weight	Cost	Restriction	GaPs	Cell	TL
Weapon Accessories							
Box magazine	Tiny	0.5 lb.	40	-	0.5	-	0
Detonator							
Blasting cap	Tiny	0.5 lb.	40	Lic (+1)	0.5	-	0
Radio controlled	Tiny	0.5 lb.	100	Lic (+1)	1	B1	1
Timed	Tiny	0.5 lb.	70	Lic (+1)	1	B1	1
Wired	Tiny	1 lb.	60	Lic (+1)	1	-	1
Holster							
Hip	Tiny	1 lb.	50	-	1	-	0
Concealed carry	Tiny	0.5 lb.	80	-	1	-	1
Illuminator	Tiny	0.5 lb.	70	-	1	B3	1
Laser sight	Tiny	0.5 lb.	150	-	2	B3	1
Scope							
Standard	Tiny	0.5 lb.	110	-	1	-	0
Electro-optical	Small	3 lb.	180	-	2	B3	2
Speed loader	Tiny	0.5 lb.	30	-			
Suppressor							
Pistol	Tiny	1 lb.	120	Mil (+3)	1	-	0
Rifle	Small	4 lb.	140	Mil (+3)	1.5	-	0
* requires a plug in.							
Unique Items							
Antimagic Field Generator	Large	40lbs	19500	Illegal (+4)	15	H5	5
Tech-Translator – Text	Small	2lbs	2500	--	8	B5	3
Tech-Translator – Voice	Small	2lbs	3500	--	10	B4	4
Infrared Goggles	Small	2lbs	5 000	--	6	M4	1
Gravity Lens	Med	15lbs	5 950	--	10	M3	4
Lie Detector	Med	15lbs	1 850	--	8	B1	1
Thumper	Med	25lbs	9 500	Illegal (+4)	15	H1	4
JellyPad	Med	2lbs	350	--	5	--	3
Force Shield	Med	5lbs	9 500	Res (+2)	15	H2	4
AntiGravity Generator (Pers)	Med	15lbs	8 500	Res (+2)	17	M3	5
Holographic Generator (Large)	Large	45lbs	9 500	Res (+2)	25	H5	3
Electron Laser Scanner	Med	15lb	1 550	--	8	M5	2-6
Light Bender (minor)	Med	5lb	9 500	Mil (+3)	15	M1	4
Spider Gloves	Small	5lb.	5 875	Mil (+3)	15	H3	4
Pocket Boat	Med	2lb.	10500	--	20	M3	3
Gravity Boots	Med	5lb.	8500	--	15	M3	4
Micro-Goggles	Small	1lb.	2000	--	10	M5	3
Antigrav Belt	Small	5lb.	15 000	--	28	H3	5
Cloaking Generator	Small	10lb.	25 000	--	28	H3	5
Imprinter	Small	1lb.	1 500	--	5	M3	2
Keenear	Small	1 lb.	1 000	--	5	B3	1
A-EDF Pack	Med	1lb.	10000	--	12	--	3
Ultrasound Goggles	Small	1 lb.	5 000	Mil (+3)	6	M3	4
Ultrasonic Caster	Med	5 lb.	10 000	Mil (+3)	12	M3	4
EMP "Pinch" Caster	Med	5 Lb.	8 000	Illegal (+4)	8	M2	3
Temporal Mover	Small	1 lb.	15000	Illegal (+4)	28	H2	5

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). The Battery lasts one day per charge.

Fly on the wall: Quite literally, this robotic bug resembles a fly. Thus, it is very hard to spot (Spot DC 25 if actively looking, DC 30 for a passive search). It has wings and legs and is controlled directly from a small joystick and camera with the operator. It relays all audio and video back to the operator with a maximum range of 50 km. It can then be recorded for prosperity. It can maneuver with startling ease and with its tiny appearance has an AC of 23 (+8 size, +5 Dex). It cannot attack and is instantly destroyed if "swatted." Its battery is installed in the transmitter/controller and transmitted along the carrier signal to its body, explaining its power source in a size so small. As a result, the controller is susceptible to EDF but the fly is not. The Battery lasts for one hour per charge.

PROFESSIONAL EQUIPMENT

Mag-Kuffs: Self-powered with 50 hours of life, "MaKs" as there are called, lock the limbs together in separate steel bracelets, which then lock together with a magnetic strength requiring a heavy DC of 40 to break out of and a Disable Device DC of 30. Escape artist DC is 40. The Bracelets have 15 hardness and 15 hit points and there is no chain in between to cut.

Adrenaline Boost: A rapid one-shot injection into the body via syringe or injection gun, the ADB takes effect in 1d6 rounds and lasts 2 hours. It invokes a +1d4+1 Tetcha Strength bonus.

Ehn-sense Boost: Same as the Adrenaline boost above, the ESB lasts 2 Hours after 1d6 rounds of incubation and offers a +1d4+1 Tetcha bonus to Dexterity.

Cloner Tube: Reaching the level of almost Fantasy, some Bastions can recreate a body requiring only a sample of original flesh. It takes 2d4 months to reach maturity. It performs exactly like the Clone spell. Each battery cell creates one clone.

Advanced Nano-Healer: Beyond just patching holes, the Nanobots enter the body via an injection gun and repair it from within. However, these are lower technology creations compared to some of the prototypes Porto is testing. The bots quickly run out of power after a few minutes. However, in that time (2d6 rounds), the bots will cure 4d8 + 8 points of damage. After the first dosage, the subject cannot be injected again for another 24 hours. The price listed is for one gun and the battery replacement charges the gun to create more for more doses.

Advanced First Aid: A much more advanced version of the basic kit, this box contains sprays and skin sealers. If used during a

full day of natural healing, the kit cures 3d8 +4 of additional damage along with the subjects natural healing. The advanced first aid kit has enough supplies to heal 100 points of total damage (not including the natural healing). If the subject is jostled heavily or is forced into combat before the day is up, the wounds tear and the hit points rolled are removed without healing the subject.

TL Medical Bed: A Large, practically immovable bed with built in robotic arms and medical supplies. It automatically supplies the subject placed in it with whatever is needed to cure that person...whether it be puncture wounds or internal damage. It cannot cure diseases or remove ability loss. It simply cures natural damage. The subject must be placed in the bed for a full day for the effects to begin. The bed cures 1d8 +(TLx3) hit points (TL5 Bed – 1d8+15) per Day of use. Each cell charge will last for one day. The bed weighs 350 lbs and is incapable of being moved easily.

Rapid Healing Injection: Similar to Nano healers but less powerful, this one-shot injection acts to cure 2d8+5 after an hour of incubation. After initial injection, another dosage cannot be used again for 24 hours.

Enhanced First Aid Kit: Similar to the Advanced First Aid Kit but less powerful, this version cures 2d8 +4 after one day of use. This cannot be used again for 24 hours.

Increased Immunity Injections: A one-shot injection, this basic fluid boosts immunity, making the subject temporarily immune to poison for 2d4 hours. If the poison loses effect before the time is up, the subject is safe.

Chemical Analyzer: Each charge of the this small device allows a chance to detect one type of poison. A Wisdom or Alchemy check at DC20 to detect poison. Only a drop of blood is required to detect the poison and identify it.

Stamina Injection: A rapid one shot injection like the Adrenaline Boost, the SIJ, after 1d6 rounds, boosts the subjects Con by 1d4+1. It lasts 2 hours.

Advanced Nano Reactor: Beyond a simple Nano healer, the reactor is a huge man-sized tube that bombards the body with self-replicating nanobots. Further, they supply all the materials needed to cure any injury of any type. Each charge utilizes one purpose...whatever it may be. Placing a body in the tube and activating starts a complicated process. Instantly, it starts to heal wounds, curing 1d8+10 hit points per round. 2d10 rounds later, severed appendages and other lost extremities are regenerated. If the body is dead and or only

partially intact (only 50% of the original body need be there), total Resurrection is available.

NanoPerm Injection: One of the most advanced versions of the Nanobot injections, these bots are self-replicating and self powered utilizing and tapping into the energy of the human body it is injected into. However, their limits are with techa itself. A body resurrected or risen using magic does not bring the NanoPerm back. Only ONE NanoPerm can be injected in a body at any one time. More than one conflict and they end up either destroying each other or even killing their subject by overloading the body. NanoPerms only work on humans and not on any other creatures. NPIs cannot be exchanged. An Anti-Nano is administered which seeks out and kills Existing Nano in the body so a new injection can be administered. Nanos also do not exist through magical transformation (Polymorph). If destroyed or removed, all bonuses the Nanos offered are lost.

Anti-Nano: Removes existing Nanos in the body.

Strength: Incurs a +2 Techa bonus to Strength.

Intelligence: Incurs a +2 Techa bonus to Intelligence.

Dexterity: Incurs a +2 Techa bonus to Dexterity.

Constitution: Incurs a +2 Techa bonus to Constitution.

Tough Skin: Incurs a +1 Natural Bonus to AC.

Sustenance: Improves the body's use of food and water, requiring the body to require food and water ten times less than normal.

Heightened Awareness: Gives the subject Alertness (per the feat).

Anti-Suffocant: Instead of holding ones breath for 2 rounds per point of Constitution, this enables one to hold their breath for 20 rounds per point of constitution.

Regeneration: Regenerates 1 point of damage / hour.

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.

Range finding: In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. It will work for one hour per charge.

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. It will work for one hour per charge.

Flash Goggles: These eye coverings provide total protection against blinding light. They work for one hour per charge.

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. It will work for one hour per charge.

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. It will work for one hour per charge.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end. It will work for one hour per charge.

Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end. It will work for one hour per charge.

Portable Stove: This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking. The Battery lasts for one hour per charge.

Folding Shelter: Much more than a regular tent, this suitcase-sized box unfolds into a hardened shell where up to 9 people can rest comfortable. Each charge lasts one hour per charge. The temperature inside the shelter is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The shelter also provides protection against the elements, such as rain, dust, and sandstorms. The shelter withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the shelter is plain. One can illuminate it dimly upon command or extinguish the light as desired.

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.

Battery Flare: A battery powered bright candle, the charge only lasts for one hour but illuminates an area more than 50 feet in radius.

Purifying Filter: This removes all impurities from water to make it drinkable. This includes sifting water from sludge or even from mud. The Filter can create fifty gallons of drinkable water

before being saturated.

WEAPON ACCESSORIES

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. The Battery lasts for one hour per charge.

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. The Battery lasts for one shot per charge.

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. The Battery lasts for one shot per charge.

UNIQUE ITEMS

The following items are unique to specific Bastions that are listed in their descriptions. Many of these items are the most advanced available, and, as a result, are hard to find, expensive to use, and very vulnerable to being disabled.

Anti-Magic Field Generator: This Porto device offers the greatest threat to Echan civilizations. This small handheld device radiates an antimagic field that disrupts all magic ten feet in every direction. Every round uses up one charge.

Tech-Translator Voice / Text – Two different items. One has a visual scanner that superimposes translated text over a foreign language. The other translates the voice of someone talking. It deciphers all languages, Echan and Techa except for Ancient Draconic. One charge is used up per minute of use.

Infrared Goggles: Those non-telescoping goggles still provide stereoscopic vision and allow the wearer to see 60ft in total darkness. Each cell lasts 24 hours.

Battery Flare: Each Flare offers full daylight for 60 feet for 40 minutes.

Gravity Lenses: An ingenious invention developed at Motego and utilized at Porto as well, it lasts 2 minutes per cell charge. It detects secret doors, compartments, caches and so forth as well as snares and pits. Will give trap disarming rolls a +10 Techa bonus. It allows the viewer to see through walls and underground. Only Adamantine walls resist the lens or Magical Containments (after rolling for EDF). The effective range is 50 feet. Doubling the cost increases the

range to 2000 feet, expanding its capabilities substantially.

Lie Detector: Not paper, needles, and wire, this device is a simple palm-shaped device that is placed gently on the subject's skull. The subject may resist to a Will DC of 20. It will detect falsehoods when the subject is asked direction questions. One person can be interrogated with 1d6 questions and use a cell charge.

Thumper: Once a scientific device, this Porto invention originally flattened land and raised islands for Porto to expand its city without encroaching on the Echan villages nearby. When slammed into the ground, reverberations echo through the dirt 80 feet in every direction. The shock knocks creatures down, collapses structures, raises, or lowers earth, and more. The effect lasts for 6 rounds, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: It collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Cliffs crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water

from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Of course, the device can also be controlled to raise land up to ten feet per round or lower at the same rate. It can also be used to level ground. Each use takes a charge.

JellyPad: This odd device resembles a little plastic bag filled with red gel surrounded by a mechanical control collar. When dropped, it targets itself directly underneath the target or positions itself to land where the subject will land...of course, the user must be falling. No matter the height, the jelly pad expands to catch the target, removing any damage the user would take. Of course, the user would have to be conscious and have a hand free to release the unit. It does not work if the Jellypad lands on water or on a fire or substantial heat source. The Jelly Pad does not roll down hill but once it hits the ground, it stays. If the target moves position, the pad does not move. The Jellypad has a built in battery and is a one-shot only device.

Force Shield: Lasting 1 minute / charge, the Force Shield offers a +7 Tcha bonus to AC, a +3 to all Ref saves and offers ¾ cover to all missile and area attacks

AntiGravity Generator (Personal): The subject using this belt-like device can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). She can ascend at half speed and descend at double speed, and the maneuverability is good. Using the generator requires only as much concentration as walking, so the subject can attack or cast spells normally (careful of EDF though). The subject can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

The cell lasts for one minute per charge. Should the cell expire while the subject is still aloft, the cell fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If she reaches the ground in that amount of time, she lands

safely. If not, she falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall.

Holographic Generator (Large): This backpack carried device deploys its own legs when activates. The fabric of the pack conceals most of its gear. Only a reflective sphere on a pindle rises from the top. Lasting 2 hours per charge, the device can make natural terrain look, sound, and smell like some other sort of natural terrain. Creating terrain around them can hide structures, equipment, and creatures within the area. However, the moment physical interaction occurs, the effect is nullified. This could cloak an entire party if need be. The range is more than 300 feet in diameter. It was originally designed by Porto as a duck blind to monitor Echan cultures.

Electron Laser Scanner: Not just a computer bank of pre-programmed identities, the ESL can scan the capacity of a TECHA item and determine its function and controls. The Scanner can only identify items 1tech level above its own. It can scan one item per charge and takes 5 minutes per scan to function properly. Cutting it off uses a charge and it must restart. The ELS determines all properties of a single item, including how to activate those functions (if appropriate), and how many charges are left (if any) in a battery cell. It does not function when used on anything magical. It comprises of a handle with a built-in tri-pod, a laser scanner, and a small 4" screen.

Light Bender (minor): Thought once to be the realm of only magic, the Bender moves light flawlessly itself, effectively making itself Invisible. The device, usually backpack stored with a remote bracelet to operate creates a field, vanishes from all sight, even from darkvision and infrared. If the recipient carries gear, that vanishes, too. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The device's field does not disrupt if the subject attacks any creature.

Spider Gloves: Lasting 10 minutes per charge, this allows the user to climbs at ½ walking speed. A DC of 30 required to forcefully remove the PC from the wall unwillingly.

Boat, Folding: A folding boat looks like a small wooden box, about 12 inches long, 6 inches wide, and 6 inches deep. If a switch is thrown, the box opens and a plastic inside inflates to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. Pressing the button again and using another charge causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep.

The boat can hold four people comfortably, while the ship carries fifteen with ease. A opening valve causes the boat or ship to collapse itself so it can be closed into the box once again. One charge is used per action except to collapse it.

Gravity Boots: Lasting 1 per minutes of charge, this Moteogo creation allows you to move yourself up and down as you wish. Small buttons located in the toes allows the boots to move up or down as much as 20 feet each round; doing so is a move action. You cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

Someone aloft that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Micro-Goggles: When worn, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. One charge is used per minute.

Gravity Disc: This odd device invented in Moteogo and still almost exclusively run by that Bastion, creates a solid disk of energy that any mass of weight can step upon providing it can step upon this disk measuring about 50 feet in diameter. Slow but very stable and controlled, the Disc can move a speed of 30 feet in any direction, regardless of wind speed or weight of the passengers. Maneuverability is good. Each charge lasts for one minute per charge.

The cell lasts for ten minutes per charge. Should the cell expire while the disc still carries, it deactivates plummeting all aboard

Cloaking Generator: Different than a Terrain Generator, the Cloaking Generator could vanishes a whole army or even a small town in the desert. Lasting 10 minutes per charge, the dome totally turns invisible anything within 100 feet. However, this device is not portable and cannot be moves when activated. Utilizing another charge doubles the diameter but increases the charge usage per 10 minutes

accordingly. Anything entering the Dome will see everything inside for what it is. However, until that occurs, all actions inside remain invisible, even attacks. Theoretically, one can stage arrow fire from a Cloaking Dome and no one can trace the location without sufficient spot checks to see the point of origin. Even still, the cloaking field does not turn off.

Imprinter: The Imprinter looks like a small camera with a very large screen. It takes a photograph of any text and transfers it to text, which then it saves to a memory bank for later retrieval. It can store 20 pages of text and pictures on a hard-wired memory chip. The act of reading it uses a charge. Holding data does not drain the cell.

Keenear: This set of headphones offers a +10 Techa Bonus to all Listen checks. Every minute uses a charge.

Anti-Enchantment Field Disruption Bag: A large sack, bag, or backpack capable of shielding of shielding Battery cells from the disruption of magic. It protects 3 TLs of power inside of it. Therefore, Any TL3 Cells and under are safe from all outside magic. However, TL4 and 5 and up still must roll but at a reduced chance (TL4 becomes TL1, TL5 becomes TL2, etc). Because of the generic descriptions of Battery cell sizes and origins, the AEDF Bag can carry 10 cells of any size and of any type. There is not lifespan of the Bag. However, if it is puncture or damaged by fire, it is useless.

Ultrasound Goggles: The Goggles translate sonic vibrations into visual stimuli. An are that's loud to the point of painful to the ears causes the Goggles to cease being useful. However, when in a prime situation, the Goggles transmit high frequency pulses and detects their ricochet off object. This not only allows the wear to view complete darkness as if she had Darkvision up to 80 feet, but it will also detects any invisible objects in that range as well. Each cell charge lasts for one minute. It detects both Magical and Technological Invisibility.

Ultrasonic Caster: Larger, more powerful, and more useful than the Goggles, the Caster casts out sonic waves and electro aluminates anything not visible to the naked eye. The unit resembles a mace and contains a built in tri-pod if the need arises to put it down while still on. Anything in 60 feet of the Caster that is invisible by Magic or Techa means becomes visible. However, identifying the target may still take work. However, it can still be targets without any difficulty. Each cell charge lasts for one minute.

EMP Caster: The "pinch" as it is known, resembles a small silver sphere in a small assembly about the size of a hatbox. When

activates, it generates a massive EMP field that disrupts all electronics and battery cells for 30 feet in every direction. It takes a full 6 rounds to generate the pulse with a single cell charge. It then activates with a spherical energy discharge. It can be charged up prior and activated by a command switch later. However, the charge will dissipate and waste itself after 10 rounds if not used.

Every Techa item using a circuit or employing a battery cell must make an EDF roll at DOUBLE their TL. However, machines that are shielded still maintain their defense even though their adjusted number is still doubled. Because of special of advanced circuitry, TL4 and higher items do not double. TL4 becomes TL7, TL5 becomes TL8, and TL6 becomes TL9.

(Note that a failed roll leads to another EDF roll like normal disruption rules)

Temporal Mover: This oversized watch-shaped device from Porto takes one full round to charge after activated by a move action. The charge then discharges a waveform, rapidly speeding up the user. At ANY point in combat, the user activates the device. Time appears to slow, allowing the character one full round of uninterrupted action at that moment. They can attack viable targets, cast spells, use devices and move, all without taking attacks of opportunity from anyone. All potential targets in combat are considered flat-footed for both rounds. After the round, time resume for the character and actions continue normally. For the user, everything slows down. She simply speeds up. Any projectiles can be fired at the character's ability, but move according to their own speed. Therefore, bullets and arrows, as well as everything else, will appear to move in slow motion. This occurs in reverse as the user can suddenly dodge bullets and arrows effortlessly. The wearer gains a +10 Dodge bonus to AC for that round for anything fired at the user upon activation. The user also receives a +10 Competency bonus to all REF saving throws. The wearer also gains the Improved Evasion feat for the purposes of rolling for half damage for those two rounds (if they don't already have it). After the device charge runs out, combat proceeds normally, even if the wearer's turn is next.

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	Cost
Small condo	5000
Large condo	10000
Small house	30000
Medium house	35000
Large house	40000
Mansion	100000

Entertainment	Cost
Movie ticket	10
Theater ticket	20
Sporting event ticket	50

Meals	Cost
Fast food	10
Family restaurant	20
Upscale restaurant	50
Fancy restaurant	100

Transportation	Cost
Airfare	
Domestic, coach	50
Domestic, first class	100
Interbation, coach	500
Interbation, first class	1000
Vehicle rental	
Economy	60
Mid-size or cargo trans	100
Luxury	200

Lodging	Cost
Budget motel	70
Average hotel	100
Upscale hotel	150

Item	Cost
Auto repair	
1 to 10 hp damage	150
11 to 20 hp damage	250
21 to 30 hp damage	350
30+ hp damage	500
Towing	80
Bail bonds	
Property crime	200
Assault crime	500
Death crime	10000
Bribery	
Bouncer	20
Bureaucrat	100
Informant	200
Police officer	500
Legal services	100 x lawyer's
Knowledge (civics) ranks	
Medical services	
Long-term care	100 x doctor's
Treat Injury ranks	
Restore hit points	120 x doctor's
Treat Injury ranks	
Surgery	150 x doctor's
Treat Injury ranks	
Treat poison/disease	100 x doctor's
Treat Injury ranks	

Weapon	Dam	Critical	Type	Range Inc.	ROF	Mag / Cell	Size	Wt.	Cost	Rest.	TL	WePs
Handguns (require the Personal Firearms Proficiency feat)												
9mm Autoloader	2d6	X2	Ballistic	40	S	15 box	Small	3 lb.	250	Lic (+1)	0	4
9mm Machine Pistol	2d6	X2	Ballistic	30	S, A	20 box	Med	3 lb.	500	Res(+2)	0	5
10mm Autoloader	2d6+2	X2	Ballistic	30	S	9 box	Small	3 lb.	500	Lic (+1)	0	5
.45 Autoloader	2d6+2	X2	Ballistic	30	S	7 box	Small	3 lb.	450	Lic (+1)	0	5
.50AE Autoloader	2d8	X2	Ballistic	40	S	9 box	Med	4 lb.	550	Lic (+1)	0	6
9mm Autoloader1	2d6	X2	Ballistic	30	S	17 box	Small	2 lb.	550	Lic (+1)	0	6
10mm Autoloader1	2d6	X2	Ballistic	40	S	15 box	Small	3 lb.	600	Lic (+1)	0	7
.45 Machine Pistol	2d6	X2	Ballistic	40	S, A	30 box	Med	6 lb.	450	Res(+2)	0	7
.32 Machine Pistol	2d4	X2	Ballistic	40	S, A	20 box	Med	4 lb.	550	Res(+2)	0	7
.32 Autoloader	2d4	X2	Ballistic	30	S	7 box	Small	1 lb.	200	Lic (+1)	0	3
Basic Laser Pistol	2d10	X2	Energy	100ft	S	M3	Small	4lb.	6375	ILL(+4)	3	12
.50 Hand Cannon	3d6	X2	Ballistic	20	S	3 Box	Med	6 lb.	800	ILL (+4)	0	9
Longarms (require the Personal Firearms Proficiency feat)												
7.62mm Assault Rifle	2d8	X2	Ballistic	70	S, A	30 box	Large	10 lb	600	Res(+2)	0	7
.50 Sniper Rifle*	2d12	19-20/ x2	Ballistic	120	S	11 box	Huge	35lb.	1500	Lic (+1)	0	12
12-Gauge Shotgun	2d8	X2	Ballistic	30	S	5 box	Large	9 lb.	800	Lic (+1)	0	7
10-Gauge Shotgun	2d10	X2	Ballistic	30	S	5 int.	Large	11 lb	700	Lic (+1)	0	6
9mm Submachine Gun1	2d6	X2	Ballistic	50	S, A	30 box	Large	7 lb.	1000	Res(+2)	0	10
7.62mm Sniper Rifle1	2d10	X2	Ballistic	90	S	5 box	Large	16lb.	1300	Lic(+1)	0	10
Basic Laser Rifle	3d10	X2	Energy	200ft	S	H3	Large	25lb.	7500	ILL(+4)	3	18
Pulse Carbine	3d10	X2	Energy	100 ft	S, A	H3	Large	20lb.	13000	ILL (+4)	4	20
Sniper Laser Rifle*	2d10	17-20/x2	Energy	300ft	S	H2	Large	30lb.	15500	ILL (+4)	4	25
Void Sniper Rifle*	2d12	18-20/x3	Ballistic	1000 ft	S	10 box/ H5	Large	25 lb.	35000	ILL (+4)	4	25
Phase Rifle*	2d12	19-20/x2	Ballistic	500 ft.	S	10 Box / H5	Large	20 lb.	55000	ILL (+4)	5	30
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)												
Med. Machine Gun	2d8	X2	Ballistic	100 ft.	A	Linked	Huge	22lb.	1500	Mil (+3)	0	12
Hvy. Machine Gun	2d12	X2	Ballistic	110 ft.	A	Linked	Huge	75lb.	2000	Mil (+3)	1	14
Rocket Launcher	10d6	—	—	150	1	1 int.	Large	5 lb.	900	Mil (+3)	1	8
Guided Rocket Launcher	10d6	--	--	200ft	1 / Spcl	1 int.	Large	10 lb.	1500	Mil (+3)	2	15
Grenade Launcher	Varies2	—	—	70	1	1 int.	Large	7 lb.	700	Mil (+3)	1	7
Plasma Cannon*	10d6 / 6d6	X2	Fire	50ft	1	H3	Large	30lb.	22500	ILL(+4)	3	24
Disintegrator Rifle*	Special / 5d6	--	Energy	340ft	1	H2	Large	35lb.	40000	ILL(+4)	4	33
Atomic Devastator *	Special / 10d6	--	Energy	60ft	1	H2	Large	20lb.	30000	ILL (+4)	5	30
Terminal Laser	1-10d6	X2	Energy	100ft	1	H5	Large	25lb	22500	ILL(+4)	5	20
Seeker Cannon	1d4+1 / Special	X2	Ballistic	50ft	1 / spcl	M4	Med	20lb.	18500	Mil (+3)	5	15
Railgun*	2d10	16-20/x3	Ballistic	100ft	Single	Slug / H5	Large	45lb.	15000	ILL (+4)	2	15
Rotary Cannon*	2d12 / 3d12 / 4d12	X2	Ballistic	100ft	A / spcl	Linked (rec: 500)	Huge	80 lb	10000	Mil (+3)	0	15
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)												
Flamethrower (no feat needed)3	3d6	—	Fire	—	1	10 int.	Large	50lb.	1500	Mil (+3)	1	12
Pepper spray (Simple)	Spcl2	—	Spcl2	5	1	1 int.	Tiny	0.5lb	50	—	0	1
Taser (Simple)	1d42	—	Electricity	5	1	1 int.	Small	2 lb.	100	—	0	1.5
Restraintment Field (Personal Firearms)	Special2	--	Special	10	1	M3	Med	15lbs	1500	Lic (+1)	3	5
Weapon	Dam	Critical	Type	Range Inc.	ROF	Mag / Cell	Size	Wt.	Cost	Rest.	TL	WePs
NetGun	Special	--	Special	5	1	5 shots	Med	20lb.	1125	Lic (+1)	1	6
Pincher Rifle	Spcl	--	Spcl	50ft	1	M2	Med	15lb.	10000	ILL (+4)	3	12
Advanced Weapons (Weapons Proficiency feat needed given in parentheses)												
Disruption Wave (Personal Firearms)	Special2 / 3d8	--	Special	50	1	M3	Med	15lbs	5500	Mil (+3)	3	5
Grav Stick (Simple)	1d6	X2	Bludgeoning	--	N/A	B5	Med	4lb.	8500	Lic (+1)	4	6
Sunburst Missile (Exotic Firearms)	Special / 3d6			400		1 Shot	Large	45lb.	4500	Mil (+3)	2	12
Para-Stick (Simple)	Special	X2	Special	Touch	1	M2	Small	10lb.	5000	Lic (+1)	3	8
Scatterpack Missile*	24d6 / Special	--	Fire	500	1	1 shot	Large	85lb.	11650	ILL(+4)	4	20
Mono Blade	1D8	16-20/x2	Slashing	--	--	H5	Med.	15lb.	10000	Mil (+3)	3	10
Smart Disc	1d6	19-20/x2	Slashing	10ft	--	M5	Med	5 lb.	18000	ILL (+4)	4	20

Weapon	Dam	Critical	Type	Range Inc.	ROF	Mag / Cell	Size	Wt.	Cost	Rest.	TL	WePs
Voidech Vampire	Spc	--	Special	30ft	1	M2	Med	5 lb.	15000	ILL (+4)	4	15
Super Heavy Mounted Weapons (each requires a specific Exotic Firearms Proficiency feat)												
30mm Cannon	4d12	20	Ballistic	150 ft	A	Linked	Huge	150 lb.	18500	Mil(+3)	1	15
Tank cannon	10d12	20	Ballistic	150 ft.	Single	1	Huge	550lb	25300	ILL(+4)	1	25
Railcannon	5d10	16-20/x3	Ballistic	200ft	Single	Slug / H5	Huge	350 lb.	35000	ILL(+4)	2	35
Particle Beam Cannon	20d6 / 10d6	20	Energy	300ft	Single	H1	Huge	550 lb.	55000	ILL (+4)	4	40
Ion Cannon	5d10	20	Energy	100 ft	Single	H2	Huge	300 lb.	35000	ILL (+4)	5	35
Plasma Caster	10d10	--	Fire	Spcl	Single	H2	Huge	350 lb.	50000	ILL (+4)	3	50
Pulse Blaster	3d10	X2	Energy	150 ft	A	H5	Huge	150 lb.	43000	ILL (+4)	4	35
1 This mastercraft weapon grants a +1 bonus on attack rolls. 2 This weapon does special damage. See the weapon description. 3 See the description of this weapon for special rules. * Must be braced or mounted on a turret or tri-pod or suffer a -2 to hit.												

WEAPONS

The weapons covered here are grouped into two categories based on their general utility: ranged weapons, explosives, and splash weapons. Ranged weapons fall into two general groups: handguns and longarms. 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.

SPECIAL RULE: Higher tech weapons carry the capacity of cutting through enemy magic resistance if they have it. For those gamers using 3.0 rules instead of 3.5, every level Tech the weapon has its TL -1 the amount of magical resistance it can cut through (etc: A TL2 weapon acts a +1 Weapon for the purpose of Magic Resistance, a TL6 weapon will cut through +5 magic defense). It should be noted that even buying a Basic Laser pistol at Porto would still classify the weapon at TL3, not TL5.

For 3.5, specific weapons offer damage penetration.

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

Critical (Crit): 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 (DT): 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 (Rang Inc.): 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 (ROF): 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 is 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 (Wt.): This column gives the weapon's weight when fully loaded.

Cost: This is the price 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 (Rest.): The restriction rating for the weapon, if any, and the appropriate black market modifier.

Tech Level (TL): The Tech Level where

the item can be found.

Weapon Points (WePs): Cost in Weapon Points

SPECIAL RULE: TLO weapons may be enchanted as they are immune to EDF interference. Bullets respond to magic the same way as arrows do.

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.

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 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.

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, 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.

Void Sniper Rifle: This Moteogo weapon creates an invisible gravity tunnel that reaches to its target, even if miles away. The shell then travels along this tunnel, avoiding all interferences that reduce range including gravity and wind resistance. The only obstacle capable of stopping the shell is a solid force (wall, flesh, etc.). It counts as magical for of damage penetration.

Phase Sniper Rifle: Porto's response to the Void Rifle, the Phase rifle fires a traditional .50 cal. shell like the Void Rifle, and it resembles the Moteogo rifle except for the Jump tunnel attached at the barrel and the Advanced Gravity Lens equipped atop. The weapon uses the lens to seek out a target, avoiding all obstacles including force fields, walls, and other people. (up to a range of 2000 feet. The shell is fired, passing through the Jump Tunnel. The shell is instantaneously transported to three inches before the target, passing through anything in the transition. It will cut through all forms of damage resistance except for adamantine.

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.

Rocket Launcher: The rocket can be struck if its target is more than 200 feet away. Its AC is 25, has a hardness of 5 and 5 hit points. The rocket counts as an epic weapon.

Guided Rocket Launcher: The same as a regular rocket launcher except for the next two rounds, it makes an additional attempt to strike the target without the firer's need to guide it. Its base bonus is +2. It, like the rocket, has an AC of 25, a hardness of 5, and 5 hit points. It strikes at

the same initiative of the firer. Each time it makes an additional attempt to strike, an EDF roll is necessary (if disruption is present) to see if the weapon shorts out. If the firer's base hit bonus is less than +2, than the firer may opt to let the weapon track is target on the first turn. Like the basic rocket, it also counts as an epic weapon.

Atomic Devastator: A massive and destructive device. If it strikes a target, it rips it apart, atom by atom. The victim must make Fortitude save of DC15. A success means it just takes 10d6 damage. A Failure results in the target being vaporized, wiping out all remains. This weapon originated from Moteogo and remains banned everywhere else. It will cut through all damage resistance.

Disintegrator Rifle: Similar to the Atomic Devastator, this Porto device reaches much further but does less damage. A struck target must face a Fort DC of 20 or disintegrate. A save results in the target taking 5d6 damage. It will cut through all damage resistance.

Plasma Cannon: A strike results in a Reflex save of DC16 for half damage. A direct hit strikes for 10D6. Everything 10 feet in every direction must also roll a REF at the same difficulty or take 6d6. A success halves damage. It also combusts everything in the blast radius. It will cut through all magic resistance for penetration.

Terminal Laser: The Tuning Laser, developed recently within Porto allows the firer to configure the energy blast before firing. The rifle releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per charge pre-configured (maximum 10d6) to the target creature. It sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier, otherwise, it stops at the barrier. The firer MUST declare how many charges are being used before firing. For Damage resistance, it counts as Epic.

Railgun / Railcannon: Magnetically accelerate iron flachette launch at such velocities, they penetrate most armor without even slowing down. This is reflected in the weapon high critical rate. For damage resistance, it counts as magical.

Rotary Cannon: Six barrels spin around, keeping cooling down and increasing the fire rate, allowing the Rotary to fire twice as fast as any other weapon. Therefore, the firer can allot to fire more shots in a round instead of ten. This increases the Ref save to and increases damage:

Bullet	Ref DC	Damage
10 Shots	15	2d12
20 Shots	16	3d12
30 Shots	17	4d12
40 Shots	17*	4d12

*A success roll will still strike for half damage.

OTHER RANGED WEAPONS

Ranged weapons that 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.

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* costs 500.

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.

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.

Restraint Field: This pistol shaped weapon launches a force field that captures a target. They are unable to move or attack. If the target is under 8HD it does not receive a Saving Throw. Those above 8HD can roll Will against DC 20. Additional Fields targeting add +1 to the difficulty. Each shot and every round holding the target uses one charge.

NetGun: A short-range weapon with only 5 shots, a strike entangles the target. The victim receives -2 to attack rolls, -4 to Dex. The victim also cannot move. The victims needs to beat a Strength DC of 20 or an Escape Artist check (DC25) to escape. The web lasts 60 minutes.

Pincher Rifle: The Pincher sends out a bubble of electromagnetic energy. If it strike a targets all cells and electronics within 1 foot must make an EDF roll at DOUBLE their TL. However, machines that are shielded still maintain their defense even though their adjusted number is still doubled. Because of special of advanced circuitry, TL4 and higher items do not double. TL4 becomes TL7, TL5 becomes TL8, and TL6 becomes TL9.

(Note that a failed roll leads to another EDF roll like normal disruption rules)

ADVANCED WEAPONS

These are the unique devices made by man that require special care as they also often originate from an advanced Bastion so EDF is a concern. Most weapons like these were designed to square off with the forces of Techa. Some of these weapons are considered firearms but all of them utilize Battery cells to operate.

Disruption Wave: The Wavegun harms only undead creatures. Anything undead struck must make a Fort save DC15 or be destroyed. If not destroyed, then it still takes 3d8 points of damage.

Grav Sticks: Grav sticks are advanced hand-to-hand weapons that, which the flip of a switch (free action) freeze in mid-air. The item is programmed to the pulse of the owner and will only activate and deactivate for them. A DC30 towards STR is required to move it or release from a grapple without deactivating. A Martial Artist at peak skill really utilize these items, especially in pair. A Grav Stick offers +1 Competency bonus to Hit, Defense, and Damage per stick when used in combat (so a fighter using one in each hand gains +2). The user also receives a +5 to Tumble rolls, +10 to Climb rolls, and +5 to Grapple using BOTH sticks. If the target is forced into a

corner and grappled to a wall, the victim must now fight against the grav sticks DC30 to be release. The operator of the sticks can now leave them in there position and return to them when they see fit. Each round a stick is used in combat, a charge is used. If the stick is used outside of combat, it lasts for one minute per charge. Luckily, the sticks are very efficient and well shielded, reducing the EDF failure to 0%. Therefore, it is one of the only high tech items capable being enchanted.

Sunburst Missile: A one-shot weapon that launches a long range missile. On a strike, a massive blast 160ft in diameter. Anyone caught inside the arc are blinded and take 3d6 damage (DC20 halves and prevents Blindness).

Para-Stick: This requires a touch attack with the top of the half-staff. The subject struck becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each 5 rounds on its turn, the subject may attempt a new saving throw to end the effect. (This full-round action does not provoke attacks of opportunity.) A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Seeker Cannon: If the first shot strikes, every subsequent round strikes with a free action for another 1d4+1. The firer can also target a new enemy. The rifle will fire the new shot as well as fire a shot that will seek out the last target. The Cannon can keep track of 6 different struck targets, firing six times per round. The Firer will have to stop firing a free shot to one of these targets to fire a shot at the new one. If the firer keeps firing at the same target, more missiles will fire out, eventually firing all six shots to the same target every round. The blasts are energy sliver guided and controlled by a magnetic bubble. From the weapon. For damage resistance, it counts as magic.

Scatterpack Missile: This weapon is another one-shot rocket launcher, except this one breaks into several smaller warheads before detonation. A direct Impact takes 24d6 Damage (no save). If the weapon is allowed to separate, it bursts into several smaller warheads per meteor swarm and acts accordingly. It will cut through all damage resistance.

Mono Blade: A basic longsword equipped with a hardened cord (AC25, 2 Hardness, 10 hit points) leading to a hip-mounted power pack, causing the weapon to activate a micro thin monomolecular wire around the edge of the blade,. The weapon then can slice through virtually anything, increasing its critical rate. It counts as magical for damage

penetration.

Smart Disc: A Disc with handhold is launches from the thrower. It seeks out the ordained target. If misses, the weapon returns on the following turn, and attempts another attack at +2 BAB (AC 25, 5 hardness, 5 Points). If it strikes, it will return the next round, and not make an additional attack. It can only target one victim before returning to the thrower.

Voidech Vampire: This small device appears to have no function other than projecting a relatively slow moving whisp of energy towards a target. When it strikes, all magic on the target and everything magical within 5 feet must make a saving throw or be rendered permanently drained of all their power. Those that survive the DC10 difficulty are still rendered useless for 1d6 hours. A person struck cannot cast spells or use magic for that same period. Artifacts are immune.

SUPER HEAVY MOUNTED WEAPONS

Mounted weapons MUST be mounted on a brace and cannot be hand held. Even still, these weapon incur an automatic -4 to hit while on turrets because of their clumsy nature. Super Heavies on fixed mounts only receive this penalty if the -4 is greater than vessels maneuverability penalty (which penalizes aiming).

(EG: A vessel's maneuver penalty is -4. Therefore, a Super Heavy Weapon would receive a -4 penalty on a turret and fixed. The advantage of having fixed is for firing arc. A vessel with a Penalty of -8 receives a -8 for firing a weapon fixed or -4 if its turret mounted. A vessel with a +4 Maneuverability balances out. Both Turret and fixed mounts receive 0 penalties.)

Particle Beam Cannon: Same as a Plasma Cannon, if the weapon hits, everything within 20 feet must rolls for half damage. A direct hit strikes for 20D6. Everything 20 feet in every direction roll a REF at a DC of 18 or take 10d6. A success halves damage. It also combusts everything in the blast radius. It counts as an epic weapon.

Ion Cannon: Any techa struck as well as items in 1-foot proximity must made EDF checks at double difficulty.

Plasma Caster: This fires a superheated stream of plasma that vaporizes everything in its path. The weapon fires as a Red Dragon Cone of Fire 100 feet long. The Ref DC for half damage is 24. It cuts through all Damage penetration.

AMMUNITION

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition. It should be noted that supplies are

Weapon	Dam	Dam. Type	Crit.	Burst Radius	Reflex DC	Range Inc.	Size	Wt.	Rest.	Cost	TL	WPs
40mm fragmentation* grenade	3d6	Slashing	—	10 ft.	15	—	Tiny	1 lb.	Mil(+3)	200	0	2
Moldable Explosive	4d6	Concussion	—	10 ft.	18	—	Small	1 lb.	Mil(+3)	250	0	2
Det cord	2d6	Fire	—	See text	12	—	Med	2 lb.	Res(+2)	150	0	1.5
Smoke grenade*	—	See text	—	10 ft.	—	—	Small	2 lb.	—	100	0	1
Tear Gas Grenade*	SeeText	—	—	10 ft.	SeeText	—	Small	2 lb.	Res(+2)	150	0	1
Thermite grenade*	6d6	Fire	—	5 ft.	12	10 ft.	Small	2 lb.	Mil (+3)	300	1	3
White Phosphorus* grenade	2d6	Fire	—	20 ft.	12	10 ft.	Small	2 lb.	Mil (+3)	200	0	2
Flash Grenade.*	Special	Special	--	10ft	Fort 18	10ft	Small	2lb.	Res(+2)	100	1	1
Sonic Grenade*	Special	Sonic	--	20ft	Fort 18	10ft	Small	3lb.	Res(+2)	150	1	3
Energy Grenade*	1d8+10	Energy	--	20ft	18	10ft	Small	3lb.	Res(+2)	350	2	5
Nerve Toxin Grenade*	Special	Gas	--	10ft	Fort 20	10ft	Small	3lb	ILL(+4)	500	3	6
Fire Grenade*	10d8	Fire	--	20ft	18	10ft	Small	5lb.	ILL(+4)	550	2	6
* Can be scaled (see below)												

extremely limited, forcing many to drop gunpowder weapons in favor of magic. This is reflected in the cost.

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 .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.

EXPLOSIVES & 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

Table: Ammunition		
Ammunition Type (Quantity)	Cost	WePs
5.56mm (20)	200	1
7.62mm (20)	200	1
7.62mmR (20)	200	1
.444 caliber (20)	400	2
.50 caliber (20)	400	2
9mm (50)	250	1
10mm (50)	250	1
.22 caliber (50)	200	1
.32 caliber (50)	250	1
.38 special (50)	250	1
.357 caliber (50)	250	1
.44 caliber (50)	250	1
.45 caliber (50)	250	1
.50AE caliber (50)	400	2
10-gauge buckshot (10)	250	1
12-gauge buckshot (10)	200	1
Railgun Slug (10)	250	4

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 is 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.

Cost: This is the purchase price 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.

Scaling: Some weapons can be scaled. This increases their damage, size, and cost. All scaled explosives are immediately Illegal (+4) if not already. Levels do not stack.

Level 1: Standard

Level 2: Enlarged – 50% increase in damage dice and blast radius (round down). REF DC increases +2. Range Inc drops –5 feet (min 0). One size scale up. Weight doubles. Cost Doubles. GePs increase 25%.

Level 3: Specialized Replacement-- Replacements for tank shells, Mortar rounds, or small bombs. 100% increase in damage dice and blast radius. REF DC increases +4. Cannot be thrown at all. Must be fired from an external launcher. One size scale up. Weight triples. Cost increases x4. TePs increase 50%.

Level 4: Warhead – 150% increase in damage dice and blast radius (round down). REF DC increases +4. Weapons MUST be warhead mounted or Bomb dropped. Two sizes scale up. Weight quadruples. Cost increases x8.

TePs increase 75%.

Level 5: Bomb -- 200% - 250% increase in damage dice and blast radius (round down). REF DC increases +8. Weapon must be a dropped bomb. Three size scales up. Weight increases x5. Cost increases by x10. TePs increase 100%.

GRENADES

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 price 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 price given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered a moderate explosive for 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.

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 a simple explosive for 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 is 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 a simple explosive for 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 small explosive device sprays shrapnel in all directions when it explodes. The price 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 price 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 price 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 price is for a box of 6 grenades.

Flash Grenade: Those struck inside the blast radius must make a Fort save of DC 18 or be blinded for 1d6 hours.

Sonic Grenade: Those struck inside the blast radius must make a Fort Save DC 18 or be deaf for 1d6 hours.

Energy Grenade: A pure energy burst explodes, effecting everything in around it. The grenade damages everything, regardless of elemental resistance. A Fort save DC 18 halves damage.

Nerve Toxin Grenade: A deadly and illegal weapon. Under 3HD of creatures die instantly if caught in the blast. 4-6 HD of creature need a Fort save against 20 or die. Above 6HD must save or take 1d10 damage per round in the gas.

Fire Grenade: A powerful napalm blast.

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 the table below.

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

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 is generally only donned when a specific dangerous confrontation is likely. Because it is 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.

Advanced armor progresses past the previous three types with additional features, some obvious, some beyond the realm of imagination.

AC 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

Armor	Type	AC Bonus	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Spd.	Wt.	Cost	Rest.	TL	WePs
Light Armor											
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	150	—	1	2
Light Undercover Shirt	Concealable	+2	+1	+7	-0	30	2 lb	200	Lic(+1)	1	3
Undercover Vest	Concealable	+3	+1	+5	-2	30	3 lb.	180	Lic(+1)	1	3
Metal Lace	Concealable	+6	+6	+8	0	30ft	2lb.	5 500	Res(+2)	4	18
Medium Armor											
Concealable Vest	Concealable	+4	+2	+4	-3	25	4 lb.	200	Lic(+1)	1	3
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb.	250	Lic(+1)	1	4
Tactical vest	Tactical	+6	+2	+2	-5	25	10lb.	250	Lic(+1)	1	4
Tech Armor	Tactical	+4	+2	+2	-3	25	15lb.	2000	Mil(+3)	3	12
Pressure Suit	Tactical	+5	+1	+2	-4	25	20lb.	1500	Lic(+1)	3	11
Flack Longcoat	Tactical	+6	+3	+3	-4	25	10lb.	2200	Lic(+1)	2	8
Camo-Net											
Heavy Armor											
Special Response Vest	Tactical	+7	+3	+1	-6	20	15lb.	250	Lic(+1)	1	4
Forced Entry Unit	Tactical	+9	+3	+0	-8	20	20lb.	300	Lic(+1)	1	5
Battle Dancer*	Advanced	+9	0	+6	-2	20	165lb.	35000	Mil(+3)	4	30
Zephyr Suit*	Advanced	+4	0	+4	-4	20	210lb.	33000	ILL (+3)	4	28
Kodiak*	Advanced	+3	0	+1	-8	15	200lb.	15000	Mil (+3)	2	15
Harvester*	Advanced	+1	0	+1	-10	10	150lb.	8000	Lic (+3)	1	12
Armored Spacesuit	Tactical	+7	+2	+1	-6	20	25lb	5 000	Mil(+3)	3	15
Golum Suit-Light*	Advanced	+10	0	+1	-5	20	185lb.	25000	Mil(+3)	3	30
Golum Suit-Medium*	Advanced	+12	0	0	-6	20	300lb.	35000	Mil (+3)	3	35
Golum Suit-Heavy*	Advanced	+14	0	0	-8	15	425lb.	45000	Mil (+3)	3	40
Zohar Tank	Advanced	+14	0	+1	-7	15	350lb.	70000	Mil (+3)	5	45
Armor Upgrades											
Acid Resistant	Modification	Spcl	N/A	N/A	0	N/A	5lb.	2000	Lic (+2)	0	5
Cold Resistant	Modification	Spcl	N/A	N/A	0	N/A	7lb.	1000	Lic (+2)	0	3
Fire Resistant	Modification	Spcl	N/A	N/A	0	N/A	7lb.	1000	Lic (+2)	0	3
Fortification	Modification	Spcl	N/A	N/A	-1	N/A	9lb.	5000	Mil (+3)	0	8
Electricity Resistant	Modification	Spcl	N/A	N/A	0	N/A	5lb.	3000	Lic (+2)	0	4
Stealth	Modification	Spcl	N/A	N/A	0	N/A	5lb.	6000	Mil (+2)	0	8
Phase	Modification	Spcl	N/A	N/A	-1	N/A	2lb.	20000	ILL (+4)	5	15
Invulnerability	Modification	Spcl	N/A	N/A	0	N/A	5lb.	15000	Mil (+3)	2	10
Invisibility	Modification	Spcl	N/A	N/A	0	N/A	5lb.	10000	ILL (+4)	5	12
Sonic Resistance	Modification	Spcl	N/A	N/A	0	N/A	2lb.	1000	Lic (+2)	2	3
Booster	Modification	Spcl	N/A	N/A	0	N/A	8lb.	9000	Mil (+3)	3	11
Anti-Gravity	Modification	Spcl	N/A	N/A	0	N/A	20lb.	15000	Mil (+2)	4	12
Collapsible	Modification	Spcl	N/A	N/A	0	N/A	0lb.	20000	Lic (+2)	5	15
Weapon Mount	Modification	Spcl	N/A	N/A	0	N/A	5lb.	500	Mil (+2)	2	2
Jumper	Modification	Spcl	N/A	N/A	0	N/A	6lb.	2000	Lic (+2)	3	5
EDF Shield	Modification	Spcl	N/A	N/A	0	N/A	5lb.	20000	Mil (+3)	5	15
Sentience	Modification	Spcl	N/A	N/A	0	N/A	10lb.	Spcl	Spcl	5	30
*These are power suits requiring clips to operate. The Weights given do no hinder movement or actions in anyway and are simply used to add to the weight of the character already.											

normal speed for most human beings).

Weight: This column gives the armor's weight.

Cost: This is the purchase price 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 modifier.

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.

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.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it is also more easily noticed. It is 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 chain mail 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.

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.

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 basic 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.

Battle Dancer*: Battle Dancer is the Codeword for a prototype defense armor operated from Porto even though similar designs have been found elsewhere. The Dancer is a powered suit requiring a H5 cell which expends a charge for every hour in use. It boosts agility and maneuverability, allowing the subject to perform amazing tasks impossible otherwise. It offers a +1 Techa bonus to Dexterity, increasing the Character's bonus up to +6 but not past it as the armor's max Dex bonus is +6. The light allows it to operate as a second skin, removing almost any penalty for tumble and balance checks. Only Swim incurs a -4 penalty. The Dancer is a sealed environment but needs external gases to create its livable environment inside. It can only operate for 30 minutes in a vacuum before suffocating its operator. However, it can filter all toxins and even allow the user to breath underwater for as long as the power cell will last. Its environment seals from external punctures. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well.

Zephyr Suit: This Moteogo creation deploys wings that only assist stability of this suit that flies as easily as a humming bird. The subject

flies at a speed of 80 feet (or 60 feet if it carries a medium or heavy load). The suit can ascend at half speed and descend at double speed, and the maneuverability is Perfect. Using the suit requires only as much concentration as walking, so the subject can attack or cast spells normally (careful of EDF though).

The H5 cell lasts for one hour per charge on normal operation but when flight is enabled, the drain increases to one per minute. Should the cell expire while the subject is still aloft, the cell fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If she reaches the ground in that amount of time, she lands safely. If not, she falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall.

Kodiak: A lower tech power armor developed in York. Its H3 cell operates for one day per charge. It slow and cumbersome and offers little protection considering its open environment. It does, however, offer a 25% concealment to its pilot. However, if the Kodiak is struck and absorbs the damage instead of its owner, it risks a %10 chance of breaking down, freezing all limbs in place. The Kodiak's primary objective was to amplify the owner's strength. To that end, the Kodiak offers a +6 Techa bonus to strength.

Harvester: A prototype of the Kodiak, this one emerged from, of all places, Gimfalk. Its assumed the gnomes helped York build the Kodiak and took that knowledge back with them and created the Harvester. Much more primitive, some doubts its feasibility. However, it does work. Like the Kodiak, it offers a 25% concealment at the risk of a %10 chance of breakdown per hour or per minute in combat. It also boosts strength, but only at a +4 Techa bonus. The Harvester's biggest advantage is its resilience to Magic. The EDF does not effect the power cell while inside the armor. The H4 cell lasts one day per charge.

Golum Suit-Light "Specter": The Golum suits are power armor suits that use the strength boosting ability of the Kodiak but in a sealed environment like the Battle Dancers. They don't improve agility, however, and offer unprecedented protection. The Specter suit is the cheapest and smallest. It offers a +2 Techa bonus to strength on a H5 charge that lasts 1 hour per charge. Like the Dancer, it filters outside air but doesn't seal from outside damage. If more than 20 hit point's gets through the suit, the armor is breached and must be repaired before it can properly filter outside air. If the suit is submerged, it will fill with water and drown the pilot. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well.

Golum Suit-Medium "Typhoon": A Larger version of the Light variant, the Typhoon boosts strength with a +4 Techa bonus. The battery and drain are the same. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well.

Golum Suit-Heavy "Mammoth": The gargantuan Mammoth is slow but virtually indestructible. It offers the user a +6 bonus to strength. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well. The battery and drain are the same as the Typhoon and Specter. Unlike all other powered armor, however, the Mammoth can carry four modifications instead of three and mount Super Heavy Weapons (but only one and it takes two spots—remember Super Heavies receive a -4 to penalty when firing)

Zohar Tank: Front line heavy Porto power suit, the Zohar Tank Bots act as a front-line blitzkrieg. Similar to the lower tech Golum suit, the Zohar is slow but virtually indestructible. It offers the user a +8 bonus to strength. If the user is killed (below -10), it is assumed the suit has withstood enough damage to render it non functional as well. The battery and drain are the same as the golum suit. Unlike all other powered armor, however, the Zohar can carry five modifications instead of three and mount Super Heavy Weapons (but only one and it takes two spots—remember Super Heavies receive a -4 to penalty when firing). One is AUTOMATICALLY taken up by an EDF shield (see below) and the additional cost has already been incorporated into the suit. The Zohar is a sealed environment but unlike the Battle Dancer, does not need external gases to create its livable environment inside. It will still filter outside air, but in a vacuum, will operate for six hours before suffocating its operator. It can filter all toxins and even allow the user to breath underwater for as long as the power cell will last. Its environment self seals from external punctures. An advanced sensor array incurs a +1 Techa bonus to all ranged weapons.

ARMOR MODIFICATIONS

These additions only apply to power armor (Kodiak, Harvester, Battle Dancer, Light Medium, and Heavy Golum Suits). Each suit can carry THREE modifications. Each one requires its own battery cell to operate which can get expensive after a while. Higher tech modifications can be placed on lower tech armor but the low-tech armor does not protect the high modification from Magical interference.

Acid Resistance: This modifications withstands the first 10 points of Acid damage. It requires no cell.

Cold Resistance: This modifications withstands the first 10 points of Cold damage. It requires no cell.

Fire Resistance: This modifications withstands the first 10 points of Fire damage. It requires no cell.

Fortification: Additional armor plating prevents flanking and critical hits. There is a %50 chance that these attacks are treated normally. It requires no cell.

Electricity Resistance: This modifications withstands the first 10 points of Electricity damage. It requires no cell.

Stealth: Baffles and insulation quiets the unit, offering a +10 Circumstance bonus to the user's Move Silently checks. It requires no cell.

Phase: Image distortions and light bending generators blurs the armor, incurring half concealment (%20 chance miss rate) when activated. A H4 cell lasts for one round per charge.

Invulnerability: An advanced design rebuilds the suit with adamantine armor, offering a 5 hardness to the suit and wearer.

Invisibility: A built-in Cloaking generator renders the suit invisible per the spell for one round per charge in a H3 clip. Like the spell, the effect dissipates with an attack. Tripling the price removes that disadvantage.

Sonic Resistance: This modifications withstands the first 10 points of Sonic damage. It requires no cell

Booster: Hydraulic implants in the suit incurs a +2 Techa bonus to strength. This slaves off the power cell of the suit but does not drain it anymore. It does not require another cell. This modification does not work on Harvesters.

Anti-Gravity: The armor can fly at a speed of 35 feet. It can ascend at half speed and descend at double speed, and the maneuverability is Average. The subject can attack or cast spells normally (careful of EDF though). The subject can charge but not run. It requires an additional H5 cell that lasts for one minute per charge. Should the cell expire while the subject is still aloft, the cell fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, the suit lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage translated to the user per 10 feet of fall.

Collapsible: And odd modification seen usually only on the Golum and Dancer suits, it is a totally different way of constructing the suits. With only 1 minute, the suit completely disassembles and folds into a case 1 foot by 1 foot per 200 lbs of suit. (425 lb. Mammoth folds into a 2x2 case)

Weapon Mount: A shoulder or arm mounted assembly, which frees up a hand for the user. This mount can carry any Light, Medium, or Heavy weapon from the tables above. It cannot mount "Super heavy" weapons which are simply too big. Only the Mammoth can use Super heavy weapons and it requires two spots to do it and it still incurs a -4 to penalty when firing them. The weapon fires normally with no penalties. It works off the cell of the suit, not needing one itself.

Jumper: Huge hydraulic lifters work off the cell of the suit. It allows a +10 - suit weight to Jump checks (Battle Dancer +8, Kodiak +8, Harvester +8, Specter +8, Typhoon +7, Mammoth +6).

EDF shield: Developers in Porto discovered their technology's risk of disruption and created shielding technology for their powered suits. This affects the armor and all weapons attached to it as well as anything inside the suit. For EDF disruption rolls, the suit and all weapons attached to it count as item 3 Tech levels lower (Eg: TL5 becomes TL2, TL3 and lower cannot be disrupted).

Sentience: Porto pushed the envelope by finally creating artificial intelligence. Still in the prototype stages, it has only now become available as an option for power suits. The suit can operate independently or with a user. It can take control of the suit of the user is incapacitated. The Suit is treated as a construct. The purchaser first buys an alignment. The alignment only determines the rarity.

Good	Lic (+2)
Neutral	Mil (+3)
Evil	ILL (+4)

The AI speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account owner's origin.

The base cost is 10000 UC (15 GaPs) with the additional modifiers:

Mental Ability Scores

(Wis, Int, Char)	Cost	GaPs
Two at 12, one at 10	+10000	+10
Two at 13, one at 10	+15000	+12
Two at 14, one at 10	+17500	+15
Two at 15, one at 10	+25000	+20
Two at 16, one at 10	+32000	+25
Two at 17, one at 10	+55000	+35
Two at 18, one at 10	+78000	+50
Two at 19, one at 10	+90000	+70

Physical Ability Scores

(Str, Dex)	Cost	GaPs
One at 12, one at 10	+5000	+10
One at 13, one at 11	+8000	+12
One at 14, one at 12	+11500	+15
One at 15, one at 13	+15000	+20
One at 16, one at 14	+20000	+25
One at 17, one at 15	+25000	+35
One at 18, one at 16	+30000	+50
One at 19, one at 17	+47000	+70

Attack Skills

BAB	Cost	GaPs
+1	+1000	+5
+2	+2000	+7
+3	+4000	+9
+4	+7000	+11
+5	+11000	+15
+6 / +1	+20000	+35
+7 / +2	+36000	+40
+8 / +3	+60000	+60

The AC is calculated assuming the AI is piloting the armor. Hit Points are dependant on the Suit. The Hit points are fixed are refer to the AI's electronics and not the suit itself. If the user sits inside as a passenger, he still runs the risk of being

wounded. The AI takes all damage done to the user as well, absorbing none of it.

Suit

Suit	Hit Points
Kodiak	50
Harvester	75
Battle Dance	50
Specter	50
Typhoon	100
Mammoth	150

Additions

Additions	Cost	GaPs
10 ranks in Intimidate	+5000	7
10 ranks in Decipher Script	+5000	7
10 ranks in Knowledge		
(choose category)	+5000	7
10 ranks in Search	+5000	7
10 ranks in Spot	+5000	7
10 ranks in Listen	+5000	7
10 ranks in Sense Motive	+5000	7
10 ranks in Bluff	+5000	7
10 ranks in Diplomacy	+5000	7

VEHICLES

Crew: The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members 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. It is also the *penalty to hit* with any fixed mounted weapons built onto the craft. Weapons that are turret mounted lose this penalty but can only fire at targets in the turret's view.

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 AC. A pilot can



increase this with their Dexterity modifier with a maximum dependant on the size of the craft

Size	Max Dex Bonus
Colossal & Colossal +	0
Gargantuan	0
Huge	+1
Large	+2
Medium-size	+3

Please note the vehicle must be moving at least at half speed for whatever bonus to be in effect.

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.

Cost: This is the purchase price to acquire the vehicle. This number reflects the base



price and doesn't include any modifier for purchasing the vehicle on the black market.

Power: Each charge will last one hour. A @ means the vehicle has a full integrated drive which never runs out of power but can still short out from EDF.

Restriction: The restriction rating for the vehicle, if any.

Flight Man: Applying to aircraft, this explains their flight maneuverability as on page 69 of the DMG

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 air going vehicles that might be available to characters.

Angel Kylas Zeppelin: Angel's only lighter than aircraft, the Kylas comprises of a small cockpit mounted under a pair of airbags. Not very efficient, most of the time, the Zeppelins are very upper-class transports smoothly carrying passengers in luxury from one location to another. The airfans are built into the Balloons themselves. If its power goes out, it can luckily drift smoothly to the ground.

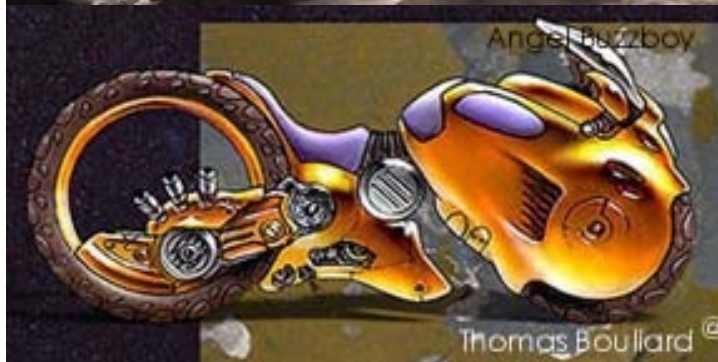
Beluga Carrier: One of only two Porto craft which venture far from their homelands, the Belugas travel usually to their distant allies in York and Angel, transporting supplies and personnel. Intentionally detuned, the craft acts as a TL2 craft when in the open. It is crewed only by Porto staff and carries no armaments.

Sunlab: A quiet craft with no weapons, the Sunlabs, invented in Selkirk, utilize magnetic to hover quietly above the ground. Slow but not cumbersome, the vessel can rise to miles above the ground if attacked.

CIVILIAN CARS

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).

Crab Car: This Porto novelty machine



withstands the outside EDF better than most, only acting as a TL3 item outside of the city. It runs on four legs that travel at amazing speeds.

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.



Porto Buzzboy: These odd bikes still utilize wheels, unlike many of the other Porton technology. However, they are extremely fast and can travel on anything...seriously anything. Buzzboys can travel on ice, walls, even upside down. It attaches to whatever surface it is one and cannot jump off a surface unless the surface ends suddenly. If there is a curve, the Buzzboy follows it. The rider can override that and allow the craft to lift off.

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.

WATER VEHICLES

Piloting a water vehicle is covered by the Drive skill.

Ironclad: The slow and cumbersome Ironclad defends the waters around Mann. With two heavy Machine guns and Tank Cannon, it accomplishes the task quite well.

OTHER VEHICLES

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.





Nuke Truck: In order to combat with the EDF interference outside their walls. Mann R&D created a vehicle with its own nuclear power reactor. This makes the vehicle sustain itself indefinitely with no chance of shorting out. However, if three EDF failures occur, the reactor will still blow. This will cause everything for 50 feet to incinerate without a save and everything for the next 50 feet to make a REF at DC20 or take 20D6 damage. A success halves that damage.

Platform: A simple name for an amazing craft. This enormous Porto vessel hovers anywhere from inches to miles from the surface. Its movement is slow but stable. It carries no standard armament but can carry up to 15 various craft inside. It only operates as a TL 3 vessel for EDF purposes outside of the Bastion. Porto built and operates four of these mammoth ships.

Argon Sky Galleons: The pinnacle and the image representing everything Porto stands for, the Galleons of Porto sail effortlessly over the

harsh waters of the planet, carrying people and supplies to ports across the planet. It is not known how many of these Porto operates but the guess stands at less than eight. The craft utilize antigravity propulsion powered from Solar cells. This prevents the craft from needing to carry large power cells with it. Even still, Galleons seem to be immune to all EDF thrown at it (Acting as a TL0 vessel). The Galleons are slow but still move with perfect maneuverability.

I believe, like many, that the Sky Galleons are Porto's insurance policy against other Bastions. Their crew and reactor core decks are sealed off with security patrols and defense systems meant usually for the greatest threats to national security. Even the crew quarters are off limits and guarded by built in sentry net guns. Not even Beluga's are this well protected. I have been on two flights now. The latest takes myself and the group that gathered around me across the Ocean to Porto. I fear we may never return. Our quest to retrieve these artifacts finally leads us away from our home. I notice that only the steward staff associates with the crew. Pilots and Engineers are unseen even though I know they exist. It is the belief of a few in the loops of knowledge, that the Sky Galleons are armed to the teeth in secret weapon mounts scattered over the hull. This would include Particle Beam Cannons and Scatterpack Missiles. If this is the truth, a single Sky Galleon could lay waste to an entire Bastion.

MILITARY VEHICLES

Angel Assault Shuttle: The most common military vehicle in Angel, the Assault shuttle is noisy and inefficient. If a power failure occurs, it drops hard and fast. It generally transports troops around the city. A system is equipped underneath the craft allowing it to land in crowded areas. A collapsed fence drops and expands out to form a clear circle. Electric posts rise, preventing anyone from breaching this fence. The craft then lands inside. A door is remotely operated from the pilot. The craft can then be left unattended. It comes standard with a front mounted 30 MM Cannon and 6 Standard Rockets.

Serkis Assault Pod: The more advanced cousin of the AAS above, the Angel Serkis carries a more formidable aeroform designed to defend the city from the increasing Dragon attacks. The craft carries 6 rockets and the 30 mm Cannon



Skimfighter

amazing speeds. They sport two heavy machine guns and a rotary cannon.

Propenve: The

Propenve is the more advanced transport in Motego. It is a vertical take off and landing craft that transports usually high dignitaries from the city and drops soldiers to the surface. It usually comes standard with a dozen rocket launchers.

Big Bug: Bugs never

received an official name, and the nickname stuck. This Porto defense machine patrols and mountains and hills around the Western side of the Bastion. Four legs allow travel anywhere. EDF shielding results in the craft protected as a TL3 machine.

like the AAS but better engines allow it to target better.

Grumnerii Combat Tank: The Grumnerii is Kreet's front line tank. Its slow and massive and unstoppable. It comes standard a standard Tank Cannon and an eight-pronged missile launcher. It also sports a rear mounted Hvy Machine Gun.

Kreet Hover Cruiser: The monstrous vessel glides rather clumsily over the surface of the planet when Kreet decided to send its army beyond its walls. Looking like a grounded spacecraft, the Kreet cruiser stays aloft from massive turbines keeping it anywhere from three feet to 50 feet off the ground. Its loud and imposing and fires massive weaponry. Its primary armament consists of 50 guided rocket and 10 mounts for various heavy weapons, three being Tank Cannons. Luckily, Kreet only operates 6 of these vessels.

Police Tank: Only Kreet would operate military armored vehicles for law enforcement. Still, this vehicle runs on wheels and is more maneuverable than its tracked cousins. It also only sports one turret mounted machine gun and five side ports for net guns.

Police MRV: Larger and faster, the MRV carries troops and sports the same weaponry.

SkimFighter: These Kreet vehicles stand the best achievement in their army. Built on the same technology of the Hover Cruisers, these craft don't rise more than 30 or 40 feet above the ground but zip around at

This Tank is mobile and hard to take down. Plus it comes standard a Particle Beam Cannon and Two Laser Rifles.

Grav-Interceptor. Generic high-tech attack craft. It has two hardpoints, usually reserved for one rocket port of 4-6 rockets and a ballistic or energy weapon.



Police Tank

Name	Crew	Pass.	Cargo (lbs.)	Init.	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Power	Cost	Rest.	TL	Flight Man.
Civilian Aircraft															
Light Helicopter	1	4	250	-4	-4	245(25)	16	5	28	G	M3	15500	Lic(+1)	1	Perfect
Medium Helicopter	2	13	5000	-4	-4	200(20)	16	5	36	G	M3	25000	Res(+2)	1	Good
Light Fixed Wing	1	3	120	-4	-4	210(21)	16	5	30	G	M3	13600	Lic (+1)	1	Poor
Large Fixed Wing	2	10	500	-4	-4	1,100(110)	16	5	44	G	M3	75000	Lic (+1)	1	Clumsy
Angel Kylas Zeppelin	2	2	2000	-8	-8	150 (15)	14	5	20	C	M5	15000	Lic (+1)	1	Poor
Cargo VTOL	1	4	1500	-5	-5	190 (19)	16	5	35	G	M4	20000	Lic (+1)	2	Good
Beluga Carrier	2	20	10000	-5	-4	1200 (120)	18	10	85	C	@	85000	Res (+2)	5	Poor
Sunlab	1	6	1000	-4	-4	100 (10)	14	5	40	G	M5	15900	Lic (+1)	2	Clumsy
Sail Ships	1-3	10	1000	-8	-8	100 (20)	16	6	45	G	@	12000	--	0	Clumsy
Civilian Cars															
Medium Wheeled	1	4	300	-2	-1	265 (26)	18	5	34	H	B4	10000	Lic (+1)	0	
Fast Wheeled	1	1	250	-2	+0	310 (31)	18	5	32	H	B4	30000	Lic (+1)	0	
Medium Hover	1	1	175	-2	+0	335 (33)	18	5	34	H	M3	22000	Lic (+1)	2	
Fast Hover	1	1	100	-2	+1	360 (36)	18	5	34	H	M3	45000	Lic (+1)	2	
Name	Crew	Pass.	Cargo (lbs.)	Init.	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Power	Cost	Rest.	TL	Flight Man.
Mag-Car	1	4	150	-1	+2	310 (31)	18	5	40	H	M4	50000	Lic (+1)	3	
Mag-Supercar	1	2	100	0	+3	360 (36)	19	5	30	H	M4	65000	Lic (+1)	3	
Grav-Lev	2	30	2000	-6	-10	200 (20)	16	8	60	C	M5	75000	Lic (+1)	3	
Grav-Speeder	1	2	200	-1	+5	360 (36)	18	5	30	H	M4	68000	Lic (+1)	4	
Crab-Car	1	3	500	-1	+3	265 (26)	18	7	35	H	M5	25000	Lic (+1)	1	
Civilian Motorcycles															
Racing Bike	1	0	0 lb.	+0	+3	370 (37)	20	5	18	M	B2	2700	Lic (+1)	1	
Hover Bike	1	0	0lb.	+0	+4	390 (39)	21	6	18	M	M2	12700	Lic (+1)	2	
Mag Bike	1	0	0lb	+1	+5	415 (41)	22	5	18	M	M2	20000	Lic (+1)	3	
Grav Bike	1	0	0lb.	+2	+6	500 (50)	23	6	20	M	M2	40000	Lic (+1)	4	
Porto Buzzboy	1	0	0ln	+1	+6	750 (75)	24	5	15	M	M2	65000	Res (+2)	5	
Civilian Trucks															
General Wheeled Transport (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	18	5	38	H	B3	34000	Lic (+1)	0	
Heavy Transport Wheeled	1	2	1,700 lb	-2	-2	175 (17)	18	5	36	H	B3	28000	Lic (+1)	0	
Hover Truck	1	4	1000	-2	-2	190 (19)	19	6	40	H	M3	40000	Lic (+2)	3	
Railrunner	2	20	1500	-6	-10	200 (20)	16	8	55	C	@	35000	--	0	
Grav-Train	2	20	2000	-4	-10	350 (35)	16	10	65	C	H4	75000	Lic (+2)	4	
Poseidon	3	50	30000	-10	-15	60 (6)	15	5	100	C+	@	100000	--	0	
Water Vehicles															
Runabout	1	5	2,100 lb	-2	-2	55 (5)	18	5	28	H	B2	28000	Lic (+1)	1	
Cabin cruiser	1	3	2,100 lb	-4	-4	80 (8)	16	5	40	G	M3	32000	Lic (+1)	1	
Ironclad	2	6	2000	-4	-4	80 (8)	22	15	60	G	H3	45000	Mil (+3)	2	
Shrimp	1	2	500lb.	0	-2	100 (10)	18	2	20	H	M3	35000	Lic (+1)	3	
Other Civilian Vehicles															
Armored truck	2	0	3,600 lb	-2	-2	175 (17)	20	10	36	H	M3	34000	Res(+2)	1	
4-wheel ATV	1	0	675 lb	-1	+1	95 (9)	19	5	22	L	B2	23000	Lic (+1)	1	
Nuke Truck	1	6	4000	-4	-6	150 (15)	19	14	50	H	@	45000	Mil (+3)	1	
Argon Sky Galleons	4	350	25000	-10	-10	300 (30)	25	15	250	C+	@	999999	ILL (+9)	5	Perfect
Selkirk Zeppelin	2	10	6000	-6	-6	190 (19)	16	8	30	C	M2	25000	Lic (+1)	3	Clumsy
Platforms	3	50	10000	-8	-15	150 (15)	26	20	450	C++	@	999999	ILL (+9)	5	Perfect
Military Vehicles															
Tracked APC	3	7	250 lb.	-2	-2	70 (7)	18	10	52	H	M3	40000	Mil (+3)	1	
Tracked Tank	4	0	425 lb.	-4	-4	80 (8)	16	20	64	G	M3	47000	Mil (+3)	1	
Military Transport Helicopter	2	14	9,000 lb.	-4	-4	325 (32)	16	5	46	G	M3	47000	Mil (+3)	1	Poor

Name	Crew	Pass.	Cargo (lbs.)	Init.	Man.	Top Speed	Def.	Hard.	Hit Points	Size	Power	Cost	Rest.	TL	Flight Man.
Angel Assault Shuttle	1	6	1000 lb.	-4	-2	450 (45)	18	10	45	H	M3	50000	ILL (+4)	2	Good
Serkis Flight Pod	1	0	500 lb.	-2	-1	500 (50)	16	5	30	H	M3	45000	Res(+2)	4	Good
Spinner VTOL	2	4	1000	-4	-6	850 (85)	18	8	45	G	M3	55000	Res(+2)	3	Good
Grumnerii Combat Tank	3	0	500lb.	-8	-8	100 (10)	21	15	50	G	M3	75000	Mil (+3)	1	
Krebet Hover Cruiser	6	100	50000	-15	-10	250 (25)	18	20	250	C++	@	999999	ILL (+9)	1	Good
Police Tank	2	2	500 lb.	-6	-6	250 (25)	18	8	50	H	M2	45000	Mil (+3)	1	
Police MRV	2	10	1000lb.	-8	-8	300 (30)	19	10	65	G	M2	55000	Mil (+3)	1	
Grav-Interceptor	1	0	100 lb.	-1	-3	1000 (100)	20	5	30	H	H3	40000	Mil (+3)	4	Perfect
Skim-Fighter	1	1	500 lb.	-4	-4	420 (42)	18	6	44	G	M2	65000	Mil (+3)	1	Good
Propenve	1	8	1000 lb.	-6	-6	210 (21)	14	5	40	G	M3	35000	Mil (+3)	2	Poor
BigBug	1	1	100 lb.	-3	-2	80 (8)	20	15	50	G	H3	75000	ILL (+4)	5	

