

NAUTILUS

**A VERY MUCH IN-PROGRESS SCIENCE-FICTION D20 RPG BY
IAN BROWN.**

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HOW TO PLAY/BASICS

MAKING CHARACTERS

WHAT'S IN A CHARACTER?

ABILITY SCORES

Every character has six basic Ability Scores:

Strength (STR)

Dexterity (DEX)

Constitution (CON)

Intelligence (INT)

Wisdom (WIS)

Charisma (CHA)

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

A character with a CON of 0 is dead. A 0 in any other score means the character is helpless and cannot move. Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Ability Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	7

26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15
42-43	+16
44-45	+17
etc. . .	

Each ability will have a modifier. The modifier can be calculated using this formula:
 $(\text{ability}/2) - 5$ [round result down]

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

Use Of Ability Scores

Strength

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

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

Dexterity

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

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

Constitution

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

Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to ability damage, ability drain, energy drain, and massive damage, and always fails Constitution checks.

Intelligence

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

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

Wisdom

Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma

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

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character makes an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

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

Changing Ability Scores

Ability scores can increase with no limit.

Poisons, diseases, and other effects can cause temporary ability damage. Ability points lost to damage return naturally, typically at a rate of 1 point per day for each affected ability.

As a character ages, some ability scores go up and others go down.

When an ability score changes, the modifier associated with that score also changes.

Increasing Attributes

Normally, characters are allowed to add one to any single attribute point at each level that is divisible by four (i.e., level 4, 8, 12 etc.) Since the Buy the Numbers system does not have levels, attribute increases may be purchased directly, with each increase requiring a progressively higher XP cost. Each attribute increase purchased raises one attribute (Strength, Intelligence, etc.) by one (which attribute is increased is the choice of the player). Note that this tracks all attribute increases, not just increases in an individual attribute; for example, purchasing the first attribute increase – regardless of the attribute – has an XP Cost of 400 XP. Purchasing a second attribute increase – regardless of whether this increase is applied to the same attribute or a different attribute – has a cost of 800 XP.

1st	400	400
2nd	800	1,200
3rd	1,200	2,400
4th	1,600	4,000

5 th	2,000	6,000
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For attribute increases beyond the 5th, continue to add 400 XP to the cost of each increase (i.e., the 6th increase costs 2,400 XP, the 7th increase costs 2,800 XP, etc.).

BUILDING A CHARACTER

Building a character can be done in many easy steps:

- Determine Ability Scores
- Choose a Species
- Build Your Character via XP Expenditure
 - Purchase Hit Die, BAB, Saving Throws, Proficiencies
 - Purchase Skills
 - Purchase Class Abilities
 - Purchase Feats
- Write Your Backstory

Determining Ability Scores

Ability scores are done using the “roll four drop one” method. You will be rolling six sets of four six-sided dice. Drop the lowest value on the dice (so if you roll a six, a three, a five, and a one, you would drop the one) and add the remaining values together. After you do this six times, arrange the numbers into your ability scores as you see fit. Then write them down on your sheet and continue. This tends to result in slightly above-average ability scores for player characters.

Note: Because the Lai do not have constitution scores, only roll five sets and ignore the CON score while arranging your scores.

Choose a Species

Pick any species available in the Species chapter. This will cause modifications to your ability scores, which you should note accordingly.

Purchase Hit Die

The XP Cost for Hit Dice is relatively straightforward; the cost to purchase a Hit Die is simply equal to the value on the table below multiplied by the character’s new Hit Dice total. The exception is the first Hit Die; the cost for the first Hit Die is doubled (because the character automatically gains full hit points from his first Hit Die and need not roll). A character is not required to take the same “size” Hit Die with each purchase. Thus, a character might choose to spend 280 XP to take a d12 as his first hit die (12 hit points), then take a d8 as his second hit die at a cost of 200 XP (100 XP times 2 total Hit Dice), and a d10 as his third hit die at a cost of 360 XP (120 XP times 3 total Hit Dice) for a total cost of 840 XP. Hit Dice in the Buy the Numbers system are used in lieu of character level when determining the effects and consequences of spells, magical effects, and so forth (e.g., a spell or effect that affects characters of 5th level or lower will affect a character with 5 or fewer Hit Dice; a character with 6 Hit Dice is unaffected). Hit points granted by Hit Dice purchased DO stack.

Constitution bonuses apply to each Hit Die as usual; note that this gives some incentive to characters with high Constitution scores to purchase multiple smaller Hit Dice. This incentive is offset slightly by the fact that larger Hit Dice offer a slight “per hit point” discount on average; the average d4 has a base cost of 60 XP and yields 2.5 hit points, for an average base cost of 24 XP per hit point, while a d12 has a base cost of 140 XP and yields 6.5 hit points, for an average base cost of 21.5 XP per hit point.

Consequences of this method: It should be noted immediately that it is “less expensive” in the long run to take larger Hit Dice before taking smaller Hit Dice; for example, compare the cost of taking a d12 as a first hit die (280 XP), with a d10 as the second Hit Die (240 XP) and a d8 as the third hit die (300 XP); the total is 720 XP, considerably less than the total of taking a d12, then a d8, then a d10. This is offset by the fact that a character will have to accumulate and expend more experience points “up front” to take the larger Hit Dice, leaving him with fewer hit points and more vulnerable to spells and affects until he is able to purchase the larger hit die, as well as being offset by the potential benefits that purchasing multiple smaller Hit Dice offer to characters with high Constitution scores.

Hit Die	XP Cost	First HD Cost
d4	60	120
d6	80	160
d8	100	200
d10	120	240
d12	140	280

Purchase Base Attack Bonus

The following chart shows the XP cost to obtain the listed value of Base Attack Bonus. There are two values to the right of each base save value; the first figure (“XP Cost”) is the cost to move from the previous bonus value to the listed bonus value (i.e., to increment by one to the listed value); the second figure (“Total XP Cost”) is the cost to move from a value of +0 to the listed bonus value.

BAB	XP Cost	Total XP Cost
+1	150	150
+2	300	450
+3	450	900
+4	600	1500
+5	750	2250
+6	900	3150
+7	1050	4200
+8	1200	5400
+9	1350	6750
+10	1500	8250

+11	1650	9900
+12	1800	11700
+13	1950	13650
+14	2100	15750
+15	2250	18000
+16	2400	20400
+17	2550	22950
+18	2700	25650
+19	2850	28500
+20	3000	31500

The XP Cost for a base attack bonus past 20 is 150 XP times the character's new base attack bonus (e.g., moving from BAB +20 to BAB +21 requires 21 x 150 XP or 3150 XP).

Purchase Saving Throws

The following chart shows the cost to obtain saving throw bonuses in a single saving throw category (i.e., Fortitude, Reflex, or Will). Bonuses are purchased in each category separately. As with Base Attack Bonus, there are two values to the right of each base save value; the first figure ("XP Cost") is the cost to move from the previous bonus value to the listed bonus value (i.e., to increment by one to the listed value); the second figure ("Total XP Cost") is the cost to move from a value of 0 to the listed saving throw bonus.

Base Save	XP Cost	Total XP Cost
+1	50	50
+2	200	250
+3	450	700
+4	800	1500
+5	1250	2750
+6	1800	4550
+7	2450	7000
+8	3200	10200
+9	4050	14250
+10	5000	19250
+11	6050	25300
+12	7200	32500
+13	8450	40950
+14	9800	50750
+15	11250	62000

For adding more points to the Base Save, the XP Cost is 50 XP times the new Base Save squared (for example, the XP Cost to move from +15 to +16 is 16^2 times 50 XP or 12,800 XP).

Purchase Skills

Skill ranks, which are tied to a character's Intelligence score in the core rules, are partially tied to a character's Intelligence score under the rules presented here. Humans should use the column that represents one Intelligence category greater than their actual Intelligence to represent their racial ability of gaining one extra skill point per level (other races that receive bonus skill points as a racial ability should use the column that represents one Intelligence category greater than their actual level for each bonus skill point per level provided by their race).

Int Score	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20+
Skills Base XP Cost	20	18	16	14	12	10	9	8	7	6	5

The XP Cost to purchase a pair of skill ranks (they are always purchased in pairs) is equal to the character's total number of skill rank pairs (note: that's half the total of the character's skill ranks, not simply half the total skill ranks in a given skill) after the purchase times the Base Cost listed on the table above. Thus, a character of average (10-11) intelligence would have to spend 10 XP to gain their first two skill ranks (10 times 1 skill rank pair), an additional 20 XP to gain their next two skill ranks (10 times 2 pairs) and so on. A character of average intelligence with 98 total skill ranks (and thus, 49 pairs) would have to spend 500 XP gain his 50th pair of skill ranks. *It should be noted that there are no "cross-class" skills in the Buy the Numbers system.*

Purchase Proficiencies

Weapon and armor proficiency may be purchased at any time; however, it is cheapest to purchase during character generation, as its cost is based upon "effective character level." Characters may purchase weapon and armor proficiencies during initial (i.e., first-level) character creation with the following costs. Note that some proficiencies have prerequisites; a character may not select a proficiency for which he does not meet the prerequisites.

Proficiency	Prerequisite	XP Cost
All Simple Weapons	None	50
Personal Firearms	None	75
Single Simple or Personal Firearm	None	10
Single Exotic Weapon of Choice	Proficiency with All Simple Weapons, All Martial Weapons	100
Archaic Weapons	Simple Weapons	75
Light Armor	None	50

Medium Armor	Light Armor	50
Heavy Armor	Medium Armor	50
Powered Armor	Heavy Armor	50
Shields	One armor proficiency	25

A character that wishes to purchase proficiencies after character creation may do so through purchase of the appropriate Feat or may acquire the proficiencies through direct XP expenditure if unwilling to make the purchase via Feat. If the character is to acquire proficiencies through direct XP expenditure, the character must pay the XP Cost times the effective level of the character squared (i.e., acquiring proficiencies “later in life” quickly becomes very expensive). Thus, a character with 8,000 XP (effectively a 4th level character) who wishes to purchase proficiency with shields must pay 4 squared (or 16) times 25 XP (a total of 400 XP) to acquire that proficiency.

Purchase Feats

One of the most commonly used methods of customizing characters in the Core Rules is the use of Feats. However, since most characters can only gain a few Feats over the course of their careers, the ability to harness Feats to gain special abilities can be somewhat stymied – or at least delayed a bit. In this system, however, any Feat from any source can be purchased (provided the prerequisites for the Feat are met, of course).

The XP Cost to purchase Feats is listed on the table below. Note that bonus Feats due to species (e.g., a human’s Bonus Feat) are NOT considered when determining how many Feats a character has for the purposes of this table. As with previous tables, the “XP Cost” entry denotes the XP Cost a character must pay for just one Feat; the “Total XP Cost” entry denotes the Cost for obtaining that number of Feats assuming he has 0 total Feats to start with (i.e., a character with 5 Feats must spend 1,500 XP to gain his 6th Feat, while a character with 0 Feats who wishes to gain 6 Feats must spend 3,550 XP).

Feat Purchased	XP Cost	Total XP Cost
1st	50	50
2nd	100	150
3rd	300	450
4th	600	1,050
5th	1,000	2,050
6th	1,500	3,550
7th	2,100	5,650
8th	2,800	8,450
9th	3,600	12,050
10th	4,500	16,550
11th	5,500	22,050
12th	6,600	28,650

13th	7,800	36,450
14th	9,100	45,550
15th	10,500	56,050
16th	12,000	68,050
17th	13,600	81,650
18th	15,300	96,950
19th	17,100	114,050
20th	19,000	133,050

For feats beyond the 20th feat, the XP Cost to purchase the Feat is 50 XP times the number of the Feat times one less than the number of the Feat (e.g., the 21st Feat has an XP Cost of 50 XP times 21 times 20 or 21,000 XP); alternatively, add 100 XP times the number of the character's total current Feats to the cost of the last Feat the character purchased to find the cost of his next Feat (e.g., a character with 20 Feats paid 19,000 XP for the 20th Feat; the 21st Feat costs him 20 x 100 XP plus 19,000 XP or 21,000 XP).

Purchase Class Abilities

Purchasing class abilities is handled by selecting class abilities from the class abilities section. The XP cost for each class ability is individual and listed under the ability. See that section for details.

SPECIES

HUMANS

Attribute mods: +2 to any/-2 to any

Special: Free Feat, one drawback's worth of mutations, choose one of Iron Will/Great Fortitude/Lighting Reflexes

“Somewhere, something incredible is waiting to be known.” — Carl Sagan

You're from Earth. At least, your ancestors were. You may have gone on a hiking tour there, once, but no one really lives there anymore. You grew up on a ship, or a colony, or perhaps even on a garden world, although those are far away, spread among the stars. Humans are noted in the intergalactic community for being unpredictable and adaptable, incredibly stupid, charming, cute, disarmingly innocent, or any other combination of insults and compliments. You probably try not to think about it.

Humanity has adopted genetic modification and similar treatments as a way towards improvement. However, there is a stigma against doing anything overt, with minor modifications (cosmetic to make your hair naturally blue, for example) treated on the same scale as having obvious tattoos, and major modifications (example: a third arm) causing people to be shunned towards the edges of society.

Cybernetics have been proceeding apace as well. They never got as small as science-fiction predicted, and using nanobots for anything other than simple tasks is still a pipe-dream. Even nerve interfaces tend to leave obvious bumps and discoloration on the skin of their users. Cybernetics are generally seen as being a last resort, and while accepted in the case of things like prosthesis for the handicapped, and required in certain jobs like fighter pilots for the military, they have not fallen into general use. This most likely has to do with how obvious they are, and several purity movements have pointed to cybernetics as being “perversions of the body.”

CAIRDEIL-EILE

Attribute mods: +2 to strength, dex, or int/-2 to wisdom

Special: Sharpened senses (low-light vision (and +2 or +4 to perception checks?)), Light sensitivity, Treated as in low gravity in Earth/human-level gravity, cannot take mutations or cybernetics without a feat.

“Hey! Want to see something cool? I worked on it all night!” — The last words of many.

The Cairdeil-Eile brought humanity to the stars. And surprised them in the process. The Cairdeil-Eile (CDE, sometimes pronounced "seed" for short) resemble bipedal earth animals. There are many varieties spread throughout their home planet, who can all interbreed. The people as a whole are noted as having a grand spirit of adventure, and being surprisingly adept at learning about and fixing technology. The high density of their homeworld also lends itself to feats of strength and agility. Cairdeil-Eile were noted to often speak with the voices of famous actors and actresses on Earth, due to a lack of accent training towards the beginning (so they used movies to model their voices after). However, with wider cultural interaction this has since changed, although it is not uncommon.

The Cairdeil-Eile have slightly longer natural lifespans than humans, although they mature at roughly the same rate. They naturally live to an average of roughly 150 years, and with appropriate

gene manipulation and cybernetic support can live even longer, although few take this option, preferring to hone their natural abilities.

ONGYR

Attribute mods: +2 Wisdom, +4 Con, -4 Dexterity, -2 Charisma

Special: No need to breathe, immune to radiation (but not extreme temperature), cannot function in a gravity environment without special equipment, immune to human and Cairdeil-Eile diseases and poisons) do not have facing (a stealth operator's nightmare). Mutations unavailable. Large (2x2 squares) sized.

“Non-intrusive observation leads to a greater understanding of everything.”

“Rub some dirt on it.” — Xander's Guide to Field Medicine (5th Edition), on healing Ongyr injuries.

The Ongyr are a silicone/mineral-based lifeform, often noted to resemble a bunch of floating rocks. They often just float through space, and are propelled by manipulating magnetic fields around them. However, frames have been constructed for them by the Cairdeil-Eile to allow movement in areas with heavier gravity. As these creatures get older, their mass increases. Humanity's first incident involved studying one that was approximately middle age and was approximately the size of a large carrier. Ongyr live for hundreds of years, and are noted for their patience and neutrality in galactic affairs, when they choose to get involved at all. Physiological note: Ongyr do not naturally heal, and their mass must either be repaired or replaced by the absorption of more matter. (Note: Player character Ongyr are possible, talk to the GM. You will need specialized tools to be more than, well, a box of rocks. Basic setups are readily available, but more specialized combat setups and the like are uncommon.)

The Ongyr have gained a prominent role in galactic society due to their ability to manipulate wormholes and “white holes.” Ongyr seem to have a sense that enables them to detect tiny wormholes and manipulate them with their magnetic field. This has enabled them to “harvest” wormholes for use in FTL drives. A crude version of their ability has been modeled in the FTL drives, but those Ongyr that are powerful enough gain the ability to act as their own FTL drives, although many are content to simply drift among the stars.

LAI

Attribute mods: +2 to int, -2 charisma, No con score.

Special: Are considered to have the microcomputer and data archive cybernetic modifications for free (although only get a +2 to knowledge checks). Other bonuses depend on the frame. Often improved reflexes, scanning tools, or interface abilities. No CON Score. (Examine the bioroid entry on the d20resources.org d20 future SRD or below for details). (Still can be hit by critical hits.)

“This one does not understand. But it will carry out your orders nonetheless.”

Lai is short for “Limited Artificial Intelligence.” These have no fixed form, and their status as sentient beings is widely contested. While the Lai have passed several tests set forth for AI, they do not seem to reprogram themselves past a certain point, and have been constructed several times. For example, they are sometimes produced as combat drones, and while they understand they can rebel,

they don't see the point. They interact with the non-networked world by downloading themselves into frames that vary widely in design, from manufacturing platforms made of various manipulators and tools to more human-like android-style platforms, although many find these unsettling.

Size: Depends on frame. Most start as Medium creatures.

From d20 resources:

A Lai cannot be fitted with cybernetic attachments or take mutations.

A Lai runs on energy cells that need to rejuvenate regularly. During a 24-hour period, it must shut down for 8 hours to replenish its energy supply. During its rejuvenation cycle, the Lai is essentially asleep. If it fails to rejuvenate, it suffers a cumulative -1 penalty on attack rolls, ability checks, skill checks, and saving throws each day until it fully recharges itself.

Lai are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to nonlethal damage, ability damage, ability drain (except as noted under Destruction/Restoration, below), energy drain, or the effects of massive damage. They cannot be raised from the dead (but again, see below).

Lai cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a Lai, and each check represents 1 hour of work.

A Lai reduced to 0 hit points is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in an similar but intact frame. A Lai reduced to -10 has its braincase destroyed and is permanently dead.

FEATS

Advanced Combat Martial Arts

Prerequisites: [Combat Martial Arts](#), [Improved Combat Martial Arts](#), base attack bonus +8.

Benefit: When the character scores a [critical hit](#) on an opponent with an unarmed strike, the character deals triple [damage](#).

Normal: An unarmed strike [critical hit](#) deals double [damage](#).

Advanced Firearms Proficiency

Prerequisite: [Personal Firearms Proficiency](#).

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a –4 penalty on [attack rolls](#) made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

Prerequisites: [Dexterity 13](#), [Two-Weapon Fighting](#), [Improved Two-Weapon Fighting](#), base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a –10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Agile Riposte

Prerequisites: [Dexterity 13](#), [Dodge](#).

Benefit: Once per round, if the opponent the character has designated as his or her [dodge](#) target (see the [Dodge](#) feat) makes a melee [attack](#) or melee touch [attack](#) against the character and misses, the character may make an [attack of opportunity](#) against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the [Combat Reflexes](#) feat can't use the Agile Riposte feat more than once per round. This feat does not grant more [attacks of opportunity](#) than the character is normally allowed in a round.

Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: [Pilot](#) 4 ranks.

Benefit: The character takes no penalty on [Pilot checks](#) or [attack rolls](#) made when operating an aircraft of the selected class.

Normal: Characters without this feat take a –4 penalty on [Pilot checks](#) made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

Archaic Weapons Proficiency

Benefit: The character takes no penalty on attack rolls when using any kind of [archaic weapon](#).

Normal: A character without this feat takes the –4 nonproficient penalty when making [attacks](#) with [archaic weapons](#).

Armor Proficiency (*Light/Medium/Heavy/Powered)

Armor Proficiency (Powered)

You are proficient with powered armor.

Prerequisites: Armor Proficiency (light) , Armor Proficiency (medium).

Benefit: When you wear powered armor, you may add the armor's entire equipment bonus to your Defense.

Normal: A character not proficient with powered armor adds only a portion of the armor's equipment bonus to her Defense.

Special: A Soldier may select this feat as one of his bonus feats.

Back 'Atcha

When a thrown weapon lands or is otherwise within reach of you, if you succeed on a Reflex Save vs. the attack roll of the enemy, then can spend an attack of opportunity to throw it back. Make an attack roll as normal to place the grenade. If you fail, can't reflex save for half damage.

Prerequisite: Combat Reflexes

Blind-Fight

Benefit: In melee combat, every time the character misses because of [concealment](#), the character can [reroll](#) the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half

Brawl

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on [attack rolls](#), and the character deals nonlethal [damage](#) equal to 1d6 + his or her [Strength](#) modifier.

Normal: Unarmed attacks normally deal nonlethal [damage](#) equal to 1d3 + [Strength](#) modifier

Burst Fire

Prerequisites: [Wisdom](#) 13, [Personal Firearms Proficiency](#), [Advanced Firearms Proficiency](#).

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a –4 penalty on the [attack roll](#), but deal +2 dice of [damage](#).

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cleave

Prerequisites: [Strength](#) 13, [Power Attack](#).

Benefit: If the character deals an opponent enough [damage](#) to make the opponent drop (either by knocking the opponent out due to [massive damage](#) or by reducing the opponent's [hit points](#) to less than 0), the character gets an immediate extra melee [attack](#) against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Combat Expertise

Prerequisite: [Intelligence](#) 13.

Benefit: When the character uses the [attack action](#) or the [full attack action](#) in melee, the character can take a penalty of up to -5 on his or her [attack roll](#) and add the same number (up to +5) to the character's [Defense](#). This number may not exceed the character's base attack bonus. The changes to [attack rolls](#) and [Defense](#) last until the character's next action. The bonus to the character's [Defense](#) is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the [attack](#) or [full attack action](#) to take a -4 penalty on [attacks](#) and gain a +2 dodge bonus to [Defense](#).

Combat Martial Arts

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal [damage](#) (the character's choice) equal to 1d4 + the character's [Strength](#) modifier. The character's unarmed attacks count as armed, which means that opponents do not get [attacks of opportunity](#) when the character attacks them unarmed. The character may make [attacks of opportunity](#) against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal [damage](#). Unarmed attacks normally provoke [attacks of opportunity](#), and unarmed combatants cannot normally make [attacks of opportunity](#).

Combat Reflexes

Benefit: The maximum number of [attacks of opportunity](#) the character may make each round is equal to the character's [Dexterity](#) modifier + 1. The character can still only make one [attack of opportunity](#) on a single opponent.

With this feat, the character may also make [attacks of opportunity](#) when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one [attack of opportunity](#) per round and can't make [attacks of opportunity](#) when flat-footed.

Special: The Combat Reflexes feat doesn't allow a [Fast hero](#) with the opportunist talent to use that talent more than once per round.

Combat Throw

Prerequisite: [Defensive Martial Arts](#).

Benefit: The character gains a +2 bonus on opposed [Strength](#) and [Dexterity](#) checks any time the character attempts [trip](#) or [grapple](#) attacks, or when the character tries to avoid a [trip](#) or [grapple](#) attack made against him or her.

Craft Cybernetics

You can construct cybernetic attachments.

Prerequisites: Craft (electrical) 10 ranks, Craft (mechanical) 10 ranks, Knowledge (life sciences) 5 ranks.

Benefits: You can build cybernetic attachments. You must first make a Wealth check against the

purchase DC of the attachment (to acquire the necessary components), then invest 24 hours in its construction. At the end of that time, you must succeed at a Craft (mechanical) check (DC 30) and a Craft (electrical) check (DC 30).

If both Craft checks succeed, the cybernetic attachment functions properly and can be installed at any time (see the Cybernetic Surgery feat). If either or both checks fail, the attachment's design is flawed; another 24 hours must be spent fixing the problems, and two new checks must be made at the end of that time.

Special: This feat does not allow you to build a cybernetic attachment of a higher Progress Level.

Cybernetic Surgery

You can graft cybernetic attachments onto living tissue as well as safely remove them.

Prerequisites: Treat Injury 8 ranks, Surgery.

Benefit: You can make a Treat Injury check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a –4 penalty on the check.

Cybernetic surgery takes 1d4 hours.

The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks made to perform cybernetic surgery (–4 penalty if they have the Surgery feat).

Culturally Different

Can now take cybernetics and mutations.

Special: Cairdeil-Eile only.

Cutter

You add an additional damage die of the same type to your melee weapon damage or your weapon counts as one larger size category for purposes of damage (must choose when you take the feat).

Prerequisite: Archaic Weapons Proficiency, Lunge **or** Cleave

Cybertaker

You can have more cybernetic attachments than normal without suffering ill effects.

Benefit: The maximum number of cybernetic attachments you can have without suffering negative levels increases by 1.

Special: You can gain this feat multiple times. Its effects stack.

Dead Aim

Prerequisites: [Wisdom](#) 13, [Far Shot](#).

Benefit: Before making a ranged [attack](#), the character may take a [full-round action](#) to line up your shot. This grants the character a +2 circumstance bonus on his or her next [attack roll](#). Once the character

begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next [attack](#), or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

Defensive Martial Arts

Benefit: The character gains a +1 dodge bonus to [Defense](#) against melee [attacks](#).

Special: A condition that makes the character lose his or her [Dexterity](#) bonus to [Defense](#) also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

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Diehard

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisite: [Endurance](#).

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying

Dive Across

If you make an acrobatics check DC 15, gain +4 to AC during that turn against prepped actions and attacks of opportunity assuming you move both before and after the attack action.

Prerequisites: Shot on the Run

Dodge

Prerequisite: [Dexterity](#) 13.

Benefit: +1 Dodge bonus to AC.

Double Tap

Prerequisites: [Dexterity](#) 13, [Point Blank Shot](#).

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this [attack](#), but deals +1 die of [damage](#) with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

Benefit: The character takes no vehicle speed penalty when making an [attack](#) while in a moving vehicle. Also, if the character is the driver, he or she can take his or her [attack action](#) to make an [attack](#) at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the [vehicle's speed](#). Passengers can [ready an action](#) to make an [attack](#) when their vehicle reaches a particular location, but the driver must make his or her [attack action](#) either before or after the vehicle's movement.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: [Swim](#) checks made to resist nonlethal damage from exhaustion; [Constitution](#) checks made to continue running; [Constitution](#) checks made to avoid nonlethal damage from a forced march; [Constitution](#) checks made to hold your breath; [Constitution](#) checks made to avoid nonlethal damage from starvation or thirst; [Fortitude](#) saves made to avoid nonlethal damage from hot or cold environments; and [Fortitude](#) saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming [fatigued](#).

Normal: A character without this feat who sleeps in medium or heavier armor is [fatigued](#) the next day.

Elusive Target

Prerequisites: [Dexterity](#) 13, [Defensive Martial Arts](#).

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

Special: An opponent with the [Precise Shot](#) feat has the penalty lessened to –4 when targeting the character.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: [Personal Firearms Proficiency](#), [Advanced Firearms Proficiency](#).

Benefit: The character makes [attack rolls](#) with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on [attack rolls](#).

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

Exotic Melee Weapon Proficiency

Choose one [exotic melee weapon](#) from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes [attack rolls](#) with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on [attack rolls](#).

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Frightful Presence

Prerequisites: [Charisma](#) 15, [Intimidate](#) 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will [saving throw](#) (DC 10 + ½ the character's level + the character's [Charisma](#) modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on [attack rolls](#), [saves](#), and [skill checks](#) for a number of rounds equal to 1d6 + the character's [Charisma](#) modifier. The character can use the feat once per round as a [free action](#).

A successful [save](#) indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower. If the character has the [Renown](#) feat, the Will [saving throw's](#) DC increases by 5.

Great Cleave

Prerequisites: [Strength](#) 13, [Power Attack](#), [Cleave](#), base attack bonus +4.

Benefit: As [Cleave](#), except that the character has no limit to the number of times he or she can use it per round.

Heroic Surge

Benefit: The character may take an extra [move action](#) or [attack action](#) in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

Improved Brawl

Prerequisites: [Brawl](#), base attack bonus +3.

Benefit: When making an unarmed [attack](#), the character receives a +2 competence bonus on his or her [attack roll](#), and the character deals nonlethal [damage](#) equal to 1d8 + the character's [Strength](#) modifier.

Normal: Unarmed attacks normally deal nonlethal [damage](#) equal to 1d3 + [Strength](#) modifier.

Improved Bull Rush

Prerequisites: [Strength](#) 13, [Power Attack](#).

Benefit: When the character performs a [bull rush](#), the character does not provoke an [attack of opportunity](#) from the defender.

Improved Combat Martial Arts

Prerequisites: [Combat Martial Arts](#), base attack bonus +4.

Benefit: The character's [threat range](#) on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a [critical hit](#) with an unarmed strike only on a 20.

Improved Disarm

Prerequisites: [Intelligence](#) 13, [Combat Expertise](#).

Benefit: The character does not provoke an [attack of opportunity](#) when the character attempts to [disarm](#) an opponent, nor does the opponent get a chance to [disarm](#) the character.

Improved Feint

Prerequisites: [Intelligence](#) 13, [Brawl](#), [Streetfighting](#).

Benefit: The character can make a [Bluff check](#) in combat as a [move action](#). The character receives a +2 bonus on [Bluff checks](#) made to feint in melee combat.

Normal: Feinting in combat requires an [attack action](#).

Improved Initiative

Benefit: The character gets a +4 circumstance bonus on [initiative](#) checks.

Improved Knockout Punch

Prerequisites: [Brawl](#), [Knockout Punch](#), base attack bonus +6.

Benefit: When making the character's first unarmed [attack](#) against a flat-footed opponent, treat a successful [attack](#) as a [critical hit](#). This [critical hit](#) deals triple [damage](#). The [damage](#) is nonlethal [damage](#).

Special: Even if the character has the ability to treat unarmed [damage](#) as lethal [damage](#), the [damage](#) from a knockout punch is always nonlethal.

Improved Trip

Prerequisites: [Intelligence](#) 13, [Combat Expertise](#).

Benefit: The character does not provoke an [attack of opportunity](#) when the character tries to [trip](#) an opponent while the character is unarmed.

If the character [trips](#) an opponent in melee combat, the character immediately gets to make a melee [attack](#) against that opponent as if the character had not used his or her [attack action](#) for the [trip](#) attempt.

Improved Two-Weapon Fighting

Prerequisites: [Dexterity](#) 13, [Two-Weapon Fighting](#), base attack bonus +6.

Benefit: The character gets a second [attack](#) with his or her offhand weapon, albeit at a –5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Jack Of All Trades

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Knockout Punch

Prerequisites: [Brawl](#), base attack bonus +3.

Benefit: When making the character's first unarmed [attack](#) against a flat-footed opponent, treat a successful [attack](#) as a [critical hit](#). This damage is nonlethal [damage](#).

Special: Even if the character has the ability to treat unarmed [damage](#) as lethal [damage](#), the [damage](#) from a knockout punch is always nonlethal.

Low Profile

Benefit: Reduce the character's [Reputation](#) bonus by 3 points.

Lunge

With Melee weapons size medium or bigger, you gain an additional 5ft of reach for the purposes of attacks of opportunity.

Prereq: Archaic Weapons Proficiency, Combat Reflexes

Mastercrafter

You are adept at creating mastercraft electronic and mechanical devices (including tools, vehicles, weapons, robot manipulators, and armor).

Prerequisites: Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.) On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to $250 \times$ the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

Mobility

Prerequisites: [Dexterity](#) 13, [Dodge](#).

Benefit: The character gets a +4 dodge bonus to [Defense](#) against [attacks of opportunity](#) provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her [Dexterity](#) bonus to [Defense](#) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

My Very Favorite Gun

For a single instance of a weapon (so a single discrete weapon), you gain +1 to attack and +2 to damage when using that weapon. This must be assigned to a single weapon, which then named, and cannot be reassigned until that weapon is permanently lost or destroyed. It takes 1 month to reassign this to another weapon.

Special: Can be taken multiple for multiple weapons, but can be only taken once per weapon.

Oathbound

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

Prerequisites: At least one declared allegiance.

Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

Personal Firearms Proficiency

Benefit: The character can fire any [personal firearm](#) without penalty.

Normal: Characters without this feat take a -4 penalty on [attack rolls](#) made with [personal firearms](#).

Planetary Adaptation

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

Benefit: You gain one of the benefits listed below, depending on your planet of origin.

Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

High-G World: You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.

Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.

Low-G World: You gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.

Water World: You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

Point Blank Shot

Benefit: The character gets a +1 bonus on [attack](#) and [damage](#) rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite: [Strength](#) 13.

Benefit: On the character's action, before making [attack rolls](#) for a round, the character may choose to subtract a number from all melee [attack rolls](#) and add the same number to all meleed [damage rolls](#). This number may not exceed the character's base attack bonus.

The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite: [Point Blank Shot](#).

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without

penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to [attack](#) an opponent who is engaged in melee combat.

Quick Draw

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a [free action](#).

A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a [move action](#). If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a [free action](#) when moving.

Quick Reload

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a [free action](#).

Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a [move action](#).

Normal: Reloading a firearm with an already filled box magazine or speed loader is a [move action](#).

Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a [full-round action](#).

Renown

Benefit: The character's [Reputation](#) bonus increases by +3.

Run

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in [heavy armor](#), the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her [Jump check](#).

Salvage

You can salvage electrical and mechanical parts from destroyed vehicles, mecha, starships, robots, and cybernetic attachments.

Benefit: Salvaging a destroyed vehicle, mecha, starship, robot, or cybernetic attachment takes time, as noted in Table: Salvage.

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

TABLE: SALVAGE			
Salvaged Machine Vehicle	Time Required	Search Check DC	Wealth Increase
Huge or smaller	30 min.	15	+1
Gargantuan	1 hr.	20	+2
Colossal	3 hr.	25	+3
Mecha			
Huge or smaller	30 min.	25	+2
Gargantuan	1 hr.	30	+4
Colossal	3 hr.	35	+6

Starship			
Huge	1 hr.	30	+3
Gargantuan	3 hr.	35	+5
Colossal	6 hr.	40	+8
Robot			
Tiny or smaller	10 min.	20	+1
Small to Large	30 min.	25	+2
Huge or bigger	1 hr.	30	+3
Cybernetic Attachment			
Replacement	10 min.	15	+1
Enhancement	30 min.	20	+2

Special: A particular vehicle, mecha, starship, robot, or cybernetic attachment can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Shot on the Run

Prerequisites: Dexterity 13, [Point Blank Shot](#), [Dodge](#), [Mobility](#).

Benefit: When using an [attack action](#) with a ranged weapon, the character can move both before and after the [attack](#), provided that the character's total distance moved is not greater than his or her speed.

Simple Weapons Proficiency

Benefit: The character makes [attack rolls](#) with [simple weapons](#) normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making [attacks](#) with [simple weapons](#).

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Spacer

You have a special affinity for spacecraft and space travel.

Benefits: You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

Spring Attack

Prerequisites: [Dexterity](#) 13, [Dodge](#), [Mobility](#), base attack bonus +4.

Benefit: When using an [attack action](#) with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an [attack of opportunity](#) from the defender the character is attacking (though it can provoke [attacks of opportunity](#) from others, as normal).

A character can't use this feat if he or she is carrying a [heavy load](#) or wearing [heavy armor](#).

Starship Battle Run

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights.

Prerequisite: Dexterity 13, Starship Dodge, Starship Mobility.

Benefit: When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby starships, as normal).

Starship Dodge

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Starship Feint

You are skilled at misleading your enemy in starship combat.

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat.

Normal: Feinting in starship combat requires an attack action.

Starship Gunnery

You are proficient with starship weapon systems.

Benefit: You do not take a penalty on attack rolls when firing a starship weapon.

Normal: Without this feat, you take a -4 nonproficient penalty on attack rolls when firing a starship weapon.

Starship Mobility

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Starship Dodge.

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +4 dodge bonus to your ship's Defense against attacks of opportunity caused when you move out of or within a starship's threatened area. Any condition that makes you lose your Dexterity bonus to Defense also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Starship Dodge feat) stack with each other, unlike most types of bonuses.

Starship Operation

Select one of the following types of starships: ultralight, light, mediumweight, heavy, or superheavy.

You are proficient at operating starships of that type.

Prerequisite: Pilot 2 ranks.

Benefit: When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, mediumweight, heavy, or superheavy).

Starship Strafe

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal.

Prerequisite: Starship Gunnery.

Benefit: When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line).

Normal: A starship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

Strafe

Prerequisites: [Personal Firearms Proficiency](#), [Advanced Firearms Proficiency](#).

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Sunder

Prerequisites: Strength 13, [Power Attack](#).

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an [attack of opportunity](#).

The character gains a +4 bonus on any [attack roll](#) made to attack an object held or carried by another character. The character deals double normal [damage](#) to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an [attack of opportunity](#) when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: [Drive](#) 4 ranks.

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

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

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

Prerequisite: [Treat Injury](#) 4 ranks.

Benefit: The character can use the [Treat Injury](#) skill to perform surgery without penalty. See the [Treat Injury](#) skill description.

Normal: Characters without this feat take a –4 penalty on [Treat Injury](#) checks made to perform surgery.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Track

Benefit: To find tracks or follow them for one mile requires a [Survival check](#). The character must make another [Survival check](#) every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the [check](#), or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a [Survival check](#), he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the [Survival](#) skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the [Search](#) skill to find individual footprints, but cannot follow tracks using [Search](#).

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: 1	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1

Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: 2	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category represented.	
2 Apply only the largest modifier from this category.	

Two-Weapon Fighting

Prerequisite: [Dexterity](#) 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

Prerequisites: [Defensive Martial Arts](#), base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her [Strength](#) modifier to [attack rolls](#) when targeting the character. (If the opponent has a [Strength](#) penalty, he or she still takes that penalty.)

The opponent's [Strength](#) modifier applies to [damage](#), as usual.

The character can select a new opponent on any action.

Urban Tracking

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1
Condition	DC Modifier	
Every three creatures in the group being sought	–1	
Every 24 hours the quarry has been missing or sought	+1	

Tracked quarry “lies low”

+5

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a -5 penalty on the check.

Vehicle Dodge

Prerequisites: [Dexterity](#) 13, [Drive](#) 6 ranks or [Pilot](#) 6 ranks, [Vehicle Expert](#).

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to [Defense](#) against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Weapon Finesse

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain. A character can choose unarmed strike or [grapple](#) as a weapon for the purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his or her [Dexterity](#) modifier instead of his or her [Strength](#) modifier on [attack rolls](#).

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon.

Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or [grapple](#) for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character gains a +1 bonus on all [attack rolls](#) he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack

Prerequisites: [Dexterity](#) 13, [Intelligence](#) 13, [Dodge](#), [Mobility](#), [Spring Attack](#), [Combat Expertise](#), base attack bonus +4.

Benefit: When the character performs a [full-round action](#), the character can give up his or her regular attacks and instead make one melee [attack](#) at the character's highest base attack bonus against each adjacent opponent.

Xenomedic

You know how to provide safe medical treatment to alien life forms.

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

Benefits: You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

Normal: Characters without this feat take a -8 penalty on Treat Injury checks (-4 if they have the Surgery feat) when performing surgery on creatures of a different type.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

Zero-G Training

You can function normally in low gravity or zero gravity.

Prerequisites: Dexterity 13, Tumble 4 ranks.

Benefits: You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

Normal: Without this feat, you take a -4 penalty on attack rolls while operating in zero-gravity environments, or a -2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

CLASS ABILITIES

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

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

This ability can be taken more than once (for another gender) [Human Male, Human Female, Cairdeil-Eile, Lai, and Ongyr].

Type: Complex

Cost: 100 XP

Starting Appropriate Level: 1

Additional Level Base Cost: 50 XP

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

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

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

Prerequisite: Charm.

Type: Complex (?)

Cost: 300 XP

Starting Appropriate Level: 3

Additional Level Base Cost: 50 XP

Captivate: The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

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

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level/2 + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

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

Prerequisites: Charm, Favor

Type: Complex

Cost for Access: 500 XP

Starting Appropriate Level: 5

Additional Level Base Cost: 50 XP

Coordinate: The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

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

Type: Complex

Cost for Access: 100 XP

Starting Appropriate Level: 1

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

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

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

Prerequisite: Coordinate.

Type: Complex (buying larger amounts of allies)

Cost for Access: 300 XP

Starting Appropriate Level: 3

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

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

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

Prerequisites: Coordinate, inspiration.

Type: Complex

Cost for Access: 500 XP

Starting Appropriate Level: 5

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

Type: Complex

Cost for Access: 100 XP

Starting Appropriate Level: 1

Additional Level Base Cost: 50 XP

Intuition: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to

the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy.

Type: Complex (not level-dependent?)
Cost for Access (with one use per day): 450 XP
Base cost for additional uses: 225 XP

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

Prerequisite: Healing knack.

Type: Simple
Cost: 900 XP

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

Prerequisites: Healing knack, healing touch 1.

Type: Simple
Cost: 1500 XP

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

Prerequisite: Skill emphasis plus either faith or aware.

Type: Simple
Cost: 1500 XP

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

Type: Simple
Cost: 300 XP

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

Prerequisite: Evasion.

Type: Simple
Cost: 900 XP

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

Prerequisites: Evasion, uncanny dodge 1.

Type: Simple
Cost: 1500 XP

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

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

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

Prerequisites: Evasion, uncanny dodge 1.

Type: Complex (Action points, not level dependent)
Cost: 750 XP

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

Prerequisite: Evasion.

Type: Complex (Action points, not level dependent)
Cost: 450 XP

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

Type: Simple
Cost: 300 XP

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

Prerequisite: Increased speed.

Type: Simple

Cost: 900 XP

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

Prerequisites: Increased speed, improved increased speed.

Type: Simple

Cost: 1500 XP

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that he or she does not know the Smart hero can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script check instead.

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

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: At least 3 ranks in Linguistics

Type: Complex

Cost for Access: 100 XP

Starting Appropriate Level: 1

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

Prerequisite: One talent from the Research Talent Tree.

Type: Complex

Cost: 450 XP

Starting Appropriate Level: 3

Trick: The Smart hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

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

quickly and ignore the trick.

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

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

Prerequisite: One talent from the Research Talent Tree.

Type: Complex

Cost: 450 XP

Starting Appropriate Level: 3

Extreme Effort: (These are all strength checks or strength-based skill checks) The effort requires a full-round action and provides a +2 bonus on the check.

Type: Simple

Cost: 300 XP

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.

Type: Simple

Cost: 900 XP

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.

Type: Simple

Cost: 1500 XP

Ignore Hardness: The Strong hero ignores 2 points of an object's hardness.

Type: Simple

Cost: 300 XP

Improved Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 4).

Prerequisite: Ignore hardness.

Type: Simple
Cost: 900 XP

Advanced Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisites: Ignore hardness, improved ignore hardness.

Type: Simple
Cost: 1500 XP

Energy Resistance Talent Tree

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

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

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

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

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

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

Type: Simple
Cost: 300 XP for the first, 900 XP for the second, 1500 for the third, and so on.

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

Type: Simple
Cost: 300 XP

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

Type: Complex (Action point, not level dependent)
Cost: 150 XP

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

Prerequisite: Robust

Type: Simple
Cost: 900 XP

Autohypnosis (Wis):

Trained only. (You gain this as a new skill) You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Task DC
Resist fear 15
Memorize 15
Tolerate poison Poison's DC
Willpower 20
Check: The DC and effect depend on the task you attempt.

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per

round

Type: Simple (new skill)

Cost: 1200 XP

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 (equal to the bodyguard's number of attacks of opportunity, can only be used once per attack). 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 prior to 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.

Type: Simple

Cost: 1200 XP

Sudden Action

Once per day, a Bodyguard of 4th 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.

Type: Complex (uses per day, level-dependent)

Cost for Access: 700

Starting Appropriate Level: 7

Base Cost for More Uses Per Day: 450 XP

Base Cost for Higher Bonus: 50

Improved Charge

A Bodyguard of 5th 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. (Incl. charging over difficult terrain)

Type: Simple

Cost: 1500 XP

Defensive Strike

At 7th level, if an opponent makes a melee attack against the Bodyguard and misses while the Bodyguard is using the total defense option or fighting defensively, the Bodyguard can attack that opponent on his or her next turn (as an attack action, and must not be fighting defensively) 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.

Type: Simple
Cost: 2100 XP

Nip-Up

A Daredevil of 2nd level or higher can stand up from a prone position as a free action that does not provoke an attack of opportunity.

Type: Simple
Cost: 1500 XP

Action Boost

This ability, gained at 4th level, allows a Daredevil to spend 2 action points on a single action in a round. A Daredevil can spend 1 action point, see the result of the roll, and then decide to spend a second point, as long as he or she does so before the Gamemaster reveals the result of the action.

Type: Simple
Cost: 2100 XP

Adrenaline Rush

At 5th level, a Daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Daredevil spends 1 action point and gets to increase the selected ability score by 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 8th level, a Daredevil can temporarily increase two physical ability scores. At the end of the duration, the Daredevil is fatigued for 1d6+2 rounds.

Type: Complex (Ability Point, level dependent)
Base Cost: 800 XP (one ability)
Starting Appropriate Level: 5
Upgrade to two abilities: 300 XP (Must be at effective level 8 at least)

Delay Damage

Once per day, a Daredevil of 7th 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.

Type: Complex (level dependent)
Base Cost: 1000 XP
Starting Appropriate Level: 7

Expert Healer

At 2nd 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 advanced class.

Type: Complex (level-dependent)

Base Cost: 500 XP

Starting Appropriate Level: 2

Base Cost for Additional Levels: 250 XP

Medical Mastery

When making a Treat Injury skill check, a Field Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Type: Simple

Base Cost: 2100 XP

Minor Medical Miracle

At 7th 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.

Type: Simple

Base Cost: 3000 XP

Medical Miracle

At 10th 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 a 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.

Type: Simple

Base Cost: 3900 XP

Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and

scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Type: Complex (Action point, level-dependent)

Cost for Access: 500 XP

Starting Appropriate Level: 2

Minor Breakthrough

Upon attaining 5th 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 minor breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Type: Simple

Cost: 2400 XP

Smart Weapon

At 8th 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.

Type: Simple

Cost: 3300 XP

Major Breakthrough

At 10th 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 +3 Wealth bonus increase.

Type: Simple

Cost: 3900 XP

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.

Type: Simple
Cost: 1200 XP

Defensive Position

Starting at 4th 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.

Type: Simple
Cost: 2100 XP

Lightning Shot

Starting at 5th 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. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity.

Type: Simple
Cost: 2400 XP

Sharp-Shooting

At 7th level, if the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Type: Simple
Cost: 3000 XP

Greater Weapon Focus

At 8th 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.

Prerequisite: Weapon Focus

Type: Simple
Cost: 3300 XP

Bullseye

At 10th 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 can spend 1 action point to deal +3d6 points of damage.

Type: Complex (action point, not level dependent)
Cost: 1950 XP

Improvised Implements

At 2nd level, an Infiltrator no longer takes a -4 penalty when wielding an improvised weapon. Also, 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.

Type: Simple
Cost: 1500 XP

Improvised Weapon Damage

At 7th 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 the purpose of determining the damage it deals.

Type: Simple
Cost: 1800 XP

Without a Trace

At 10th 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. (Note: Urban environments)

Type: Simple
Cost: 3900 XP

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.

Type: Simple
Cost: 1200 XP

Contact

An Investigator of 2nd 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, but the contact must be an ordinary character, not a heroic character.

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 2nd level, the Investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th 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.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Type: Simple
Cost: 1500 XP (low-level), 2400 XP (mid-level), 3300 XP (high-level)

Nonlethal Force

At 4th 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.

Type: Simple
Cost: 2100 XP

Discern Lie

At 7th 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.

Type: "Complex"

Cost: 1500 XP

Sixth Sense *(the GM should let you know when this would apply)*

At 10th 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. Whenever the Investigator spends 1 action point to improve the result of a skill check made using certain skills (see below), the Investigator gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

Type: Complex

Cost: 1950

React First

Starting at 2nd 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 prior to 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.

Type: Simple

Cost: 1500 XP

Talk Down *(Can't work on same individual(s) twice per encounter)*

A Negotiator of 4th 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 7th 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 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Negotiator's voice.

This is a Mind-Affecting ability.

Type: Complex

Cost for access: 700

7th level upgrade: 300

10th level: 300 again

Starting Appropriate Level: 4

No Sweat

Starting at 5th level, whenever a Negotiator spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Negotiator can then select the highest die roll to add to his or her d20 roll.

Type: Complex

Cost: 1200 XP

Sow Distrust

A Negotiator of 8th 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 whom the target's distrust will be directed. The target must be able to hear and understand the Negotiator.

The target makes a Will save. The DC is equal to $10 + \text{Negotiator's class level}/2 + \text{Negotiator's Charisma bonus}$. 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.

This is a Mind-Affecting ability.

Type: Complex

Cost: 1100 XP

Starting Appropriate Level: 8

Unlimited Access (*Note: need to add cost of additional levels*)

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

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.

Type: Complex

Cost: 400 XP

Starting Appropriate Level: 1

Winning Smile

At 5th 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 wouldn't 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.

This is a Mind-Affecting ability.

Type: Complex

Cost: 800 XP

Starting Appropriate Level: 5

Compelling Performance

At 10th 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. To use this ability, the Personality must spend 1 action point. The emotion he or she arouses affects ~~one~~ any 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.

Type: Complex

Cost: 1300 XP

Starting Appropriate Level: 10

Living Weapon

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.

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 8th level, it increases to 1d10.

This is an increase to Combat Martial Arts damage; this has no effect on Brawl.

Type: Simple

Cost: 1200 (1d6), +900 (1d8), +1200 (1d10)

Iron Fist

At 5th level, a Martial Artist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Martial Artist now adds the result of the action point roll to all successful attacks he or she makes in a round.

Type: Complex

Cost: 1200 (5th level), upgrade to 10th costs 750

Flurry of Blows

At 7th 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 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. This ability can only be used when taking the full attack action. The penalty applies to all attacks for one full round, including attacks of opportunity. Additional attacks can be bought.

Type: Complex

Cost for Access: 1500 XP

Additional Attacks Base Cost: 750 XP

Fast Healing (Ask the GM before taking this)

Starting at 8th level, a Shadow Slayer gains the ability of fast healing. Every round, the Shadow Slayer recovers a number of hit points equal to one-half his level in this advanced class. So, as an 8th-level Shadow Slayer, he recovers 4 hit points every round.

Type: Complex

Cost for Access: 1100 XP

Starting Appropriate Level: 8

Base Upgrade Cost: 50

Soldier Weapon Specialization

At 2nd 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.

Type: Simple

Cost: 1500 XP

Improved Critical

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

Type: Simple

Cost: 300 XP

Prerequisite: Weapon Specialization

Greater Weapon Specialization

At 8th level, a Soldier gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Type: Simple

Costs: 3300 XP

Prerequisite: Soldier Weapon Specialization

Critical Strike

At 10th 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.

Type: Simple
Cost: 3900 XP
Pre-requisite: Weapon Specialization

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 7th level, this competence bonus increases to +4.

Type: Simple
Cost: 1200 XP (+2), upgrade to +4 is another 2100 XP

Extreme Machine

Ranged Weapons

Improvement Craft DC Repair Chance (d%)

+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

Electronic Devices

Improvement Craft DC Repair Chance (d%)

+1 equipment bonus 15 01–25

+2 equipment bonus 20 01–50

+3 equipment bonus 25 01–75

Vehicles

Improvement Craft DC Repair Chance (d%)

+1 on initiative checks 20 01–25

+1 to maneuver 25 01–50

+2 to maneuver 30 01–75

If it has mechanical or electronic components, a Techie of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and 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 being made, as shown on the table below.

The Techie performs the extreme modifications in 1 hour. The Techie can't 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 prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Type: Complex

Cost: 500 XP

Starting Appropriate Level: 1

Build Robot

A Techie of 4th 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 Check: The purchase DC for the components needed to construct a robot is based on the robot's size.

Size Purchase DC

Diminutive 18

Tiny 15

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

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

Size Craft DC

Diminutive 15

Tiny 12

Components

Frame Shape and Locomotion¹ DC Modifier

Bipedal +4

Quadruped +3

Treads +2

Wheels +1

External Components² DC Modifier

Manipulators³ +3

Audio/visual sensor +2

Remote Range¹ DC Modifier

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 in the Creature listings.

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

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).

Type: Simple

Cost: 2100 XP

Mastercraft (*Need to look at this more. This should not cost you XP.*)

At 5th 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 Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the 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 can't 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 8th 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 10th 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.

Type: Simple
Cost: 2400 XP

(Note: the ambassador class features below require an [allegiance](#) to a faction/world/nation/empire and that they remain a dutiful servant of that body)

Diplomatic Immunity

Starting at 1st level, if the Ambassador is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check. An Ambassador who routinely invokes the privilege of diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent.

Table: Diplomatic Immunity			
Severity of Crime	Examples	D C	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, noninjurious traffic violation	15	-2 penalty on subsequent Diplomacy checks in that area

Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon	20	-5 penalty on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the diplomatic action by character's affiliated government

Type: Simple
 Cost: 1200 XP

Information Access

Starting at 4th level, the Ambassador can make Gather Information checks without spending money or making Wealth checks, provided she is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward her or those she represents. Dealing with individuals or organizations that are hostile requires the Ambassador to make Wealth checks as usual when using the Gather Information skill.

Type: Simple
 Cost: 2100 XP

Restricted Access

At 7th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes her faction, organization, nation, world, or stellar empire. She gains a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on Research checks.

Type: Simple
 Cost: 3000 XP

Select Consuls

At 10th level, the Ambassador may appoint a number of individuals equal to her Reputation bonus as "consuls" or "attachés." These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul's or attaché's privileges.

Type: Simple
 Cost: 3900 XP

Defender Of The Universe

Starting at 2nd level, a Dogfighter applies his Reputation bonus to the die result whenever he spends an action point to modify an attack roll, skill check, ability check, or saving throw made aboard a starship.

Type: Complex
Cost: 750 XP

Shake, Rattle, And Roll

At 4th level, a Dogfighter learns how rock an enemy starship with weapons fire. The Dogfighter must declare that he is using this ability before making the attack roll (thus, a failed attack roll ruins the attempt). A starship damaged by the Dogfighter's attack is shaken for 1 round; all passengers and crewmembers (pilots and gunners included) aboard the shaken ship take a -2 penalty on attack rolls, saving throws, and skill checks for 1 round. A Dogfighter may use this ability once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.

Type: Simple
Cost: 2100 XP

To the max!

At 5th level and beyond, a Dogfighter can coax more thrust out of a ship's engines, increasing its tactical speed by +500 feet. The Dogfighter must be piloting the ship to increase its tactical speed.

Type: Simple
Cost: 2400 XP

Keep It Together

At 8th level, a Dogfighter can continue to operate a starship even after it has been reduced to negative hit points and has begun breaking apart. The ship may take one move action or one attack action each round. However, the ship cannot be repaired and continues to lose 1 hit point per round, exploding once it reaches its destruction threshold. The Dogfighter and all other personnel aboard the ship are considered shaken, taking a -2 penalty on attack rolls, saving throws, and skill checks.

Type: Simple
Cost: 3300 XP

Fearless

The Dreadnought is immune to fear effects.

Type: Simple
Cost: 1200 XP

Stability

The Dreadnought is incredibly sure-footed. She gains a +4 stability bonus on all rolls made to resist being tripped, overrun, knocked prone, or pushed back by a bull rush attack.

Type: Simple
Cost: 1200 XP

Unhindered

The Dreadnought treats any suit of armor worn as though its armor penalty is 2 better.

Type: Simple
Cost: 1200 XP

Ability Surge

At 2nd level, the Dreadnought can temporarily increase her Strength, but at a penalty to Defense. At 5th and 8th level, she can use this ability more frequently.

The Dreadnought gains a +8 morale bonus to Strength, but takes a –2 penalty to Defense. Activating ability surge is a free action, and the surge lasts for a number of rounds equal to the Dreadnought's class level. Following the ability surge, the Dreadnought is fatigued for as many rounds as she surged, but may negate this penalty as a free action by spending an action point. The Dreadnought may use the ability surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Type: Complex
Cost: 750 XP
Additional Uses Per Day: (need to re-calculate)

Steamroller

Starting at 2nd level, the Dreadnought does not need to move before making an overrun attempt against an opponent. She also gains a +2 bonus on any trip attack made against an opponent who blocks her overrun attempt.

Type: Simple
Cost: 1500 XP

Master Defender

Starting at 4th level, the Dreadnought becomes especially skilled in defensive fighting. Whenever she fights defensively or takes the total defense action, she gains a +2 bonus to Defense (in addition to the dodge bonus to Defense gained while fighting defensively or engaged in total defense).

The Dreadnought must be wearing medium, heavy, or powered armor to gain this bonus.

The bonus increases to +4 at 7th level and +6 and 10th level.

Type: Simple
Cost: 2100 XP
Upgrades: 900 (to +4), an additional 900 to +6

Knockdown

At 5th level and beyond, whenever the Dreadnought is allowed to apply her Strength modifier to damage, she forces the target of her successful attack to make a Fortitude save (DC = damage dealt)

or be knocked prone by the force of the blow.

Type: Simple
Cost: 2400 XP

Heavy Artillery

Beginning at 8th level, a Dreadnought treats all weapons as one size category smaller for purposes of determining whether or not she can wield them in one hand and if they are considered light weapons.

Type: Simple
Cost: 3300 XP

Explorer Lore

An Explorer picks up stray and obscure facts during her adventures. She may make a special Explorer lore check with a bonus equal to her Explorer class level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Explorer has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check.

An Explorer lore check does not reveal the powers of a magic or psionic item but may give some hint as to its general function; an Explorer may not take 10 or take 20 on this check.

Table: Explorer Lore

D C	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of an known but uncharted world; legends or rumors about a powerful psionic artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented alien species; the true homeworld of an ancient royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet.

Type: Complex
Cost: 400 XP
Starting Appropriate Level: 1

Skilled Searcher

When actively searching for secret doors or traps, an Explorer of 2nd level or higher gains a bonus on her Search checks equal to one-half her Explorer class level (rounded down).

Type: Complex
Cost: 500 XP
Starting Appropriate Level: 2

Trap Sense

At 4th level, an Explorer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

These bonuses rise to +2 at 7th level and +3 at 10th level.

Type: Simple
Cost: 2100 base, additional 900 for +2, additional 900 for +3

Extra Step

An Explorer of 5th level or higher can spend an action point to take an extra 5-foot step during her turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10th level, the Explorer can take the extra 5-foot step without spending an action point.

Type: Complex
Cost: 1200 XP
Upgrade: 1500 XP

Action Trust

At 10th level, the Field Officer's mere presence inspires, safeguards, and motivates his allies.

As a free action, a Field Officer may spend one of his action points to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12).

The ally to be affected must be within sight and hearing distance of the Field Officer to gain the benefits of the Field Officer's spent action point. A Field Officer may use this ability once per round, and not on himself (he gains the normal benefits for spending an action point on himself).

Any character may transfer some or all of her action points to the Field Officer as a free action. The Field Officer must consent to the transfer, and these action points become the Field Officer's to spend as he sees fit.

Type: Complex
Cost: 1950 XP

Light Sleeper

Helix Warriors are light sleepers and can make Listen checks even while asleep, without penalty. (A sleeping character normally takes a -10 penalty on Listen checks.)

Type: Simple
Cost: 1200 XP

Survivor

When a Helix Warrior spends an action point to modify the result of a saving throw, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).

Type: Simple. Ish.
Cost: 1200 XP

(I think I'm going to make Haul and Strong As An Ox mutations. What do you guys think? E: One each mutations.)

Haul

Helix Warriors can carry more heavy gear than the typical soldier. A Helix Warrior's Strength is considered 4 points higher for the purpose of determining her carrying capacity.

Strong As An Ox

At 4th level and beyond, the Helix Warrior's carrying capacity increases as if she were one size category larger (Large instead of Medium-size, for example).

Superior Conditioning

Beginning at 5th level, a Helix Warrior learns how to shake off adverse conditions. When a Helix Warrior is subjected to one of the following conditions, the duration of the condition's effect is halved: cowering, dazed, exhausted, fatigued, nauseated, panicked, paralyzed, shaken, and stunned. If the condition's duration is only 1 round, the Helix Warrior is not affected at all.

Type: Simple
Cost: 2400 XP

Decisive Attack

At 10th level, when a Helix Warrior spends an action point to modify the result of an attack roll, she may roll an additional 1d6 and take the best result, discarding the lower roll(s).

Type: Complex, and calculated as level-dependent because BLEH
Cost: 1300 XP

Monkey Shines

Upon reaching 7th level, a Space Monkey has learned sneaky tactics. He can use the Bluff technique of feinting in combat as a move action, allowing him to feint and attack in the same round.

If the Space Monkey also has the Improved Feint feat, feinting becomes a free action and he gains a +2 bonus to the feint check.

Type: Simple
Cost: 3000 XP

Monkey Shot

By spending an action point at the end of his turn, a 10th-level Space Monkey gains an extra attack at his full attack bonus. (Remember that a character can spend only one action point per round.)

Type: Complex

Cost: 1950

Cheat Fate

Fortune favors the Swindler. Once per day, he may reroll one roll that he has just made before the success or failure of the result is announced. The Swindler must take the result of the reroll, even if it's worse than the original roll.

Type: Simple

Cost: 1200 XP

Thousand Faces

A Swindler's ability to manipulate probability makes him unpopular in certain circles, increasing the need for a ready number of disguises. At 2nd level, the Swindler becomes a master of the quick disguise. He can don a convincing disguise in one-tenth the normal time (1d4 minutes).

Type: Simple

Cost: 1500 XP

Warp Probability

At 5th level, the Swindler can affect another creature's attack roll, skill check, ability check, level check, or saving throw. As a free action during another creature's turn (aka an immediate action), the Swindler can spend an action point to alter the target's d20 roll result. The Swindler must be within 30 feet of the target, must be able to see the target, and must declare that he's spending the action point before the the result of the target's roll is revealed. The Swindler's action-point die result counts either as a bonus or penalty to the target's roll, at the Swindler's discretion. At 8th level, the range of this ability increases to 60 feet.

Type: Complex

Cost: 750 XP

Upgrade: 450 XP

Technocant

A Technosavant learns to read, write, and speak a trendy jargon-riddled dialect called Technocant. In other words, the Technosavant gains Read/Write Technocant and Speak Technocant as free skills. Characters without the Read/Write Technocant skill can translate written Technocant with a successful Decipher Script check (DC 20). Characters without the Speak Technocant skill can translate spoken Technocant with a successful Intelligence check (DC 20), although any character with the linguist talent can add her Smart hero levels to the check.

The Read/Write Technocant and Speak Technocant skills each cost 1 skill rank.

Type: Simple

Cost: 1200 XP

Robomancer

At 2nd level, the Technosavant becomes a master of robotics. With the help of some mechanical “magic,” she takes half the normal time to build or repair a robot’s frame or a robotic component.

Type: Simple
Cost: 1500 XP

Cybermancer

Starting at 4th level, the Technosavant becomes a master of cybernetics. With the help of some mechanical “magic,” she takes half the normal time to build or repair a cybernetic attachment.

Type: Simple
Cost: 2100 XP

Down With Robots

A Technosavant of 5th level or higher can use her knowledge of robotics to more easily defeat and disable robots. The Technosavant deals +1d6 points of damage against robots by targeting slight weaknesses in their design or armor. In addition, the Technosavant gains a +4 bonus on grapple checks against robots, enabling her to deactivate them more easily using the Disable Device skill.

At 8th level, the bonus to damage against robots increases to +2d6, and the bonus on grapple checks against robots improves to +8.

Type: Simple
Base Cost: 2400 XP
Upgrade: 900 XP

Exotic Weapon Adept

Starting at 5th level, the Technosavant becomes more adept at handling exotic weapons without any formal training. She suffers only a –2 penalty (instead of the usual –4 penalty) when wielding an exotic melee weapon or exotic ranged weapon with which she is not proficient.

Type: Simple
Cost: 2400 XP

Super Cybersurgeon

At 7th level, the Technosavant gains a +4 competence bonus on Treat Injury checks made to perform cybernetic surgery; see the Cybernetic Surgery feat description for more information.

Type: Simple
Cost: 3000 XP

Virtual Houdini

A Technosavant of 7th level or higher can perform small wonders with a computer. She gains the following benefits when using the Computer Use skill:

Find File, Degrade Programming, or Write Program: When attempting to find a file, degrade a computer program, or write a program, a Technosavant who exceeds the Computer Use check DC by 5 or more accomplishes her intended task in half the normal time (minimum 1 round).

Cover Tracks: A Technosavant who successfully covers her tracks while hacking into a computer system imposes a –10 penalty (instead of the normal –5 penalty) on any attempt made to identify her.

Type: Simple
Cost: 3000 XP

Expeditious Salvager

A Technosavant of 8th level or higher can use the Salvage feat to salvage a wrecked vehicle, mecha, starship, robot, or cybernetic attachment in half the usual time (see the Salvage feat description for details).

Type: Simple
Cost: 1100 XP

Build Prototype

At 10th level, a Technosavant can build robots, robotic components, and cybernetic attachments of a Progress Level one step higher. However, the Craft check DCs for such items are increased by +10.

Type: Simple
Cost: 3900 XP

Swift Strike (*Hey guys I found sudden strike. Consider cutting out sneak attack.*)

At 2nd level, the Tracer becomes skilled at taking down unwary targets quickly. He deals +1d6 points of damage on successful melee and ranged weapon attacks made against a flat-footed opponent. This extra damage can be lethal or nonlethal, as determined by the choice of weapon and the manner in which it's used.

The extra damage increases to +2d6 at 5th level and +3d6 at 8th level.

Type: Simple
Cost: 1500 XP
Upgrades: 900 XP each

Uncanny Stealth

Tracers learn to move quickly yet quietly.

At 4th level, a Tracer no longer suffers the –5 penalty on Hide and Move Silently checks while moving at full speed. At 7th level, a Tracer suffers only a –10 penalty on Hide and Move Silently checks while running or charging (instead of the normal –20 penalty).

Type: Simple
Cost: 2100 XP
Upgrade: 900 XP

Swift Tracking

At 10th level, the Tracer can move a full speed without penalty when using the Survival skill to track. He can move at twice normal speed while tracking, but takes a –10 penalty on the check when doing so.

Type: Simple
Cost: 3900 XP

Target Species

At 1st level, a Tracer selects a species or specific kind of creature his "target species". The Tracer must have previously encountered at least one member of the target species to select it. An expert tracker, the Tracer gains a +2 bonus on Bluff, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills against members of the target species. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

As a free action, a Tracer may spend an action point to change his target species.

Type: Simple
Cost: 1200 XP

Xenolore

A Xenophile can make a Knowledge check to identify certain characteristics of a xenomorph, including any special attacks, special qualities, or vulnerabilities. In general, the DC of the Knowledge check equals 10 + the xenomorph's Hit Dice. A successful check allows the Xenophile to unlock a single fact about the xenomorph. For every 5 points by which her check result exceeds the DC, the Xenophile learns another piece of useful information.

The type of Knowledge check depends on the xenomorph's creature type, as shown below:

Knowledge (arcane lore): Fey, magical beasts.

Knowledge (earth and life sciences): Aberrations, animals, dragons, elementals, giants, humanoids, monstrous humanoids, oozes, plants, vermin.

Knowledge (technology): Constructs.

Knowledge (theology and philosophy): Outsiders, undead.

Type: Simple
Cost: 1200 XP

Xenotype

A Xenophile studies the behaviors and weaknesses of particular xenomorphs and knows how to exploit them.

At 1st level, a Xenophile may select a type of creature (also called a "xenotype") from among those given on Table: Xenotypes. She must meet the special prerequisite to choose a xenotype, as specified in the table. Due to her extensive study of the chosen type of foe and training in the proper techniques for combating or negotiating with such creatures, the Xenophile gains a +2 bonus on Bluff, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills against members of the chosen xenotype. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

At 4th, 7th, and 10th level, the Xenophile may select an additional xenotype from those given on the table. In addition, at each such interval, the bonus against any one xenotype (including the one just selected, if desired) increases by 2. A Xenophile who chooses humanoids as a xenotype must also specify a particular species.

Table: Xenotypes	
Selected Xenotype	Special Prerequisite
Aberration	Knowledge (earth and life sciences) 12 ranks
Animal	None
Construct	Knowledge (technology) 9 ranks
Dragon	Knowledge (earth and life sciences) 9 ranks
Elemental	Knowledge (earth and life sciences) 9 ranks
Fey	Knowledge (arcane lore) 6 ranks
Giant	None
Humanoid ¹	None
Magical beast	Knowledge (arcane lore) 9 ranks
Monstrous humanoid	Knowledge (earth and life sciences) 9 ranks
Ooze	Knowledge (earth and life sciences) 9 ranks
Outsider	Knowledge (theology and philosophy) 9 ranks
Plant	None
Undead	Knowledge (theology and philosophy) 6 ranks
Vermin	None

¹ Choose a specific humanoid species.

Pathfinder SRD

Damage Reduction (Ex) (Check to see if can be accomplished through mutations/cybernetics)

At 7th level, a barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Bravery (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Armor Training (Ex)

Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is

wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Weapon Training (Ex) (Weapon groups will *obviously* be changed to reflect the fact that there are GUNS. LOTS OF GUNS.)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or add entirely new groups):

Axes: bardiche [APG], battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe [UC], knuckle axe [UC], light pick, mattock [UC], orc double axe, pata [UC], and throwing axe.

Blades, Heavy: bastard sword, chakram [APG], double chicken saber [UC], double walking stick katana [UC], elven curve blade, falcata [APG], falchion, greatsword, great terbutje [UC], katana [UC], khopesh [UC], longsword, nine-ring broadsword [UC], nodachi [UC], scimitar, scythe, seven-branched sword [UC], shotel [UC], temple sword [APG], terbutje [UC], and two-bladed sword.

Blades, Light: bayonet [APG], butterfly sword [UC], dagger, gladius [UC], kama, kerambit [UC], kukri, pata [UC], quadrens [UC], rapier, short sword, sica [UC], sickle, starknife, swordbreaker dagger [APG], sword cane [APG], and wakizashi [UC].

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: bayonet [APG], brass knuckles [APG], cestus [UC], dan bong [UC], emei piercer [UC], fighting fan [UC], gauntlet, heavy shield, iron brush [UC], light shield, madu [UC], mere club [UC], punching dagger, sap, scizore [UC], spiked armor, spiked gauntlet, spiked shield, tekko-kagi [UC], tonfa [UC], unarmed strike, wooden stake [APG], and wushu dart [UC].

Crossbows: double crossbow [APG], hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter [UC].

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

Firearms: all one-handed [UC], two-handed [UC], and siege firearms [UC].

Flails: chain spear [APG], dire flail, double chained kama [UC], flail, flying blade [UC], heavy flail, kusarigama [UC], kyoketsu shoge [UC], meteor hammer [UC], morningstar, nine-section whip [UC], nunchaku, sansetsukon [UC], scorpion whip [UC], spiked chain, urumi [UC], and whip.

Hammers: aklys [UC], battle aspergillum [APG], club, greatclub, heavy mace, light hammer, light mace, mere club [UC], taiaha [UC], tetsubo [UC], wahaika [UC], and warhammer.

Monk: bo staff [UC], brass knuckles [UC], butterfly sword [UC], cestus [APG], dan bong [UC], double chained kama [UC], double chicken saber [UC], emei piercer [UC], fighting fan [UC], jutte [UC], kama, kusarigama [UC], kyoketsu shoge [UC], lungshuan tamo [UC], monk's spade [UC], nine-ring broadsword [UC], nine-section whip [UC], nunchaku, quarterstaff, rope dart [UC], sai, sansetsukon [UC], seven-branched sword [UC], shang gou [UC], shuriken, siangham, tiger fork [UC], tonfa [UC], tri-point double-edged sword [UC], unarmed strike, urumi [UC], and wushu dart [UC].

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: bardiche [APG], bec de corbin [APG], bill [APG], glaive, glaive-guisarme [APG], guisarme, halberd, hooked lance [UC], lucerne hammer [APG], mancatcher [APG], monk's spade [UC], naginata [UC], nodachi [UC], ranseur, rohomphaia [UC], tepoztopili [UC], and tiger fork [UC].

Spears: amentum [UC], boar spear [APG], javelin, harpoon [UC], lance, longspear, pilum [APG], shortspear, sibat [UC], spear, tiger fork [UC], and trident.

Thrown: aklys [UC], amentum [UC], atlatl [UC], blowgun, bolas, boomerang [APG], chakram [APG], club, dagger, dart, halfling sling staff, harpoon [UC], javelin, lasso [APG], kestrom [UC], light hammer, net, poisoned sand tube [UC], rope dart [UC], shortspear, shuriken, sling, spear, starknife, throwing axe, throwing shield [UC], trident, and wushu dart [UC].

Siege Engines: all siege engines [UC].

Armor Mastery (Ex)

At 19th level, a fighter gains Damage Reduction 5/— whenever he is wearing armor or using a shield.

Weapon Mastery (Ex)

At 20th level, a fighter chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

(Most monk abilities seemed a little too "oooh magic")

Still Mind (Ex)

A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

Aura of Courage (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Resolve (Su)

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Righteousness (Su)

At 17th level, a paladin gains ~~DR 5/evil~~ and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Wild Empathy (Ex)

A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Favored Terrain (Ex)

Table: Ranger Favored Terrains

Favored Terrains
Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

At 3rd level, a ranger may select a type of terrain from Table: Ranger Favored Terrains. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Hunter's Bond (Ex)

At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses. (See Animal Choices)

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level –3.

Camouflage (Ex)

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex)

While in any of his favored terrains, a ranger of 17th level or higher can use the Stealth skill even while being observed.

Master Hunter (Ex)

A ranger of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

Trapfinding

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Rogue Talents

As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Paizo			
Talent	Prerequisites	Benefits	Source
Assault Leader (Ex)	-	When you miss, allow a flanking ally to make a single melee attack	APG
Befuddling Strike* (Ex)	-	Opponents damaged by your sneak attack miss you more often	APG
Black Market Connections	-	You have better access to magic items	UC

(Ex)			
<u>Bleeding Attack*</u> (Ex)	-	Cause opponents damaged by your <u>sneak attack</u> to <u>bleed</u>	<u>CRB</u>
<u>Camouflage</u> (Ex)	-	Gain a bonus to <u>Stealth</u> checks in certain terrains	<u>APG</u>
<u>Canny Observer</u> (Ex)	-	Gain a +4 bonus to <u>Perception</u> checks	<u>APG</u>
<u>Charmer</u> (Ex)	-	Roll two dice when using <u>Diplomacy</u> and take the better result	<u>APG</u>
<u>Coax Information</u> (Ex)	-	Substitute <u>Bluff</u> or <u>Diplomacy</u> for <u>Intimidate</u>	<u>APG</u>
<u>Combat Swipe</u>	-	Gain <u>Improved Steal</u> as a bonus feat	<u>APG</u>
<u>Combat Trick</u>	-	Gain a bonus <u>combat feat</u>	<u>CRB</u>
<u>Convincing Lie</u> (Ex)	-	Those who believe your lies use your <u>Bluff</u> skill when repeating the lies	<u>UC</u>
<u>Cunning Trigger</u> (Ex)	-	Set off one of your traps within 30 ft as a <u>swift action</u>	<u>APG</u>
<u>Deft Palm</u> (Ex)	-	Use <u>Sleight of Hand</u> to conceal a weapon in plain sight	<u>UC</u>
<u>Distracting Attack*</u> (Ex)	-	Cause an enemy hit by your <u>sneak attack</u> to become <u>flat-footed</u>	<u>APG</u>
<u>Esoteric Scholar</u> (Ex)	-	Make a <u>Knowledge</u> check even when untrained	<u>UC</u>
<u>Expert Leaper</u> (Ex)	-	Make longer jumps and fall more gracefully	<u>APG</u>
<u>Fast Fingers</u> (Ex)	-	Roll two dice when using <u>Sleight of Hand</u> and take the better result	<u>APG</u>
<u>Fast Getaway</u> (Ex)	-	Use a <u>withdraw action</u> after making a successful <u>sneak attack</u> or <u>Sleight of Hand</u> check	<u>APG</u>
<u>Fast Picks</u> (Ex)	-	Pick a lock as a <u>standard action</u>	<u>APG</u>
<u>Fast Stealth</u> (Ex)	-	Move at full speed while using <u>Stealth</u>	<u>CRB</u>
<u>Finesse Rogue</u>	-	Gain <u>Weapon Finesse</u> as a bonus feat	<u>CRB</u>
<u>Firearm Training</u> (Ex)	-	Gain <u>Exotic Weapon Proficiency</u> (firearms)	<u>UC</u>

Follow Clues (Ex)	-	Use Perception to follow tracks	APG
Getaway Artist (Ex)	-	Add Fly , Handle Animal , and Ride to your list of class skills	UC
Grit (Ex)	Firearm training	Gain Amateur Gunslinger and one grit feat	UC
Guileful Polyglot (Ex)	-	Gain additional languages known	APG
Hard to Fool (Ex)	-	Roll two dice when making a Sense Motive check and take the better result	APG
Hold Breath (Ex)	-	Hold your breath longer	UC
Honeyed Words (Ex)	-	Roll two dice when making a Bluff check and take the better result	APG
Iron Guts (Ex)	-	Gain a bonus on saves against becoming nauseated or sickened	UC
Ki Pool (Ex)	-	Gain a ki pool	UC
Lasting Poison (Ex)	-	Poison applied to a weapon lasts for two successful attacks	APG
Ledge Walker (Ex)	-	Move along narrow surfaces at full speed using Acrobatics	CRB
Major Magic (Sp)	Int 11 , minor magic	Cast a 1st-level sorcerer/wizard spell twice per day as a spell-like ability	CRB
Minor Magic (Sp)	Int 10	Cast a 0th-level sorcerer/wizard spell thrice per day as a spell-like ability	CRB
Nimble Climber (Ex)	-	Stop a fall while climbing by making a Climb check	APG
Ninja Trick (Ex)	-	Gain a ninja trick	UC
Offensive Defense* (Ex)	-	Gain a dodge bonus to AC against an opponent hit by your sneak attack	APG
Peerless Maneuver (Ex)	-	Roll two dice when making a Acrobatics check and take the better result	APG
Positioning Attack (Ex)	-	When you hit, reposition yourself around the target	APG
Powerful Sneak* (Ex)	-	Treat all 1s on sneak attack damage dice as 2s	CRB

Quick Disable (Ex)	-	Disable a trap in half the normal amount of time	CRB
Quick Disguise (Ex)	-	Reduce the amount of time needed to create a disguise	APG
Quick Trapsmith (Ex)	-	Set a trap as a full-round action	CRB
Resiliency (Ex)	-	Gain temporary hit points to avoid dying	CRB
Rogue Crawl (Ex)	-	Move at half speed while prone	CRB
Rope Master (Ex)	-	Move at normal speed when using a rope while climbing	UC
Slow Reactions* (Ex)	-	Opponents damaged by your sneak attack may not make attacks of opportunity	CRB
Snap Shot (Ex)	-	Gain initiative 20 for a surprise round	CRB
Sniper's Eye (Ex)	-	Gain sneak attack on ranged attacks	CRB
Stand Up (Ex)	-	Stand up from a prone position as a free action	CRB
Strong Impression	-	Gain Intimidating Prowess as a bonus feat	CRB
Strong Stroke (Ex)	-	Rolls twice when making Swim checks and take the better result	UC
Surprise Attack (Ex)	-	During the surprise round opponents are considered flat-footed to the rogue	CRB
Survivalist	-	Add Heal and Survival as class skills	CRB
Swift Poison (Ex)	-	Apply poison to a weapon as a move action	CRB
Terrain Mastery (Ex)	-	Gain a favored terrain	UC
Trap Spotter (Ex)	-	Receive a Perception check whenever you come within 10 feet of a trap	CRB
Underhanded* (Ex)	-	Deal max damage with a sneak attack using a concealed weapon during the surprise round	UC
Wall Scramble (Ex)	-	Roll twice when making Climb checks and takes the better result	UC
Weapon Training	-	Gain Weapon Focus as a bonus feat	CRB

Advanced Talents	Prerequisites	Benefits	Source
<u>Another Day (Ex)</u>	<u>Advanced talents</u>	Take a <u>5-foot-step</u> to avoid being reduced to 0 or fewer <u>hit points</u>	<u>APG</u>
<u>Confounding Blades* (Ex)</u>	<u>Advanced talents</u>	Prevent <u>attacks of opportunity</u> when you do damage with a <u>sneak attack</u>	<u>UC</u>
<u>Crippling Strike* (Ex)</u>	<u>Advanced talents</u>	<u>Sneak attacks</u> also deal 2 points of <u>Strength</u> damage	<u>CRB</u>
<u>Deadly Cocktail (Ex)</u>	<u>Advanced talents</u>	Apply two doses of poison to a weapon	<u>APG</u>
<u>Deadly Sneak* (Ex)</u>	<u>Advanced talents, powerful sneak</u>	Treat all 1s and 2s on <u>sneak attack</u> damage dice as 3s	<u>APG</u>
<u>Defensive Roll (Ex)</u>	<u>Advanced talents</u>	Make a <u>Reflex</u> save to take half damage from a blow	<u>CRB</u>
<u>Dispelling Attack* (Su)</u>	<u>Advanced talents, major magic</u>	Cast <u>dispel magic</u> on targets damaged by <u>sneak attack</u>	<u>CRB</u>
<u>Entanglement of Blades* (Ex)</u>	<u>Advanced talents</u>	Targets damaged by <u>sneak attack</u> may not make <u>5-foot-steps</u>	<u>APG</u>
<u>Familiar (Ex)</u>	<u>Advanced talents, major magic, minor magic</u>	Gain a <u>familiar</u>	<u>UC</u>
<u>Fast Tumble (Ex)</u>	<u>Advanced talents</u>	Improve your skill at avoiding <u>attacks of opportunity</u>	<u>CRB</u>
<u>Frugal Trapsmith (Ex)</u>	<u>Advanced talents</u>	Pay 75% of the cost when building a trap	<u>APG</u>
<u>Feat</u>	<u>Advanced talents</u>	Gain a feat	<u>CRB</u>
<u>Getaway Master (Ex)</u>	<u>Advanced talents, getaway artist</u>	Gain a +10 bonus on drive checks	<u>UC</u>
<u>Hard to Fool (Ex)</u>	<u>Advanced talents</u>	You are hard to fool with mind-affecting effects	<u>UC</u>
<u>Hide in Plain Sight (Ex)</u>	<u>Advanced talents</u>	Hide while being observed in your <u>avored terrain</u>	<u>UC</u>
<u>Hunter's Surprise (Ex)</u>	<u>Advanced talents</u>	Add <u>sneak attack</u> damage to all attacks made against one target	<u>APG</u>

<u>Knock-Out Blow (Ex)</u>	<u>Advanced talents</u>	Knock an opponent out instead of dealing <u>sneak attack</u> damage	<u>APG</u>
<u>Improved Evasion (Ex)</u>	<u>Advanced talents</u>	Make a <u>Reflex</u> save to take no damage from area attacks	<u>CRB</u>
<u>Master of Disguise (Ex)</u>	<u>Advanced talents</u>	Take 10 on a <u>Disguise</u> check	<u>APG</u>
<u>Opportunist (Ex)</u>	<u>Advanced talents</u>	Make an <u>attack of opportunity</u> when a target is damaged in melee	<u>CRB</u>
<u>Redirect Attack (Ex)</u>	<u>Advanced talents</u>	Redirect an attack that hits you to another target	<u>APG</u>
<u>Rumormonger (Ex)</u>	<u>Advanced talents</u>	Spread rumors	<u>UC</u>
<u>Skill Mastery</u>	<u>Advanced talents</u>	Take 10 at any time on certain skills	<u>CRB</u>
<u>Slippery Mind (Ex)</u>	<u>Advanced talents</u>	Make an extra <u>saving throw</u> against enchantments	<u>CRB</u>
<u>Stealthy Sniper (Ex)</u>	<u>Advanced talents</u>	Take a reduced penalty to <u>Stealth</u> when sniping	<u>APG</u>
<u>Thoughtful Reexamining (Ex)</u>	<u>Advanced talents</u>	Reroll a <u>Knowledge</u> , <u>Sense Motive</u> , or <u>Perception</u> check	<u>APG</u>
<u>Unwitting Ally (Ex)</u>	<u>Advanced talents</u>	Make an opponent act as a <u>flanking</u> partner	<u>UC</u>
<u>Weapon Snatcher (Ex)</u>	<u>Advanced talents</u>	Use <u>Sleight of Hand</u> to <u>disarm</u> an opponent	<u>UC</u>

Master Strike (Ex)

Upon reaching 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects:

The target can be...

put to sleep for 1d4 hours
paralyzed for 2d6 rounds, or
slain

Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Gunslinger abilities cut because I don't want to manage a grit system.

I kinda felt like Inquisitor abilities fit in other places, at least those that weren't magic. Except maybe exploit weakness.

Exploit Weakness (Ex)

At 14th level, the inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Death Attack (Ex)

If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use

Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison).

Hidden Weapons (Ex)

At 4th level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

Quiet Death (Ex)

At 6th level, whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

Hide in Plain Sight (Su)

At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex)

At 9th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Deep Pockets (Ex) (not sure how I'd feel about this in practice)

A Pathfinder chronicler collects items as well as lore, picking up small amounts of this or that throughout her travels. As a result, she may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the chronicler may dig through her pockets to retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, the chronicler can retrieve no more items until she refills her deep pockets by spending a few hours and an amount of gold to bring her total up to 100 gp per class level.

In addition, if she takes 1 hour to pack her gear each day, she gains a +4 bonus to Strength to determine her light encumbrance. This does not affect her maximum carrying capacity. The efficient distribution of weight simply encumbers her less than the same amount of weight normally should. Finally, the Pathfinder chronicler gains a +4 bonus on Sleight of Hand checks made to conceal small objects on her person.

Live to Tell the Tale (Ex)

At 2nd level, once per day per two class levels, a Pathfinder chronicler can attempt a new saving throw against any ongoing condition against which she failed a saving throw in a previous round, even if the effect is normally permanent. This ability has no effect on conditions that do not allow saving throws or against instantaneous effects.

Pathfinding (Ex)

Beginning at 2nd level, a Pathfinder chronicler develops an excellent sense of direction and skill at leading others through difficult terrain or by following ancient maps. A Pathfinder chronicler gains a +5 bonus on Survival checks made to avoid becoming lost and to Intelligence checks to escape a maze spell. In addition, she always uses the "road or trail" overland movement modifier even when in trackless terrain, whether on foot or mounted. With a DC 15 Survival check, the Pathfinder chronicler can extend this benefit to one companion per class level.

SKILLS

ACROBATICS (DEX)

Balance (Dex) [Armor Penalty](#)

Check: The character can walk on a precarious surface. A successful [check](#) lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her [move action](#) keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls.

The difficulty varies with the conditions of the surface.

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

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

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

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

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

Special: A character can [take 10](#) when making a Balance check, but can’t [take 20](#).

A character with the [Focused](#) feat gets a +2 bonus on all Balance [checks](#).

Time: Balancing while moving one-half the character’s speed is a [move action](#).

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

Tumble (Dex) [Trained Only](#); [Armor Penalty](#)

Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly: The character can make a Tumble [check](#) (DC 15) when [falling](#). If the check succeeds, treat the fall as if it were 10 feet shorter when determining [damage](#).

Tumble past Opponents: With a successful Tumble [check](#) (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no [attacks of opportunity](#). Failure means the character moves as planned, but provokes [attacks of opportunity](#) as normal.

Tumble through Opponents: With a successful Tumble [check](#) (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes [attacks of opportunity](#) as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to [Defense](#) (instead of the normal +2) when fighting [defensively](#), and a +6 dodge bonus (instead of the normal +4) when engaging in [total defense](#). A character can [take 10](#) when making a Tumble [check](#), but can't [take 20](#).

A character with the [Acrobatic](#) feat and at least 1 rank in this skill gets a +2 bonus on all Tumble [checks](#).

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a [free action](#) that must be performed as part of a [move action](#).

BLUFF (CHA)

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

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

A successful Bluff [check](#) indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe. A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

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

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a

big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

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

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

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

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

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Feinting in space combat: You can use the Bluff skill to feint in starship combat.

Check: With a successful Bluff check, you mislead another starship so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. If you succeed, the next attack your starship makes against the target ignores its pilot's Dexterity bonus to Defense (if it has one), thus lowering the target's Defense score.

You cannot use this tactic against a starship that's flying on autopilot.

Using Bluff as a feint in starship combat is an attack action.

Special: If you have the Starship Feint feat, you gain a +2 bonus on Bluff checks when using the skill to feint in starship combat.

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

Special: A character can [take 10](#) when making a bluff (except for feinting in combat), but can't [take 20](#). A character with the [Deceptive](#) feat gets a +2 bonus on all Bluff [checks](#).

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

CLIMB (STR) (ARMOR PENALTY)

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

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb [check](#) indicates that the character makes no progress, and a [check](#) that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

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

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

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

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

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

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

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's [maximum load](#) to determine how much weight he or she can lift. A character can [take 10](#) while climbing, but can't [take 20](#).

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

A character with the [Athletic](#) feat gets a +2 bonus on all Climb [checks](#).

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

*These modifiers are cumulative; use any that apply.

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

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

COMPUTER USE (INT)

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

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

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

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

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

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

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

Computer Hacking

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

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network

connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

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

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

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

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

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

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

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

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

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional [check](#) is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another [check](#) to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

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

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

To identify the intruder, make an opposed Computer Use [check](#) against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the

character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate [check](#) from cutting off access. This [check](#) can only be made if the intruder is accessing the character's site for the entire length of the [check](#)—if the intruder's session ends before the character finishes the [check](#), the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do.

Crashing a computer simply shuts it down. Its user can restart it without making a skill [check](#) (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer

Use [checks](#) made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

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

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

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

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

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

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

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

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+1 0	1 minute
Minimum security	-5	—
Exceptional security	+1 0	—
Maximum security	+1	—

Space-Oriented: In addition to all the standard uses, this skill can be used to operate shipboard sensors as well as send, jam, scramble, and unscramble transmissions sent through space or across dimensions. Check: The following applications of the Computer Use skill can be used untrained:

Conduct Active Sensor Scan: Using a starship's sensors to analyze another ship or object in sensory range requires a Computer Use check (DC 15). An active sensor scan conducted over a vast distance (for example, across a star system) or subjected to some form of disturbance (such as interference from a solar flare) applies a –5 or higher penalty on the check.

Send Transmission: Routine communications (hailing a nearby ship, using a subspace or dimensional transceiver, and so on) are accomplished with a Computer Use check (DC 10). Communications sent over incredibly long distances (such as between star systems) are subject to distortion; correcting that distortion to ensure a message reaches its intended destination requires a successful Computer Use check (DC 20).

The following applications of the Computer Use skill can't be used untrained:

Jam Transmission: This skill can be used to prevent a ship or facility from receiving an incoming transmission. An opposed Computer Use check between the individual receiving the message and the individual attempting to jam the message determines whether or not the message gets through. If an unmanned computer receives the transmission, jamming the transmission requires a Computer Use check (DC 15).

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

Time: Scrambling or unscrambling a transmission are all full-round actions. Conducting an active sensor scan or sending/jamming a transmission is a move action.

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

A character with the [Gearhead](#) feat gets a +2 bonus on all Computer Use [checks](#).

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

CONCENTRATION (WIS OR CON, WHICHEVER IS HIGHER)

Check: A character makes a Concentration [check](#) whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a [Disable Device](#) or [Treat Injury](#) check). Situations such as taking [damage](#), working in a bouncing [vehicle](#), or dealing with severe weather can require a character to make a Concentration [check](#).

If the Concentration [check](#) succeeds, the character may continue with the action. If the Concentration [check](#) fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted. A successful Concentration [check](#) still doesn't allow a character to [take 10](#) when in a stressful situation; he or she must roll the [check](#) as normal.

The [check](#) DC depends on the nature of the distraction.

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

Special: A character can use Concentration to avoid [attacks of opportunity](#) when attempting a skill check that normally provokes [attacks of opportunity](#). The DC to do so is 15.

If the Concentration [check](#) succeeds, the character may attempt the action normally without incurring any [attacks of opportunity](#). If the Concentration [check](#) fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke [attacks of opportunity](#), however.

This use of Concentration applies only to skill [checks](#). It does not apply to other actions that normally provoke [attacks of opportunity](#), such as [movement](#) or making unarmed attacks.

A character with the [Focused](#) feat gets a +2 bonus on all Concentration [checks](#).

The concentration skill has further uses for characters using [magic](#) or [psionics](#).

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

Distraction	DC
Damaged during the action 1	10 + damage dealt
Taking continuous damage during the action 2	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10
1 Such as an activity that requires more than a single full-round action . Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).	
2 Such as from catching on fire.	

CRAFT (INT)

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

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

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a [Wealth check](#) against the given purchase DC for the object to see if the character

succeeds in acquiring the raw materials. If the character succeeds at that [check](#), make the Craft [check](#) against the given DC for the object in question. If the character fails the [check](#), he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

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

Craft (Chemical) (Int) [Trained Only](#)

This skill allows a character to mix chemicals to create [acids](#), bases, [explosives](#), and poisonous substances.

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

Craft DCs

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

¹The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

[Explosives](#): Building an [explosive](#) from scratch is dangerous. If the Craft (chemical) [check](#) fails, the raw materials are wasted. If the [check](#) fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended [damage](#) to the builder and anyone else in the burst radius.

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

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) ¹	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive. Scratch built explosives deal concussion damage.

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

Save DC: The Difficulty Class of the [Fortitude save](#) to negate the effects of the [poison](#).

Initial [Damage](#): The [damage](#) a character takes immediately upon failing his or her [Fortitude save](#).

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

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

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

Craft DC: The DC of the Craft [check](#) to create a quantity of the [poison](#).

Time: The amount of time required for the Craft [check](#).

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

Table: Poisons								
Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness	12	Res (+2)	26	8 hr.

				1d3 hours					
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.	
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.	
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.	
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.	
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.	
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a	
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a	
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.	
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a	
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.	
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.	
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.	

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

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

Special: A character without a [chemical kit](#) takes a -4 penalty on Craft (chemical) [checks](#).

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

Craft (Pharmaceutical) (Int) [Trained Only](#)

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

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

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.

19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

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

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

Craft (Structural) (Int)

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

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

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

Special: A character without a [mechanical tool kit](#) takes a –4 penalty on Craft (structural) [checks](#).

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

Craft (Visual Art) (Int)

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

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

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

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

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

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

Craft (Writing) (Int)

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

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

No [Wealth check](#) is necessary to use this Craft skill.

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

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

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

DEMOLITIONS (INT) (TRAINED ONLY)

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

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions [check](#) (DC 10). Failure means that the explosive fails to go off as planned.

Failure by 10 or more means the explosive goes off as the detonator is being installed.

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

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

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

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

Special: A character can [take 10](#) when using the Demolitions skill, but can't [take 20](#).

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

A character without a [demolitions kit](#) takes a –4 penalty on Demolitions [checks](#).

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

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

DIPLOMACY (CHA)

Check: A character can change others' attitudes with a successful [check](#) (see the table below. In negotiations, participants roll opposed Diplomacy [checks](#) to see who gains the advantage.

Opposed [checks](#) also resolve cases where two advocates or diplomats plead opposing cases before a third party.

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

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

Special: A character can [take 10](#) when making a Diplomacy check, but can't [take 20](#).

A character with the [Trustworthy](#) feat gets a +2 bonus on all Diplomacy [checks](#).

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

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

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

Bribery and Diplomacy

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

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

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

To bribe a character, make a [Wealth check](#). Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the [check](#), he or she gains a +2 bonus on the Diplomacy [check](#). For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

DISABLE DEVICE (INT) (TRAINED ONLY)

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

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

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

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

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

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

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

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

Cybernetics and Robots: You can use this skill to disable a robot or external cybernetic attachment.

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

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

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

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

Special: A character can [take 10](#) when making a Disable Device [check](#). A character can [take 20](#) to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed. Possessing the proper tools gives a character the best chance of succeeding on a Disable Device [check](#). Opening a lock requires a [lockpick set](#) (for a mechanical lock) or an [electrical tool kit](#) (for an electronic lock). Opening a locked car calls for a [car opening kit](#). Disabling a security device requires either a [mechanical tool kit](#) or an [electronic toll kit](#), depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your [check](#).

A [lock release gun](#) can open a mechanical lock of cheap or average quality without a Disable Device [check](#). A character with the [Cautious](#) feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device [checks](#).

Time: Disabling a simple mechanical device is a [full-round action](#). Intricate or complex devices require 2d4 rounds.

DISGUISE (CHA)

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

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

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

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹

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

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

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

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

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

Special: A character can [take 10](#) or [take 20](#) when establishing a disguise.

A character without a [disguise kit](#) takes a -4 penalty on Disguise [checks](#).

A character with the [Deceptive](#) feat gets a +2 bonus on all Disguise [checks](#).

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

Time: A Disguise [check](#) requires 1d4 x10 minutes of preparation. The GM makes [Spot checks](#) for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

DRIVE (DEX)

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

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

Special: A character can [take 10](#) when driving, but can't [take 20](#).

A character with the [Vehicle Expert](#) feat gets a +2 bonus on all Drive [checks](#).

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

Time: A Drive [check](#) is a [move action](#).

ESCAPE ARTIST (DEX) (ARMOR PENALTY)

[Check](#): Make a [check](#) to escape from restraints or to squeeze through a tight space.

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

space

Grappler Opponent's [grapple check](#)

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

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

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

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

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

A character with the [Nimble](#) feat gets a +2 bonus on all Escape Artist [checks](#).

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

FORGERY (INT)

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery [check](#), as shown below.

Document Type		
Factor	Check Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.
Familiarity		
Factor	Check Modifier	
Unfamiliar (seen once for less than a minute)	-4	
Fairly familiar (seen for several minutes)	+0	
Quite familiar (on hand, or studied at leisure)	+4	
Forger has produced other documents of same type	+4	
Document includes specific signature	-4	

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

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

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

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

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

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

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

A character can [take 10](#) when making a Forgery check, but can't [take 20](#).

A character with the [Meticulous](#) feat gets a +2 bonus on all Forgery [checks](#).

A character without a [forgery kit](#) takes a -4 penalty on Forgery [checks](#).

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

GAMBLE (WIS)

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

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

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

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

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

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

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

Special: A character can't [take 10](#) or [take 20](#) when making a Gamble [check](#).

A character with the [Confident](#) feat gets a +2 bonus on all Gamble [checks](#).

Time: A Gamble [check](#) requires 1 hour.

GATHER INFORMATION (CHA) (INVESTIGATE NOW A FEAT) (RESEARCH *MAY* APPLY)

Check: By succeeding at a skill [check](#) (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the [check](#) result, the better the information.

If the situation doesn't require the expenditure of money, no [Wealth check](#) is necessary.

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

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

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

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

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

Special: A character can [take 10](#) when making a Gather Information check, but cannot [take 20](#).

A character with the [Trustworthy](#) feat gets a +2 bonus on all Gather Information [checks](#).

Time: A Gather Information [check](#) takes 1d4+1 hours.

HANDLE ANIMAL (CHA) (TRAINED ONLY)

[Check](#): The time required to get an effect and the DC depend on what the character is trying to do.

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

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

“Push” an Animal: To push an animal means to get it to perform a task or trick that it doesn’t know, but is physically capable of performing. If the [check](#) is successful, the animal performs the task or trick on its next action.

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

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal [check](#). Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a [check](#); however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

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

Try Again?: Yes.

Special: A character can [take 10](#) or [take 20](#) when handling animals.

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

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

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

INTIMIDATE (CHA)

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

Circumstances dramatically affect the effectiveness of an Intimidate [check](#).

There are limits to what a successful Intimidate [check](#) can do.

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

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

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

Special: A character can [take 10](#) when making an Intimidate check, but can't [take 20](#).

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

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

A character with the [Confident](#) feat gets a +2 bonus on all Intimidate [checks](#) and on level checks to resist intimidation.

Time: An Intimidate [check](#) is a [full-round action](#).

JUMP

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

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

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

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

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC1	Long Jump Distance	DC1
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30
1 Requires a 20-foot move. Without a 20-foot move, double the DC.			

If the character fails the [check](#) by less than 5, he or she doesn't clear the distance, but can make a [Reflex save](#) (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a [move action](#) and a [Climb check](#) (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC1	High Jump Distance	DC1
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32
1 Requires a 20-foot move. Without a running start, double the DC.			

If the character succeeds on the [check](#), he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a [move action](#) and a [Climb check](#) (DC 15). If the character fails the Jump [check](#), he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped. The difficulty of reaching a given height varies according to the size of the character or creature.

Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.

Fine 0.5 ft.

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump [check](#) (DC 10). Doing so counts as 10 feet of [movement](#). The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the [check](#), he or she takes [falling](#) damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the [check](#) is modified by the character's speed.

A character can [take 10](#) when making a Jump [check](#). If there is no danger associated with failing, the character can [take 20](#).

A character with the [Acrobatic](#) feat gets a +2 bonus on all Jump [checks](#). A character with the [Run](#) feat gains a +2 competence bonus on Jump [checks](#) preceded by a 20-foot move.

[Tumble](#) can provide a +2 synergy bonus on Jump [checks](#) (see [Skill Synergy](#)).

Time: Using the Jump skill is either a [move action](#) or a [full-round action](#), depending on whether the character starts and completes the jump during a single [move action](#) or a [full-round action](#).

KNOWLEDGE (INT) (TRAINED ONLY) (RESEARCH NOW A PART)

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

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

Check: A character makes a Knowledge [check](#) to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

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

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

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

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

You can make a Knowledge (technology) check to correctly identify starships, mecha, robots, and cybernetic attachments, as well as identify unfamiliar technological devices.

Check: The DCs for identifying technological items vary depending on the type of information required:

Identifying a starship by its type and subtype, identifying a mecha by its superstructure, or identifying a robot by its frame: DC 10.

Determining the function or purpose of a particular mechanical system or cybernetic attachment: DC 15.

Recalling the standard, factory-model design specs of a particular type or class of starship, mecha, or robot: DC 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level, as shown below:

Unfamiliar Item	DC
Basic tool or instrument	10
Robotic or vehicular component	15
Cybernetic attachment	20
Alien weapon or nanotechnology	25
Alien artifact	30
Each step in Progress Level (up or down)	+5

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](#).

LINGUISTICS (INT) (TRAINED ONLY)

Decipher Script

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

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

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

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

Special: A character can [take 10](#) when making a Decipher Script [check](#), but can't [take 20](#).

A character with the [Studious](#) feat gets a +2 bonus on all Decipher Script [checks](#).

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

Read/Write Language

The Read/Write Language skill doesn't work like a standard skill.

- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.
- A character never makes Read/Write Language [checks](#). A character either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he or she must take the [Speak Language](#) skill for the appropriate language.
- A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups

There are thousands of languages to choose from when a character buys ranks in [Speak Language](#) or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in [Speak Language](#) or Read/Write Language. Language groups are provided because they pertain to the [Smart hero's](#) Linguist talent.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Speak Language

The Speak Language skill doesn't work like a standard skill.

- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language [checks](#). A character either knows how to speak and understand a specific language or doesn't.

- To be able to read and write a language that the character can speak, he or she must take the [Read/Write Language](#) skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying [Read/Write Language](#) for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

NAVIGATE (INT)

Check: Make a Navigate [check](#) when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a [check](#) to find a local street or other common urban site, or to follow an accurate map. However, the character might make a [check](#) to wind his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate [check](#). The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate [check](#) (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate [check](#) (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful [check](#), the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate [check](#) for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path. A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this [check](#). The DC is 15.

Space Travel: In a campaign that features space travel or dimensional travel, you can use the Navigate skill to plot a course between planets, star systems, or dimensions.

Check: The rules for plotting a course over a great distance work as described in the Navigate skill description. Aboard a starship, you need a functional Class II sensor array (or better) to plot a course through space. You don't need to make a Navigate check when traveling along a pre-established space route or passing through a dimension gate with a pre-calibrated destination.

Time: Plotting a course is a full-round action.

Special: A character can [take 10](#) when making a Navigate [check](#). A character can [take 20](#) only when determining his or her location, not when traveling.

A character with the [Guide](#) feat gets a +2 bonus on all Navigate [checks](#).

Time: A Navigate [check](#) is a [full-round action](#).

PERCEPTION (WIS)

Listening

[Check](#): Make a Listen [check](#) against a DC that reflects how quiet the noise is that a character might hear or against an opposed [Move Silently check](#).

The GM may call for a Listen [check](#) by a character who is in a position to hear something. A character can also make a Listen [check](#) voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen [check](#) in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the [check](#).

A successful Listen [check](#) when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-20	Gunfire
-10	A melee battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone ¹
20	A tiger stalking prey ¹
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

¹ This is actually an opposed check; the DC given is a typical [Move Silently](#) check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Try Again?: A character can make a Listen [check](#) every time he or she has the opportunity to hear something in a reactive manner. As a [move action](#), the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill [checks](#).

A character can [take 10](#) or [take 20](#) when making a Listen check. [Taking 20](#) means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the [Alertness](#) feat gets a +2 bonus on all Listen [checks](#).

A sleeping character can make Listen [checks](#), but takes a -10 penalty on the [checks](#).

Time: A Listen [check](#) is either a reaction (if called for by the GM) or a [move action](#) (if a character actively takes the time to try to hear something).

Spot

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a [Spot check](#) by a character who is in a position to notice something. A character can also make a [Spot check](#) voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the [Spot check](#) in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the [check](#).

A successful [Spot check](#) when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's [Spot check](#) is opposed by the [Hide check](#) of the character trying not to be seen. Spot is also used to detect someone in disguise (see the [Disguise](#) skill), or to notice a concealed weapon on another person.

A character's [Spot check](#) is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The [check](#) carries a further -5 penalty if the character is in the midst of activity.

Try Again?: A character can make a [Spot check](#) every time he or she has the opportunity to notice something in a reactive manner. As a [full-round action](#), a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

Special: A character can [take 10](#) or [take 20](#) when making a [Spot check](#).

A character with the [Alertness](#) feat gets a +2 bonus on all [Spot checks](#).

Time: A [Spot check](#) is either a reaction (if called for by the GM) or a [full-round action](#) (if a character actively takes the time to try to notice something).

PERFORM (CHA)

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

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her [check](#) result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: The character is a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed [Instruments](#): The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind [Instruments](#): The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.

Special: A character can [take 10](#) when making a Perform check, but can't [take 20](#).

A character without an appropriate [instrument](#) automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the [check](#) because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the [Creative](#) feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the [feat description](#) for more information.

Time: A Perform [check](#) usually requires at least several minutes to an hour or more.

PILOT (DEX) (TRAINED ONLY)

[Check](#): Typical piloting tasks don't require checks. [Checks](#) are required during combat, for [special maneuvers](#), or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt [simple maneuvers](#) and [stunts](#) (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each [vehicle's](#) description includes a maneuver modifier that applies to Pilot [checks](#) made by the operator of the vehicle.

Special: A character can [take 10](#) when making a Pilot [check](#), but can't [take 20](#).

A character with the [Vehicle Expert](#) feat gets a +2 bonus on all Pilot [checks](#).

There is no penalty for operating a general-purpose fixed-wing [aircraft](#). Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding [Aircraft Operation](#) feat, or else the character takes a -4 penalty on Pilot [checks](#).

Spacecraft: You can use the Pilot skill to fly any kind of spacecraft.

[Check](#): Unless you have the Starship Operation feat (page 14), you take a -4 penalty on Pilot checks made to pilot a starship. The pilot of a starship can make a Pilot check to escape after being held or immobilized by another starship's grapples or tractor beam; see Grappling Systems for more information on grapples and tractor beams.

Special: For modern-day (PL 5) spacecraft such as the space shuttle, the Aircraft Operation (spacecraft) is sufficient to negate the -4 penalty on Pilot checks; however, this feat cannot negate the penalty as it applies to PL 6 or higher spacecraft.

Time: A Pilot [check](#) is a [move action](#).

PROFESSION (WIS)

Check: A character makes Profession [checks](#) to improve his or her [Wealth bonus](#) every time he or she attains a new level. The DC for the [check](#) is the character's current [Wealth bonus](#). If the character succeeds at the Profession [check](#), his or her [Wealth bonus](#) increases by +1. For every 5 by which the character exceeds the DC, his or her [Wealth bonus](#) increases by an additional +1. A character can't [take 10](#) or [take 20](#) when making a Profession [check](#) to improve his or her [Wealth bonus](#).

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the [Wealth bonus](#) increase the character receives upon gaining a new level. In addition to the [Wealth bonus](#) increase a character gains from your Profession [check](#) result (if the [check](#) succeeds), the number of ranks the character has in this skill increases his or her [Wealth bonus](#) as follows.

Rank s	Wealth Bonus Increase
1–5	+1
6–10	+2
11– 15	+3
16– 20	+4
21– 23	+5

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a [Reputation](#) check to deal with a work- or career-related situation.

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

REPAIR (INT) (TRAINED ONLY)

Check: Most Repair [checks](#) are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a [Wealth check](#). If the GM decides this isn't necessary for the type of repair the character is attempting, then no [Wealth check](#) is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair [check](#) DC by 5, and allows the character to make the checks in as little as a [full-round](#) action. However, a jury-rigged repair can only fix a single problem with a [check](#), and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Spaceships, robots, etc.: You can use this skill to repair vehicles, starships, mecha, cybernetic attachments, and constructs (including robots). You can also use the Repair skill to safely remove the “brain” of a destroyed robot.

Check: Repairing damage to a vehicle, starship, or mecha takes 1 hour of work, a mechanical tool kit, and a proper facility such as a workshop or hangar bay. (Without a tool kit, you take a –4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success repairs 2d6 points of damage. If damage remains, you may continue to make repairs for as many hours as it takes to restore the vehicle or starship to full hit points.

The same rules apply to robots, other constructs, and cybernetic attachments, except that each successful application of the Repair skill restores 1d10 points of damage (instead of 2d6), and the Repair check is more difficult to achieve (DC 30).

This skill may also be used to transplant the “brain” of a destroyed robot into a similar but intact robot frame. See the Robot Resurrection for more information on robotic brain transplants.

Special: A vehicle, starship, cybernetic attachment, mecha, robot, or other construct that is reduced to 0 hp cannot be repaired. It can be salvaged for parts, however (see the Salvage feat description).

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair [check](#) has negative ramifications that prevent repeated [checks](#).

Special: A character can [take 10](#) or [take 20](#) on a Repair [check](#). When making a Repair [check](#) to accomplish a jury-rig repair, a character can't [take 20](#).

Repair requires an [electrical tool kit](#), a [mechanical tool kit](#), or a [multipurpose tool](#), depending on the task. If the character do not have the appropriate tools, he or she takes a –4 penalty on the [check](#).

[Craft \(mechanical\)](#) or [Craft \(electronic\)](#) can provide a +2 [synergy bonus](#) on Repair [checks](#) made for mechanical or electronic devices (see [Skill Synergy](#)).

A character with the [Gearhead](#) feat and at least 1 rank in this skill gets a +2 bonus on all Repair [checks](#).

Time: See the table for guidelines. A character can make a jury-rig repair as a [full-round action](#), but the work only lasts until the end of the current encounter.

RIDE (DEX)

Animals ill suited as mounts provide a –2 penalty on their rider's Ride [check](#).

Check: Typical riding actions don't require [checks](#). A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a [move action](#). Some tasks, such as those undertaken in combat or other extreme circumstances, require [checks](#). In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a [check](#).

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make

the [check](#) at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the [Handle Animal](#) skill). If the character succeeds, he or she uses only a [move action](#), and the character can use his or her [attack action](#) to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this [check](#). Instead, the character can use his or her [move action](#) to have the animal perform a trick (commonly, to [attack](#)). The character can use his or her [attack action](#) normally.

[Cover](#) (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half [cover](#). The character can't attack while using his or her mount as [cover](#). If the character fails, he or she doesn't get the [cover](#) benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of [falling damage](#).

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its [movement](#). Use the character's Ride modifier or the mount's [Jump](#) modifier (whichever is lower) when the mount makes its [Jump check](#) (see the [Jump](#) skill). The character makes a Ride [check](#) (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a [free action](#). If the character fails the [check](#), mounting or dismounting is a [move action](#). (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a [move action](#) this round, should the [check](#) fail.)

Special: If the character is riding bareback, he or she takes a -5 penalty on Ride [checks](#).

A character can [take 10](#) when making a Ride [check](#), but can't [take 20](#).

A character with the [Animal Affinity](#) feat gets a +2 bonus on all Ride [checks](#).

Time: Ride is a [move action](#), except when otherwise noted for the special tasks listed above.

SEARCH (INT)

[Check](#): The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single [check](#).

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25 +	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can [take 10](#) or [take 20](#) when making a Search [check](#).

A character with the [Meticulous](#) feat gets a +2 bonus on all Search [checks](#).

Time: A Search check is a [full-round action](#).

SENSE MOTIVE (WIS)

Check: A successful [check](#) allows the character to avoid being bluffed (see the [Bluff](#) skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful [check](#) (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable. Try Again?: No, though the character may make a Sense Motive [check](#) for each [bluff](#) made on the character.

Special: A character can [take 10](#) when making a Sense Motive [check](#), but can't [take 20](#).

A character with the [Attentive](#) feat gets a +2 bonus on all Sense Motive [checks](#).

A character can use Sense Motive to detect that a hidden message is being transmitted via the [Bluff](#) skill (DC equal to the [bluff check](#) result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's [check](#) fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive [check](#) may be made as a reaction to another character's [Bluff check](#). (When that's the case, the GM may roll the character's Sense Motive [check](#) in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

SLEIGHT OF HAND (DEX) (TRAINED ONLY) (ARMOR PENALTY)

Check: A [check](#) against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's [Spot check](#). The observer's [check](#) doesn't prevent the character from performing the action, just from doing it unnoticed. When a character tries to take something from another person, the character's opponent makes a [Spot check](#) to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's [check](#) result. The opponent detects the attempt if his or her [check](#) result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first [check](#) if the first [check](#) failed or if the attempt was noticed.

Special: A character can [take 10](#) when making a Sleight of Hand [check](#), but can't [take 20](#).

A character can make an untrained Sleight of Hand [check](#) to conceal a weapon or object, but must always [take 10](#).

A character with the [Nimble](#) feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand [checks](#).

Time: A Sleight of Hand [check](#) is an [attack action](#).

STEALTH (DEX) (ARMOR PENALTY)

Hiding

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

The hide [check](#) is also modified by the character's size:

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

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

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

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

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

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

Special: A character can [take 10](#) when making a Hide [check](#), but can't [take 20](#).

A character with the [Stealthy](#) feat gets a +2 bonus on all Hide [checks](#).

Time: A Hide [check](#) is an [attack action](#).

Moving Silently

Check: A character's Move Silently [check](#) is opposed by the [Listen check](#) of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while [attacking](#), running, or charging.

Special: A character can [take 10](#) when making a Move Silently [check](#), but can't [take 20](#).

A character with the [Stealthy](#) feat gets a +2 bonus on all Move Silently [checks](#).

Time: Move Silently is a [move action](#).

SURVIVAL (WIS)

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

D C	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

With the [Track](#) feat, a character can use Survival [checks](#) to track a character or animal across various terrain types.

Special: A character can [take 10](#) when making a Survival [check](#). A character can [take 20](#) when tracking, or if there is no danger or penalty for failure, but not on periodic [checks](#) to get along in the wild.

A character with the [Guide](#) feat gets a +2 bonus on all Survival [checks](#).

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself.

When using Survival with the [Track](#) feat to track a character or animal, [checks](#) are made according to distance, as described in the [Track](#) feat.

SWIM (STR) (ARMOR PENALTY)

Check: A successful Swim [check](#) allows a character to swim one-quarter his or her speed as a [move action](#) or half the character's speed as a [full-round action](#). Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim [check](#) or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take [move actions](#) or [free actions](#). If the character takes an [attack action](#) or a [full-round action](#), the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a [Constitution check](#) (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to [drown](#).

The DC for the Swim [check](#) depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim [check](#) against DC 20. If the character fails, he or she becomes fatigued. If the character fails a [check](#) while fatigued, the character becomes exhausted. If the character fails a [check](#) while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to [drown](#).

Try Again?: A new [check](#) is allowed the round after a [check](#) is failed.

Special: A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including [armor](#) and [weapons](#).

A character can [take 10](#) when making a Swim [check](#), but can't [take 20](#).

A character with the [Athletic](#) feat gets a +2 bonus on all Swim [checks](#).

Time: A Swim [check](#) is either a [move action](#) or a [full-round action](#), as described above.

TREAT INJURY (Wis)

[Check](#): The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a [medical kit](#), the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 [hit points](#) per character level or 3 [ability points](#) restored per day of complete rest. A new [check](#) is made each day; on a failed [check](#), recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a [medical kit](#), if a character has lost [hit points](#), the character can restore some of them. A successful [check](#), as a [full-round action](#), restores 1d4 hit points. The number restored can never exceed the character's full normal total of [hit points](#). This application of the skill can be used successfully on a character only once per day.

Revive [Dazed](#), [Stunned](#), or [Unconscious](#) Character (DC 15): With a [first aid kit](#), the character can remove the [dazed](#), [stunned](#), or [unconscious](#) condition from a character. This check is an [attack action](#). A successful check removes the [dazed](#), [stunned](#), or [unconscious](#) condition from an affected character. The character can't revive an unconscious character who is at -1 [hit points](#) or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a [medical kit](#), a character can tend to a character who is dying. As an [attack action](#), a successful Treat Injury [check](#) stabilizes another character. The stabilized character regains no [hit points](#), but he or she stops losing them. The character must have a [medical kit](#) to stabilize a dying character.

Surgery (DC 20): With a [surgery kit](#), a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the [Surgery](#) feat. Surgery requires 1d4 hours; if the patient is at negative [hit points](#), add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 [hit points](#) for every character level of the patient (up to the patient's full normal total of [hit points](#)) with a successful skill [check](#). Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion. Performing surgery on creatures of a type different from your own carries a -8 penalty. The Surgery feat reduces the penalty to -4, while the Xenomedic feat negates the penalty entirely.

Treat [Disease](#) (DC 15): A character can tend to a character infected with a treatable [disease](#). Every time the [diseased](#) character makes a saving throw against [disease](#) effects (after the initial contamination), the

treating character first makes a Treat Injury [check](#) to help the [diseased](#) character fend off secondary damage. This activity takes 10 minutes. If the treating character's [check](#) succeeds, the treating character provides a bonus on the diseased character's [saving throw](#) equal to his or her ranks in this skill.

Treat [Poison](#) (DC 15): A character can tend to a poisoned character. When a poisoned character makes a [saving throw](#) against a [poison's](#) secondary effect, the treating character first makes a Treat Injury [check](#) as an [attack action](#). If the treating character's [check](#) succeeds, the character provides a bonus on the poisoned character's [saving throw](#) equal to his or her ranks in this skill.

Try Again?: Yes, for restoring [hit points](#), reviving [dazed](#), [stunned](#), or [unconscious characters](#), stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special: The [Surgery](#) feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can [take 10](#) when making a Treat Injury [check](#). A character can [take 20](#) only when restoring [hit points](#) or attempting to revive [dazed, stunned](#), or [unconscious characters](#).

Long-term care, restoring [hit points](#), treating [disease](#), treating [poison](#), or stabilizing a dying character requires a [medical kit](#). Reviving a [dazed, stunned](#), or [unconscious characters](#) requires either a [first aid kit](#) or a [medical kit](#). Surgery requires a [surgery kit](#). If the character does not have the appropriate kit, he or she takes a -4 penalty on the [check](#).

A character can use the Treat Injury skill on his or herself only to restore [hit points](#), treat [disease](#), or treat [poison](#). The character takes a -5 penalty on your [check](#) any time he or she treats his or herself.

A character with the [Medical Expert](#) feat gets a +2 bonus on all Treat Injury [checks](#).

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