Imfinite Futures

The Future is Now

Pathfinder Compatible Sci-Fi

Avalon Games





An Avalon Games Product, All rights reserved, Version 1.0, 2011

All comments, suggestions and contacts can be made at...

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

www.avalon-games.com

Creative Director Robert Hemminger

Project Director Ramsey "Tome Wyrm" Lundock

Writers
Ramsey "Tome Wyrm" Lundock
Sean Wilt
Robert Hemminger

Layout and Product Design Robert Hemminger

Some art by Arion Games, Eastern Raider Design, Sade, Sphere Productions,
Talisman Studios
Some artwork copyright Octavirate Entertainment, used with permission.

Dedications

This book is dedicated to the Little Flamethrower Girl, the Smart Barbarian, Bob Queen of the Universe, Funky Usagi, the Modern Neanderthal, and the Japanese Princess. If you guys were characters instead of real people, you would make a great adventuring party. - Tome Wyrm

To my loving wife Melissa, thanks for putting up with the long evenings needed for IF's creation. - Sean Wilt



Contents

Sokuja Page 25 Combat Statistics Page 25	Chapter 1, Abilities	Page 5		
Chapter 2, Races Androids Androids Industrial Androids Service Androids Cancrian Cyber-sapians Enigma Grays Humans Sokuja Page 10 Vehicle Movement and Combat Vehicle Lists Page 20 Nechas Starships Starships Starships Starships Starships Samples Chapter 9, Combat Chapter 8, Vehicles Page 19 Vehicle Lists Page 20 Starships Page 20 Chapter 9, Combat Combat Round Page 21 Combat Statistics Page 22 Combat Statistics Page 22 Combat Statistics Page 22 Combat Statistics Page 23	Determining Ability Scores	Page 6		
Androids Page 11 Vehicle Movement and Combat Page 19 Industrial Androids Page 14 Vehicle Lists Page 20 Service Androids Page 15 Mechas Page 20 Cancrian Page 16 Starships Page 20 Cyber-sapians Page 19 Space Travel Page 20 Enigma Page 20 Grays Page 20 Grays Page 22 Humans Page 24 Sokuja Page 25 Combat Round Page 25 Sokuja Page 25	Ability scores and Modifiers	Page 9		D 105
Androids Fage 11 Industrial Androids Page 14 Service Androids Page 15 Cancrian Page 16 Cyber-sapians Page 19 Enigma Page 20 Grays Page 20 Humans Page 24 Sokuja Vehicle Lists Page 20 Starships Page 20 Starships Samples Page 20 Chapter 9, Combat Combat Round Page 20 Combat Statistics Page 20 Combat Statis	Chapter 2, Races	Page 10		_
Service Androids Page 15 Cancrian Page 16 Cyber-sapians Page 20 Enigma Page 20 Grays Page 22 Humans Page 24 Sokuja Mechas Page 20 Starships Page 20 Starships Samples Page 20 Chapter 9, Combat Round Page 22 Combat Statistics Page 22 Combat Statistics Page 23	Androids	Page 11		_
Cancrian Page 16 Starships Page 20 Cyber-sapians Page 20 Starships Samples Page 20 Grays Page 22 Humans Page 24 Sokuja Starships Page 25 Combat Statistics Page 25 Combat Statistics Page 26 Combat Statistics Page 27 Combat Stat	Industrial Androids	Page 14		_
Cyber-sapians Page 19 Space Travel Page 20 Enigma Page 20 Starships Samples Page 2 Chapter 9, Combat Page 22 Humans Page 24 Combat Round Page 25 Sokuja Page 25 Page 25 Page 25 Page 26 Page 27 Page 26 Page 27 Page 2	Service Androids	Page 15		_
Enigma Page 20 Starships Samples Page 2 Grays Page 22 Chapter 9, Combat Page 22 Humans Page 24 Combat Round Page 22 Sokuja Page 25 Combat Statistics Page 25	Cancrian	Page 16	-	_
Grays Humans Page 22 Page 24 Sokuja Page 25 Chapter 9, Combat Combat Round Page 25 Combat Statistics Page 25 Page 25 Page 25	Cyber-sapians	Page 19	±	_
Humans Page 24 Combat Round Page 27 Sokuja Page 25 Combat Statistics Page 27 Page 25 Page 26	Enigma	Page 20	ž ž	_
Sokuja Page 25 Combat Statistics Page 25	Grays	Page 22		_
Sokuja rage 25 Domana Domana	Humans	Page 24		Page 228
Chapter 3 Classes Page 27 Damage Page 2.	Sokuja	Page 25		Page 229
Chapter 3. Classes	Chapter 3, Classes	Page 27	•	Page 230
Basic Class information Page 28 Hit Points Page 2.		Page 28		Page 231
	Character Advancement	Page 31		Page 231
Multiclassing Page 32 Speed Page 23	Multiclassing	_	-	Page 232
	Charmer	Page 33	<u> </u>	Page 232
111111111111111111111111111111111111111	Infiltrator	Page 42		Page 233
Outlander Page 48 Critical Hits Page 23	Outlander	•		Page 237
Techie Page 54 Injury and Death Page 24	Techie	•	5 - 5	Page 243
Trooper Page 62 Healing Page 24	Trooper	•		Page 245
Chapter 4. Skills Page 67 Non-Lethal Damage Page 24	-	•		Page 246
Acquiring Skills Page 68 Movement Page 24	<u>=</u>	_		Page 247
Skill Check Page 68 Special Combat Rules Page 23		_		Page 251
Skill Descriptions Page 69 Chapter 10, Environments Page 20	Skill Descriptions	•		Page 263
Class Skill Charts Page 71 Different Types of Daggers Page 20		_		Page 264
Chapter 5. Feats Page 115 Movement Page 25	Chapter 5, Feats	_		Page 281
Basic Feat Information Page 116 Carrying Capacity Page 20	<u> </u>	_		Page 283
Feat Lists Page 117 Vision and Light Page 25		•	•	Page 284
Feat Descriptions Page 120 Attacking Objects Page 20		_	<u> </u>	Page 285
Chapter 6. Equipment Page 143 Star Systems Page 28	-	•		Page 287
Glitch Page 144 Chapter II, Creatures Page 29			<u>*</u>	Page 291
Starting Equipment Page 144 Basic Information on Creatures Page 29		_		Page 292
Tech Curve Page 146 Chapter 12, Psychic Powers Page 3	© 1 1	_		Page 315
Heavy Weapons Page 147 Basic Information on Psychic Powers Page 3		•	·	Page 316
Firearms Page 148 Psychic Class Page 33		_	•	Page 330
Grenades Page 153 Lists of Psychic Powers Page 33		_	•	Page 337
Melee Weapons Page 154 Psychic Power Descriptions Page 33			Psychic Power Descriptions	Page 339
Armor Page 159	-	_		
Misc Equipment Page 167		_		
Chapter 7, Cyberwear Page 181		_		
Cyberwear Basic Information Page 182		_		
Cyberwear Lists Page 184		_		



Prolog: What's in a name?

Well, first I should explain that first we tried about half a dozen other names for this game. Some of the names we wanted were already taken. But most of the time, the problem was, a name conjured up too specific an image, or no image at all.

While there is a great variety in fantasy, it is a single genre. Where as science fiction has a multitude of sub genera: post apocalyptic, modern horror, dystopian, space rangers, space opera, space exploration, and alien invasions, to name a few.

In fantasy, magic, in some form or another, is an interregnal part of the story. But when you consider science fiction, there is Sci Fi which doesn't involve supernatural forces; Sci Fi which doesn't involve androids; Sci Fi which doesn't involve space travel. While there are many elements which can be included, or have a Sci Fi feel to them, no single one is actually mandatory the way magic defines the fantasy genera.

So after our last name fell through I was lying in bed one day (I was performing astronomical observations at the time, so living a nocturnal lifestyle.) As I tried to ignore the sunlight and drift off to sleep, I thought about a name which could capture the feel of 'generic Sci Fi.' Given the variety in different people's visions of the futures, what one name could possibly capture the feeling of the infinite possible futures?

The infinite possible futures? In the RPG industry, how you abbreviate the name of your game is a non-trivial question. Acronyms are one of the most popular ways. Infinite Futures naturally becomes IF. And that is really what Sci Fi is all about "What IF..."

So now come, explore the infinite futures with us. It all starts by asking yourself that one simple question, "What IF?"

To create a character, you will have to determine the character's ability scores (Chapter 1), then choose a race (Chapter 2) and starting class (Chapter 3) for the character. Then you can fine tune the character with you selection of skills (chapter 4) and feats (Chapter 5). Finally you need to choose starting equipment for your character (Chapter 6).

Introduction

Introduction to Role Playing

Eric Mona, one of the designers of the Pathfinder Role Playing Game, made one of the most insightful comments about writing RPGs, I have ever heard while he was Editor of *Dungeon* Magazine, "We have to assume that every issue [of *Dungeon*] is somebody's first." Likewise, I have to assume that this is somebody's first Role Playing Game. If you are that somebody, this section is for you.

First: Thank you for buying this book, I hope it lives up to your expectations. Role Playing Games are an engrossing hobby, which is difficult to explain. Role Playing Games are expansions of the children's game "Make Believe." The point of the game is to pretend to be someone else. Concrete rules (usually involving dice rolls) are used to prevent the "you can't do that" arguments that plague children's games. Every player is given a single character to control. These characters will be the stars of the story you'll tell with the other players. One player, called the Game Master, gives up his right to play a staring role, to play all of the supporting roles, including the antagonists.

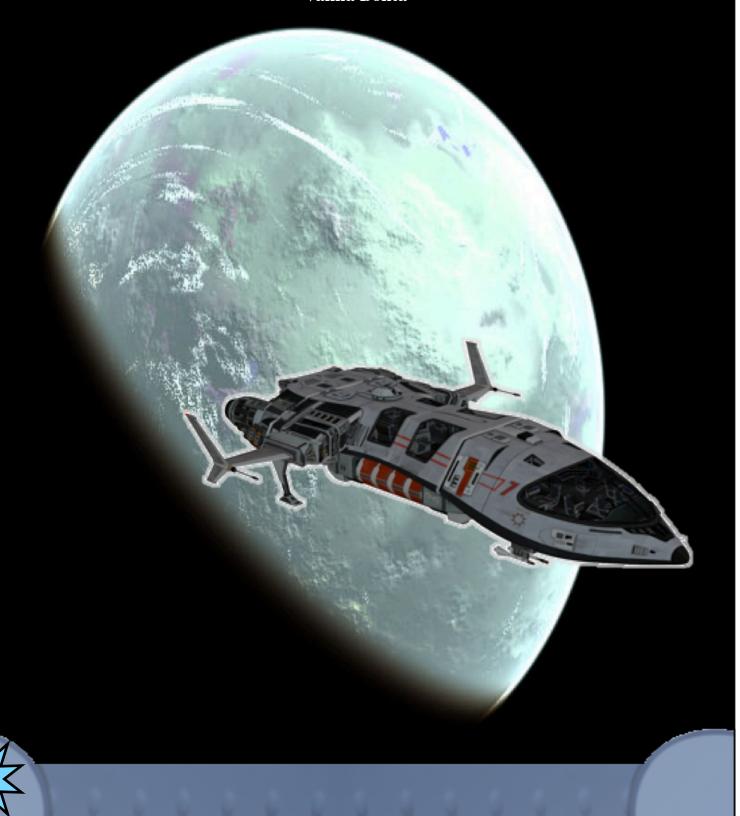
Infinite Futures is a complete Role Playing Game, with every thing you need to start playing. As the saying goes "Just add dice."

To play this game you will need "d20 dice." There are six types in this games system: 4 sided dice, 6 sided dice, 8 sided dice, 10 sided dice, 12 sided dice, and 20 sided dice. Many roll playing games use a common system of notation to let you know how many dice of what type to roll. The form of this notation is #d#. The "d" stands for dice, the number before the 'd' is the number of dice you roll, and the number after the 'd' is the number of sides each of those dice have. Thus 3d6, would mean that you roll 3 dice with 6 sides each and add the results together.

In order to play Infinite Futures, you will need to create a character who will server as your alter ego in the game. If you are the GM, you will not have a personal character, but you have enough other responsibilities, that an entire section of this book is dedicated to helping you.

"Space is as infinite as we can imagine, and expanding this perspective is what adjusts humankind's focus on conquering our true enemies, the formidable foes: ignorance and limitation."

- Vanna Bonta





Chapter 1: Abilities

Every Character has six abilities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

You determine your character's scores by assigning ability points to a base score, generally assigning more points to abilities important to your character. These scores are then modified by the race you choose for your character, and scores can be increased through experience as the character gains levels

Determining Ability Scores

All characters begin with a score of 8 in all six abilities, and an additional 27 ability points that can be added to increase these scores. Ability scores are increased by one point for every ability point added, up to a maximum of 16. Increasing a starting ability score beyond 16 requires two ability points for each additional point by which the ability score is increased. Ability points cannot be used to raise any starting ability score beyond 18.

Ability Point Cost					
Ability Score	Ability Point Spent				
8	0				
9	1				
10	2				
11	3				
12	4				
13	5				
14	6				
15	7				
16	8				
17	10				
18	12				

The Abilities

Each ability partially describes the character and affects some of their actions.

Strength (Str)

Strength measures the character's muscle and physical power. This ability is especially important for martial artist because it helps them prevail in combat, triggermen need a high strength to control weapons with a high recoil. Strength also limits the amount of equipment the character can carry.

Apply the character's Strength modifier to:

- * Melee attack rolls.
- * Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.)
- * Climb, and Swim checks. These are the skills that have Strength as their key ability.
- * Strength checks (for breaking down doors and the like).



Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for drivers, spooks and triggermen, but it's also high on the list for characters who typically don't wear armor

Apply the character's Dexterity modifier to:

- * Ranged attack rolls for thrown weapons and bows.
- * Defense, provided that the character can react to the attack.
- * Reflex saving throws, for avoiding grenades and similar attacks.
- * Acrobatics, Drive, Escape Artist, Stealth, and Sleight of Hand checks. These are the skills that have Dexterity as their key ability.

DEXTERITY DOES NOT APPLY TO RANGED ATTACKS MADE WITH FIREARMS.

Dexterity Bonus does NOT apply to Firearm Attacks

Characters in Infinite Futures do not apply their Dexterity modifiers to attacks with firearms. This is primarily a game balance issue. Guns can inflict so much damage from a safe distance, that they become the only viable means of combat. Having Dexterity modify both firearm attack rolls and the character's defense score made it the only ability which meant anything in combat.

By not applying the Dexterity bonus to firearms, the other attributes are not completely overshadowed by Dexterity, and characters are encouraged to try more cinematic combat techniques like martial arts or throwing knives.

In terms of game world justification: Dexterity does not affect firearm combat because there is very little intuitive about aiming a gun. Hitting the target is more a matter of training and practice than a matter of having a steady hand or sharp eyesight.

As the saying goes:

God made all men; Cornel Colt made them equal.

Constitution (Con)

Constitution represents the character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

Apply the character's Constitution modifier to:

- * Each roll of a Hit Die (though a penalty can never drop a result below 1-that is, a character always gains at least one hit point each time he advances in level).
- * Fortitude saving throws, for resisting poison and similar threats.

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

Intelligence (Int)

Intelligence determines how well the character learns and reasons. This ability is important for scholars and tinkers because it adds to their knowledge and technical skills. It is also important for a spooks ability to plan, and for any character who wants to have a wide assortment of skills.

Apply your character's Intelligence modifier to:

- * The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- * Appraise, Craft, Disable Device, Engineering, Forgery, Knowledge, and, Linguistics checks. These are the skills that have Intelligence as their key ability.

An animal has an Intelligence score of one or two. A creature of human like intelligence has a score of at least three.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for outlanders, and it is also important for spooks, charmers and moguls. If you want the character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

Apply the character's Wisdom modifier to:

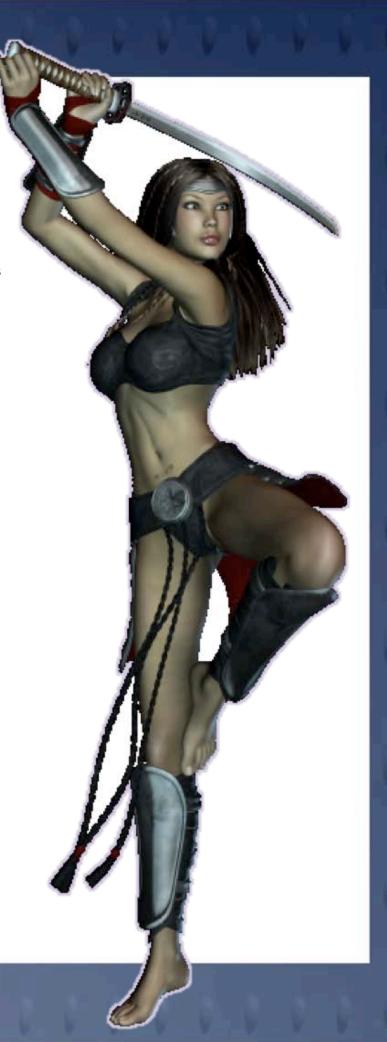
- * Will saving throws (for negating the effect of mind-alerting drugs and interrogation).
- * Heal, Perception, Profession, Sense Motive, and Survival, checks. These are the skills that have Wisdom as their key ability.

Charisma (Chr)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for charmers. It is also important for moguls, since it affects their ability to negotiate. Every creature has a Charisma score.

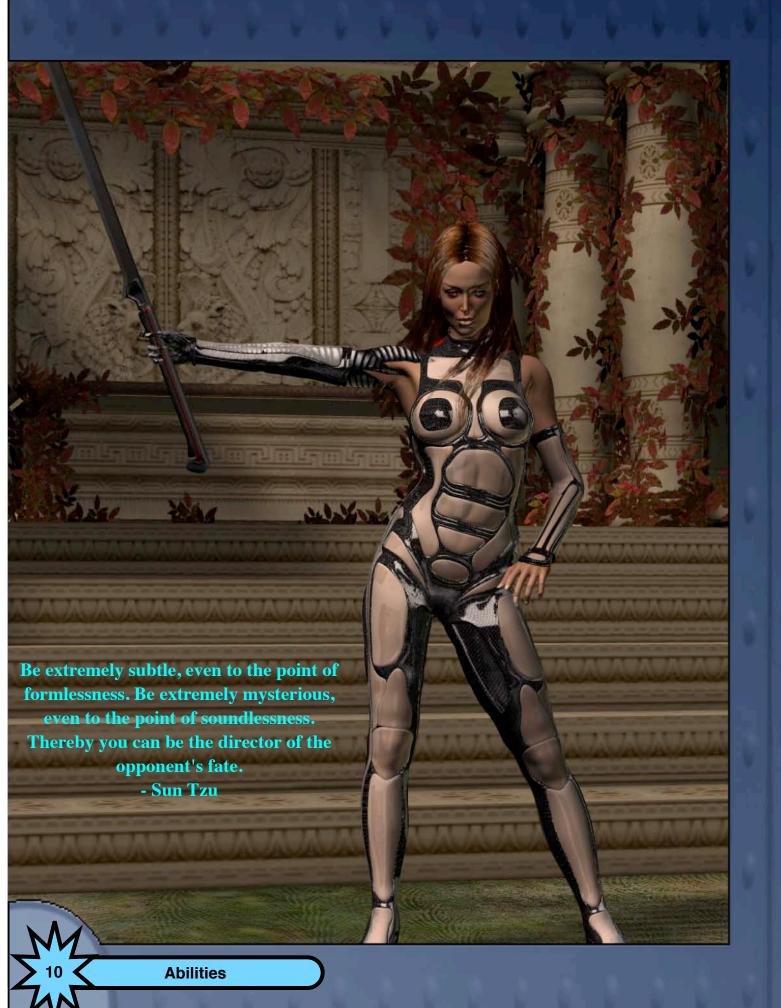
Apply the character's Charisma modifier to:

- * Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, and Perform, checks. These are the skills that have Charisma as their key ability.
- * Checks that represent attempts to influence others.



Ability Modifiers and Bonus Powers

			Bonus Powers Usable Per Day								
Ability Score	Modifier	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5	-	-	-	-	-	-	-	-	-	-
2 - 3	-4	-	-	-	-	-	-	-	-	-	-
4 - 5	-3	-	-	-	-	-	-	-	-	-	-
6 - 7	-2	-	-	-	-	-	-	-	-	-	-
8 - 9	-1	-	-	-	-	-	-	-	-	-	-
10 - 11	0	-	-	-	-	-	-	-	-	-	-
12 - 13	+1	-	1	-	-	-	-	-	-	-	-
14 - 5	+2	-	1	1	-	-	-	-	-	-	-
16 - 17	+3	-	1	1	1	-	-	-	-	-	-
18 - 19	+4	-	1	1	1	1	-	-	-	-	-
20 - 21	+5	-	2	1	1	1	1	-	-	-	-
22 - 23	+6	-	2	2	1	1	1	1	-	-	-
24 - 25	+7	-	2	2	2	1	1	1	1	-	-
26 - 27	+8	-	2	2	2	2	1	1	1	1	-
28 - 29	+0	-	3	2	2	2	2	1	1	1	1
30 - 31	+10	-	3	3	2	2	2	2	1	1	1
32 - 33	+11	-	3	3	3	2	2	2	2	1	1
34 - 35	+12	-	3	3	3	3	2	2	2	2	1
36 - 37	+13	-	4	3	3	3	3	2	2	2	2
38 - 39	+14	-	4	4	3	3	3	3	2	2	2
40 - 41	+15	-	4	4	4	3	3	3	3	2	2





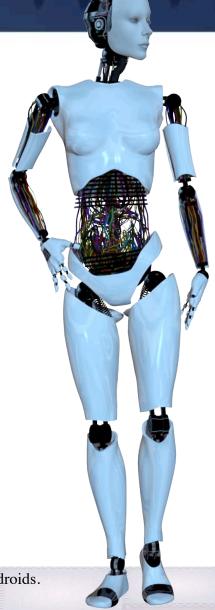
Chapter 2: Races

Every character in Infinite Futures has a race. Not to be confused with ethnic background, race is a gaming term meaning roughly species. Each race grants a character certain game bonuses; some races also carry penalties. More importantly race gives important role playing clues about a character's background and world view.

Androids

An android is a machine modeled after human beings. They look similar to humans, but the similarities are more than skin deep. The architecture of an android's brain allows it to learn from experience. When facts are insufficient, it can guess. On the microscopic level, uncertainties in the chemical manufacturing processes mean all manufactured brains vary slightly from the blueprint. Behavioral tendencies can be programmed into their brains, but identical units develop distinctive personalities shortly after activation.

Some philosophers claim that Androids aren't artificial copies of people: they are artificial people. The two most common types of androids are Industrial and Service.



The following racial traits apply to all androids.

Android Racial Traits

- * Artificial Brain: An android's artificial brain is sufficient for anything which as an internal computer as a prerequisite. If androids are included in the campaign, the GM must use at least some of the cyberware rules presented in Chapter 7. But even if androids exist in a campaign a GM can disallow organic characters from having cybernetic implants.
- * Computer port: All androids have a cable which allows them to plug into standard computer ports. When physically connected to a computer network by this cord, an android may make Computer Use checks as a move-equivalent action. The android receives a +4 bonus to Computer Use checks if it is connected directly to the target computer.
- * 4 to Identity Tolerance. An android's brain is more developed but less adaptive than humans, so they have trouble coping with after market modifications. See Chapter 7: Cyberware for a description of Identity Tolerance.
- * Immunity to disease, aging, poisons, and death effects.

- * Supernatural Immunity to any supernatural power with the word 'Person' in the title. Androids are not natural people. They can however be affected by supernatural powers which target AIs or machines.
- * No Air requirements: Androids do not need to breath, but many go through the motions to make humans more comfortable around them.
- * No Healing: Androids can't heal damage. The Engineering skill must be used to restore damage to them.
- * Recovery Systems: Androids don't bleed to death, but they can loose their data if badly damaged. An android reduced to negative hit points is unconscious and inoperable. At this point, the automated systems try to recover the androids data before it is lost, various system errors and misexecuted commands in this process cause the android to loose one hit point every round. This continues until the android successfully backs up its data or becomes damaged beyond repair. Each round the android makes a Wil save DC 10. The character takes a penalty on this roll equal to his negative hit point total. If this check is successful, the android successfully backs up its data. Another character can help an android recover its data by connecting to the android's internal computer and making a successful DC15 Computer Use skill check. An android reduced to -10 or fewer hit points has lost its data. Even if the body can be repaired, it will never operate under its own will again.

Once an android's data has been successfully backed up, the body ceases operation, and can lay dormant for literally years until salvaged and rebooted. Androids do no have a chance of spontaneously waking up while in this state.

When the android is repaired and revived, if a Computer Use check was used to backup the android's data, the computer used to make the check must be present, or else the android wakes up with all of its skills and feats, but a case of amnesia until the data from the computer can be downloaded into its internal computer.

- * Limited Battery life: An android needs to recharge its battery regularly. During a 24 hour day it must physically plug into a sufficient power source and enter an idle state similar to sleep for at least eight hours. The android sets the amount of time it will recharge when it starts. Disconnecting the android from the power supply causes it to revive instantly. If the android fails to recharge, it enters a power save mode and suffers a cumulative -1 penalty on all attack rolls, ability checks, skill checks, saving throws each day until it has a chance to fully recharge.
- * Languages: Androids begin play speaking the Standard Language. Androids with a high intelligence score can choose any languages.

Android Constitution

Androids are mechanical constructs so why do they have a constitution score?

Constitution is a game mechanic which accounts for differences in hit points, fortitude saves (vs. acid and electricity) and endurance checks. In Infinite Futures, where some of the player characters may be non-living creatures, there needs to be a game mechanic for the players to customize their chances in these areas. If androids didn't have a constitution score, a new more complicated game mechanic would have to be developed to do the same thing. Players should regard an android's constitution score not as a measure of health, but as an indicator of the overall structural soundness and robustness of the design.



Android, Industrial

Industrial androids are human shaped machines built to perform physically demanding, repetitious, boring and dangerous work. They are found working construction sites, dumps, and factories. Organized crime uses them as muscle in places where military androids would draw unwanted attention. An industrial android's humanoid shape is convenient for using human tools and working in spaces designed for living creatures.

Typical industrial androids stand 6 ft tall with a broad chest. Their skins are either an easy-to-clean smooth metallic membrane or jointed metal plates. Their faces are obviously not human, with blocky features and flat, mat-black optics. The mouths move when they speak, but this is only to help humans cope with them. Industrial Androids are genderless, but most people regard them as 'male.' Because of this image, they often wear pants but leave the top half of their bodies exposed.

Industrial androids tend to be pragmatic and honest. They prefer the direct approach, and will rush to apply brute force to a problem. Industrial androids are more comfortable taking orders than issuing them.

Industrial Android Racial Traits

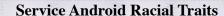
- * +2 Str, +2 Con, -2 Cha. Industrial androids are strong and tough, but tend to lack social skills.
- * Android Traits
- * Medium Sized. As Medium characters, industrial androids have no special bonuses or penalties due to their size.
- * Base movement 30 ft per round.
- * -4 on Swim skill checks. Although strong and water proof, it is easier for an industrial android to walk along the bottom than it is for it to swim.
- * Choose one of the following skills at character creation. The industrial android receives a +2 racial bonus to that skill. A similar skill may be substituted with GM approval: Craft (Electromechanical), Craft (Structural), Profession (Janitor), Profession (Sanitation)



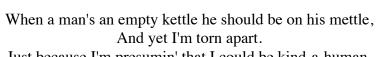
Android, Service

Service Androids are designed to perform in low wage jobs which require public interaction. To help them deal with people, service androids look similar to humans, but with enough differences to mark them clearly as artificial. They have a human silhouette and unnatural skin tones, hair shades and eye colors. Some sport ears modeled after elves, cats or rabbits. Anatomically correct models mimicking either gender are available, along with more politically correct versions. Female service androids outnumber their male counterparts three to one.

Service androids' outward similarity to humans causes them to be treated more like people than other kinds of androids. Mirroring these experiences, they develop human like personalities.



- * +2 Int, +2 Wis, -2 Str. Service androids have abundant computing power and are made physically weak so as to be nonthreatening to humans.
- * Android Traits
- * Medium Sized. As Medium characters, service androids have no special bonuses or penalties due to their size.
- * Base movement 30 ft per round.
- * +2 racial bonus to one type of Profession check. Choose a Profession from the following list, or a similar one approved by the GM: Butler, Fast Food, Maid, Personal Secretary, Receptionist, Waitress.
- * Initial Configuration: A service android may begin play with the sex wiring augmentation at no cost. However the Identity Cost still applies.



Just because I'm presumin' that I could be kind-a-human, If I only had heart.

I'd be tender - I'd be gentle and awful sentimental Regarding Love and Art.

I'd be friends with the sparrows ... and the boys who shoots the arrows

If I only had a heart.

Picture me - a balcony. Above a voice sings low.

Dorothy

Wherefore art thou, Romeo?

Tin Man

I hear a beat....How sweet.

Just to register emotion, jealousy - devotion,

And really feel the part.

I could stay young and chipper and I'd lock it with a zipper, If I only had a heart.



Cancrian

The cancrians stand between 7 and 8 foot tall. A thick fur covers their bodies. Browns and blacks are the most common color of hair. White or orange Cancrianes also exist in fewer numbers. The nose and mouth are combined into a muzzle. Cancrian have pronounced incisors and sharp front teeth for ringing most from the hore. The broad flat healt teeth are used.

ripping meat from the bone. The broad, flat back teeth are used

for crushing nuts.

The cancrians have been exploring the stars longer then humans, but not nearly as long as the grays have. The cancrians are aware of the grays, and of their experiments both on both humans and cancrians. But facing in insurmountable technological disadvantage, they choose to try to avoid attention, rather than confront the gray.

Their brutish appearance belies that the cancrians are a technologically advanced and culturally refined people. Cancrians craft even the simplest, utilitarian tool as a work of art. Their machines and electronics are even more elaborate, functioning at peak efficiency. Unfortunately redundancy and ease of repair are not part of the Cancrian sense of aesthetics, so when something does break, it causes serious problems.

The inability to make field repairs has stranded more than one cancrian expedition on an alien planet. Under such primitive conditions, they are not able to craft replacement tools. Before long the rest of their equipment breaks down and they revert to primitive barbarism to survive. These feral cancrians may live for generations before being rescued by their brethren.

Cancrians are the ultimate omnivores. In addition to everything that humans consider edible, they can also safely digest leaves, bark, and small bones. In spite of, or because of their wide dietary range, cancrians

value cooking above all other arts. Cancrians are being literal, when they talk about enjoying the 'flavor' of each new planet. Although they can eat spicy food with suffering indigestion, they prefer more subtle tastes.

The cancrians are non-confrontational, but are far from pacifists. They are avid hunters and when cornered they fight with all their strength. It is more a matter that cancrians dislike any fight which will expose themselves to danger. They much prefer to attack with the advantages of concealment and surprise. Despite their large size, they can move though thick under brush without making a sound.

At some point (in the 21st or 22nd century) human researchers captured a feral cancrian living on Earth. When the news became public, a nearby cancrian spaceship also noticed the broadcast. Under the cover of darkness a squad of high-tech cancrian commandos rescued the feral cancrian from the research lab (actually it was a zoo.) The feral cancrian was even more surprised than the human guards; he had always assumed the stories that cancrians came from the stars were myths.

The feral cancrian had befriended the researchers and convinced his spaceborne brethren to trust humans and reveal their existence. They returned him to Earth, as the first ambassador between the two species.

The cancrian language consist of growls, grunts, howls, tongue click and lip smacking. It is equally impossible for a human to speak cancrian as it is for cancrians to speak human languages. It is theoretically possible to have a verbal conversation between a human and a cancrian, provided they both understand the other's language. But as a refined and sensitive race, cancrians are self conscious about how 'primitive' or 'animalistic' their language sounds to humans. Therefore, all cancrians are taught human sign language in school. In the presence of humans, they make an effort to use only sign language, even when communicating with one another. Likewise, they consider it impolite for a

human to give verbal replies to their signing

(and in many cases, they honestly don't understand the spoken language.) If nothing else they can communicate with humans via written notes.

Cancrian is the standard term for this race, based on the human name for the star system which houses their homeworld. Their name for themselves, is of course unpronounceable for humans. Various human cultures have applied different terms to the cancrians: sasquatch, yeti, big foot, skunk ape. The cancrians consider these terms to apply only to feral members of their race; it is rude to refer to a star faring cancrian by these terms.



Cancrian Racial Traits

- * +3 Str, +1 Wis, -2 Int. Cancrians are strong and in tune with their environment. But sometimes their sense of art and their strong instincts interfere with their ability to think logically.
- * Medium: As Medium creatures, cancrians have no special bonuses or penalties due to their size.
- * Base movement 30 ft per round.
- * Scent: Cancrians can detect opponents by sense of smell, generally within 20 ft. If the opponent is upwind the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

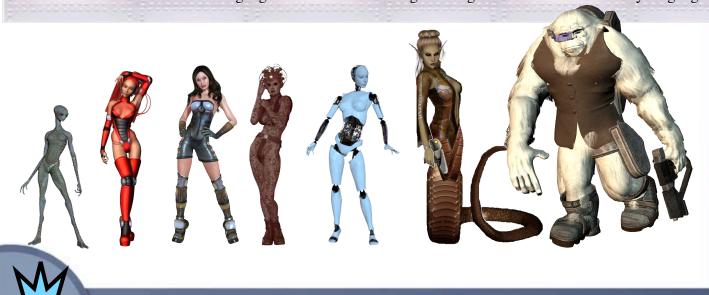
The cancrian detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If they move within five feet of the scent's source, the cancrian can pinpoint that source. Strong competing orders (rancid garbage, creosote, etc.) make it impossible to detect hidden creatures by scent.

If the cancrian has the Survival skill, they can follow tracks by smell, making a Survival check to find or follow the scent trail. Cancrains can also attempt to use the tracking function of the survival skill untrained.

Cancrians can identify the various humanoids by scent (in particular the enigma and androids register as distinctly inhuman.) By coming within five feet of a character attempting to disguise his or her race and/or gender, the cancrian atomically sees through the disguise, unless the other character has used strong perfume or something else to mask his scent. Androids and cyber-sapiens are based on similar technology so smell the same.

- * Lowlight vision: Cancrians can see twice as far as humans in dim light. Lowlight vision is color vision. Cancrains can see outside on a moonlit nights as well as they can see during the day.
- * Poison Resistance: Cancrians gain a +2 bonus on all saving throws against poisons.
- * Natural Survivors: Cancrians gain a +2 bonus to Survival skill checks. Not only are cancrians avid outdoorsmen, their ability to eat just about anything makes it easy for them to live off of the land.
- * Natural Stealth: Thanks to their fur color and soft padded feet, cancrians gain a +2 bonus to Stealth checks when in a wilderness environment.

Languages: Cancrians begin play speaking cancrian. They can also use sign language and understand the written version of the Standard Language. Cancrians with a high intelligence score can choose any languages.



Cyber-sapiens

Cyber-sapiens are human brains with fully cybernetic bodies. The five pounds of grey matter in the skull is the only "living" component. They eat food like organic organisms, but a nanotech factory converts it into electricity and nutrients for the brain. Even their blood is silicon based.

For many, a cyber-sapiens body means a new chance at life. The most common recipients are terminally ill children and mortally wounded soldiers. For other's it is a chance to upgrade themselves into something more than human.

Those who change themselves into cyber-sapiens in search of immortality and eternal youth, meet with disappointment. Regular tune-ups replace doctor's visits. Cyber-sapiens actually confront their mortality more than humans, because when there is a problem, their bodies are capable of providing a detailed analysis. Then they watch as the faulty component is ripped from their bodies and replaced with a spare out of the box.

It is unclear how old a cyber-sapiens could live to be under ideal conditions, with a well maintained body, but it is not eternity. The human brain is not designed to last forever. Elderly cyber-sapiens develop senility and dementia, and eventually flat-line, if they don't succumb to an accident first.

For all their faults, there is always demand for cyber-sapiens bodies and the second chance they provide. It may not be ambrosia, but it can provide idealized faces and bodies.

Some cyber-sapiens are indistinguishable from humans in appearance. Others flaunt their artificial bodies with unnatural skin and hair tones or cold, metallic features more reminiscent of androids.

A human character can become a cyber-sapiens after a campaign has begun, by having their brain removed from their natural bodies and placed in a cyber-sapiens shell. Characters who become cyber-sapiens after game play has begun, do not gain the racial traits listed below for cyber-sapiens. They loose any attribute modifications from their old race and any form of physical benefit, such as low light vision. They retain all bonus skill points and feats granted by their old race.

Cyber-sapiens Racial Traits

- * +2 to One Ability Score: Like humans, cyber-sapiens characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- * Medium Sized. As Medium creatures, cyber-sapiens have no special bonuses or penalties due to their size.
- * Base movement 30 ft per round.
- * A cyberoid starts play with a cyber-sapiens body free (Body Cost 10, Identity Cost 5)
- * As a consequence of the cyber-sapiens body, the character can not heal damage naturally. All lost hit points must be restored through use of the Engineering skill.
- * A cyber-sapiens character receives the Cyber Identity feat free at character creation.
- * A cyber-sapiens character receives a +2 bonus on Will saves to see if the character is mentally disrupted for the day by his cybernetic existence.
- * A cyber-sapiens character gains a +2 bonus to Computer Use skill checks. Living inside a computerized shell gives the cyber-sapiens a unique insight into how computers work.
- * Languages: Cyber-sapiens begin play speaking the Standard Language. Cyber-sapiens with a high intelligence score can choose any languages.



Enigma

The enigma is not a race so much as a class of individuals. No matter where she goes, no one has ever met anything quite like her before. In fact, no two enigma are alike. Frequently they have serial numbers, arcane marks, barcodes, or alien patterns tattooed somewhere on their bodies. Even if these can be read, no meaning can be gleaned from them.

Most enigma are indistinguishable from human. Some have cosmetic differences such as pointed ears, reticulated pupils or non-prehensile tails. Apparently the similarities to humans are only skin deep. Enigma respond adversely to medical treatment.

Enigmas turn up in a variety of places: wandering the streets or wilderness alone, drifting escape pods, suspended animation chambers in abandoned laboratories or alien ruins. By definition, no on knows where the enigma came from before this, or what her ultimate purpose is. If an enigma knows her origins, she keeps quiet about it.

Enigma seem to have no memory before being woken up by their discoverers. They can speak fluently and handle most daily tasks, but don't know any details of human culture or history. Sometimes simple things everyone takes for granted, such as a door bell, will take the enigma completely by surprise.

As if to make up for this lack of general knowledge, an enigma is an expert in one field. She is not just knowledgeable, she knows things that are literally impossible for her to know (such as being able to recognize a prototype that wasn't designed until after she was discovered). An enigma recites this information in a monotone and with a distant look, as if in a state of self hypnosis. An enigma can recognize items and answer specific questions (even ones she thinks of herself), but if asked to write a book on the subject, she "can't think of anything to write."

Enigma are rare, there should probably never be two in an adventuring party. If there are two, don't leave them alone together. They're liable to wander off and get lost.



Enigma Racial Traits

- +2 Con, +2 Cha, -2 Wis An enigma is attractive and friendly. Their endearing naïveté engenders a strong protection instinct. They are also surprisingly resilient.
- * An enigma suffers a -4 penalty on knowledge skill checks. This penalty applies to all knowledge skills except the enigma's specialty (see below).

The enigma can buy off this knowledge check penalty at a cost of 2 skill points per point of penalty negated. These points do not raise the skills, or allow them to make trained skill checks, but it does reduce the penalty.

Knowledge Specialty: At character creation choose one of the following Knowledge skills: Behavioral Sciences, Earth and Life Sciences, Paranormal, Physical Sciences, Tactics, Technology, or Theology and Philosophy. The enigma receives a +11 racial bonus to this skills at first level. This bonus increases by one with each character level. (Total racial bonus =10 + character level.)

Normal intelligence modifiers apply to the enigma's specialty.

Skill points can not be spent to improve the enigma's specialty skill. The knowledge is subconscious, and no amount of studying will unlock the inner mysteries.

* Unfulfilled Destiny: Enigma by their very nature are tied to the deeper mysteries of the universe. Sometimes it seems that reality conforms itself to help the Enigma reach where she needs to be.

Once per day, after the enigma's player makes a die roll, but before the GM has announced the results of the roll, the player may re-roll the die, and uses the higher of the two rolls.

The GM should describe success achieved by a re-roll a the result of freak chance, or unexplained occurrences. (Example, after using the re-roll on a saving throw to avoid a grenade blast, the GM states that the enigma caught the full force of the blast, and when the smoke cleared was standing in the same place, unscratched.)

> * Alien Biology: Enigma look human, but do not respond to medical treatment in the same way. Their reactions are often counterintuitive, and may depend on unusual factors, such as the amount of direct sunlight received during treatment.

Because of this, any character using the treat injury skill on an enigma Suffers a -4 penalty. This applies to all uses of the Medical skill, not just to surgery. The

Xeno-medicine feat can not offset this penalty, because by definition, each enigma is unique.

Fortunately enigmas are highly naturally resilient. An enigma receives a +2 racial bonus to saving throws to resist the effects of disease and poisons. In addition the enigma receives a +4 bonus on Fortitude saves to stabilize when dying.

Languages: Enigmas begin play speaking the Standard Language. Enigma with a high intelligence score can choose any languages. In particular enigmas often know archaic languages.

Gray

The grays are a diminutive humanoid race with pale skin. Compared to humans their heads and eyes are enlarged. Other features such as the nose, mouth and ears are greatly reduced or missing entirely. They are completely hairless, lacking even a light body hair. The hands have five fingers, like humans, but the fingers are elongated. The gray lack outward signs of gender and are in fact hermaphroditic; all gray are capable of both siring and baring young. Their body temperature is lower than humans, giving their touch a clammy dead feeling.

Grays stand between 4 and 5 ft tall. The grays reach physical maturity at 30 years of age. Average life expectancy is 210 years.

Rumors that they are all telepathic come for the fact that their language is spoken almost entirely in the ultrasonic (high pitched) range, undetectable by the human ear. This also explains why some animals, such as dogs, react with discomfort and near panic to the presence of grays before humans become aware of them. If the GM allows FX effects into the game then see the side bar below.

The most marked psychological trait common to all grays in their insatiable curiosity. From the earliest mists of time, they have traveled the stars studying and experimenting on various life forms. Sentients hold a particular interest for them. For a time their inorganic technology was the most advanced in space, but their organic sciences have always been much more advanced, and the mysteries of living organisms fascinate the grays. They routinely abducted specimens and performed exploratory surgery on them. But this could not slate their curiosity; they began implanting monitoring and tracking devices. Worse still were the devices which could be triggered remotely to induce a change in the subject.

Psychology is also an area of interest for the grays. Some of their experiments involved paralyzing but not anesthetizing a subject, just so they could monitor the reaction. Other times they would establish a mental link via technology or psychics and converse with a target for years.



At some point (in the 21st or 22nd century), the grays lost their technological advantage over humans. The gray were so confident in their own superiority, that the first wave of human fighter capable of not only tracking, but attacking one of the grays disk shaped craft took them by surprise. Before the gray could mount a counter attack the humans had the clear military advantage and the gray surrendered. It never occurred to the gray to simply withdraw beyond the, then limited, reach of the human space craft. They were too fascinated by the unfolding events. The gray were forced to sign, sometimes literally at gun point, the Treaty of Sentient Rights. Careful wording in the treaty not only outlawed experiments on Earth, but also similar activity on other species.

In the far future, since the gray can no longer experiment on humans, their curiosity has turned outwards to the frontier. If first explorer into an uncharted region is not a gray, then the first gray is never far behind. Human values of respect for others and life have started to rub off on the grays, but sometimes in the face of a new danger, a gray will unintentionally endanger himself and others "just to see what will happen."

The grays can vocalize and hear human speech. In future setting where they deal with humans as equals, they will speak at least one human language. Since their own word for their people is inaudible to humans, they accept the label 'grays.' Though they will often refer to themselves poetically as 'the fallen ones,' referencing the grays' former dominance.

Grays by their vary nature are psychic and mystical beings. In games where FX effects are allowed the GM may, if they decide, allow Grays to gain the use of Detect Thoughts for free, the power usable a number of times a day equal to the character's Intelligence modifier.

Gray Racial Traits

- * -2 Str, + 2 Dex, + 2 Int. Grays are agile and intelligent, but they lack the physical prowess of the other races.
- * Darkvision: Gray can see in the dark up to 60 feet. Darkvisison is black and white only, but otherwise like normal sight, and sokuja can function just fine with no light at all.
- * Light Blindness: Abrupt exposure to bright light blinds grays for one round; on subsequent rounds they are dazzled as long as they remain in the affected area.
- * Small Sized: As small characters minidroids gain a +1 size bonus to Defense, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are 3/4th of those of a Medium character.
- * Base movement 20 ft per round.
- * Willing to try anything once: In any situation where a gray character suffers a non-familiarity penalty (such as -4 to Medical checks when treating another species without the Xeno-medicine feat), the gray suffers only half the normal penalty. Grays are fascinated by new mysteries.
- * Bonus feat: Zero-G Training: Although they presumably evolved on a planet like other species, gray prefer the void. Most gray cities are located in outer space and a nonadventurous gray might live his entire life without ever entering a gravity well.
- * Radiation tolerance: Grays gain a +2 bonus to saving throws to avoid the effects of radiation. Grays spend most of their lives outside the shielding of a plant's magnetosphere, thus have developed a resistance to hard radiation.
- * Sixth sense: Grays gain a +2 bonus on perception checks to notice a hiding sentient creature (including androids). Grays seem to be able to 'feel' intelligent minds.
- * Languages: Grays begin play speaking Gray and the Standard Language. Grays with a high intelligence score can choose any languages.

Humans

Humans are the standard against which other races are measured. In virtually every setting, humans will be the most numerous race. Humans have a penitent for invention and discovery. Their adaptability and competitive natures assure they will always be a force to be reckoned with. Not to mention, they bred like rabbits and are harder than rats to kill.

'Human' does not included members of the species who have had their bodies replaced with a cybernetic one (cyber-sapiens) or individuals which have had their genetic material altered significantly from the naturally occurring human base.

Human Racial Traits

- * +2 to One Ability Score: Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- * Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- * Normal Speed: Base movement 30 ft per round.
- * Bonus Feat: Humans gain one extra feat at 1st level.
- * Skill: One extra skill rank at 1st level and one extra skill rank at each additional level.
- * Languages: Humans begin play speaking the Standard Language. Humans with a high intelligence score can choose any languages.

Ability Score Bonus and Environment.

Human characters can freely choose which ability score to apply their bonus to at character creation. But in settings where humans occupy multiple planets it is STRONGLY SUGGESTED, that the ability score chosen reflects where the character was born or grew up. The GM is free to make this a requirement. Exactly what home planets are available will vary from campaign to campaign. Below are some suggested character backgrounds associated with a bonus to each attribute.

Strength: high gravity worlds; Cancrian worlds

Dexterity: low gravity worlds; sokuja worlds; space colonies

Constitution: high gravity worlds; worlds without breathable atmospheres (including aquatic colonies); ice worlds; desert worlds; irradiated worlds

Intelligence: worlds near the center of human space; Earth; mechanized industrial worlds; gray worlds

Wisdom: frontier worlds; Cancrian worlds

Charisma: any densely populated world, be it humans or another species; resort worlds.





The sokuja are aliens, and thus any attempt to apply a Terran classification systems to them is inherently difficulty and misguided. That being said, from the Terran point of view, the sokuja display a mixture of mammalian and reptilian features. From the waist up, they appear human with light body hair and long head hair. The males do not grow beards. They display the same range of skin tones as humans, with a predominance towards the darker shades. The sokuja bare live young (usually single births) and the females have breast for nursing them, but the oily-amber liquid produced for the suckling infants bares little resemblance to milk.

From the waist down, the sokuja have a seven foot long sinuous snake body. The genitals are located slightly below the navel, and are covered by flaps of scaled skin most of the time. They are unnoticeable except during intense arousal.

Total length is roughly ten feet for both males and females, with the females being notably lither. They weigh twice as much as an equivalent human, but thanks to a lower metabolism eat roughly the same amount. This lower metabolism also gives them a natural life expectancy of 120 years.

Sokuja do not traditionally wear clothing or armor of any kind. Space suits are considered an uncomfortable necessity.

They are however very found of jewelry.

Because they don't have pockets to carry items, they design their technology to be wearable (cell phone earrings, computer bracelets, tool belts, visual display sunglasses, etc.) The Sokuja are aware of human sensibilities, so the females will cover their breasts when dealing with humans, most of the time.

The current theory to explain their morphology is that they evolved from freshwater predators of ape level intelligence. These proto-sokuja appear rather similar to the earth manatee or dolphin. When continental drift stranded a population of the proto-sokuja in an dead sea, they evolved an upright posture to keep their eyes out of the brackish water, and scales to protect their lower bodies. The need for fresh water caused them to start eating fruit, so their flippers evolved hands for climbing trees. Long hair on their heads evolved for the young to cling to while swimming. All the while, the harsh living conditions encouraged intelligence. Finally the dead sea turned into a salt flat and forced them onto dry land.



Sokuja Racial Traits

- * +2 Dex, +2 Con, -2 Cha Sokuja are nimble and hearty, but their reptilian beauty is difficult to appreciate.
- * Movement: The sokuja have a base land speed of 30 ft. Because of their serpentine bodies they can move with a low profile. This allows them to make a crawl action at full speed. They can also use double move, run and sprint options while crawling. The sokuja do not use their hands to crawl, so can carry objects while doing so. Sokuja can rise from being prone up to their normal height either as a move action, or as part of another move action.
- * Stability: The sokujas' low center of gravity affords them a +4 bonus to their Combat Maneuver Defense.
- * +2 bonus to climb checks. The sokuja use their tails and powerful forearms for climbing.
- * Serpentine body: Sokuja gain +2 bonus to Combat Maneuver bonus for the purposes of grappling. Their sinuous bodies are perfect for wrapping around opponents. In addition, during a grapple, a sokuja can choose to make a constriction attack which deals (1d6 +1.5x Str bonus) normal damage.
- * Cold blooded: Sokujia gain +2 bonus to Fortitude saving throws to resist the effects of exposure to hot environments. Because the sokuja are cold blooded, their bodies do not waste energy trying to cool themselves. This allows them to work comfortably in condition that would cause a human to pass out. They suffer -2 penalty to Fortitude saving throws to resist the effects of exposure to cold environments. Unable to generate body heat, the sokuja are at the mercy of the elements.
- * Lowlight vision: Sokuja can see twice as far as humans in dim light. Lowlight vision is color vision. Sokuja can see outside on a moonlit nights as well as they can see during the day.
- * Languages: Sokuja begin play speaking Sokuja and the Standard Language. Sokuja with a high intelligence score can choose any languages.



Chapter 3: Classes

Level Bonuses

All classes gain various character bonuses at each level, the exact type and when depends on the specific class. The bonuses granted to each class are presented on a chart in their respective description.

XP: This column shows the experience point total needed to achieve a given character level. (See Class and Character Level, page xx.)

Feats: This column indicates the levels at which a character gains feats (one at 1st level, one more at 3rd level, and one more at every third level thereafter). See Chapter Three for feat descriptions.

Ability Increase: Every fourth level, the player can choose one of the character's Ability scores (strength, dexterity, constitution, intelligence, wisdom, charisma) by one point.

Class Dependent Bonuses

In addition to the benefits the character receives for advancing a level, he receives bonuses which are dependent on which class he gains a level in.

Hit Die

The type of Hit Die used by characters of the class determines the number of hit points gained per level. A character rolls one Hit Die each time he gains a new level, then applies any Constitution modifiers to the roll and adds the result to his hit point total. Thus a character has the same number of Hit dice as levels. For his first Hit Die, a 1st level character gets the maximum hit points rather than rolling (although Constitution modifiers, positive or negative still apply.

Experience and Level-Dependent Benefits

Character Level	XP	Feats	Ability Increase	
1st	0	1st	-	
2nd	2.000	-	-	
3rd	5.000	2nd	-	
4th	9,000	-	1st	
5th	15.000	3rd	-	
6th	23,000	-	-	
7th	35,000	4th	-	
8th	51,000	-	2nd	
9th	75,000	5th	-	
10th	1105,000	-	-	
11th	155,000	6th	-	
12th	220,000	-	3rd	
13th	315,000	7th	-	
14th	445,000	-	-	
15th	635,000	8h	-	
16th	890,000		4th	
17th	17th 1,300,000		-	
18th	1,800,000	-	-	
19th	19th 2,550,000		-	
20th	3,600,000	-	5th	

Hit Dice by Character Class

HD type	Class
d6	Charmer, Techie, Psychic
d8	Infiltrator, Outlander, Mystic
d10	Trooper
d12	Outlander

If your character has a Constitution penalty and gets a result of 0 or lower after the penalty is applied to the Hit Die roll, ignore the roll and add one to your character's hit point total anyways. It is not possible to lose hit points (or not receive any) when gain a level, even for a character with a low Constitution Score.

Base Attack Bonus

When attacking in combat, your character adds his Base Attack Bonus to the attack check. To make an attack roll, you roll 1d20 add your base attack bonus and any other modifiers. If the end result is higher than the target's modified defense, the attack is successful. A natural one (the d20 comes up 1) on an attack roll is always a failure. A natural 20 (the d20 comes up 20) is always a success.

The first number reflects the bonus applied to the character's first attack. Numbers after the slash indicate additional attacks at reduced bonuses. For example, "+15/+10/+5" means the character has three attacks each round: the first at a +15 bonus, the second at a +10 bonus, and the third at a +5 bonus.

Additional attacks are gained once the character's Base Attack Bonus reaches +6, +11, or +16; an additional attack is then gained at a +1. As the character advances each extra attack will have a base attack bonus of 5 less than the previous attack.

The bonuses listed for each level are total, not cumulative. Example: When a character gains a second level of Trooper, his base attack bonus is +2. It is NOT $+1(1^{st} \text{ level})+2(2^{nd} \text{ level}) = +3$.

Saving Throws

Generally, when a character is subject to an unusual attack, he gets a saving throw to avoid or reduce the effect. This covers situations like diving away from a live grenade, overcoming a disease or resisting a hacker trying to break into your artificial brain. Like an attack roll, a saving throw is a 1d20 roll plus a bonus based on the characters class and level (the character's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is: Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

The three different kinds of saving throws are:

Fortitude (FORT): These saves measure the character's ability to stand up to massive physical punishment or attacks against his vitality and health such as poison and paralysis. Apply the character's Constitution modifier to his Fortitude saving throws.

Reflex (REF): These saves test the character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, the character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his Reflex saving throws.

Will (WILL): These saves reflect the character's resistance to mental influence and domination. Apply the character's Wisdom modifier to his Will saving throws.

The base saving throws listed for each level are total, not cumulative. Example: When a character gains a second level of techie, his or her base Reflex save is +3. It is NOT +2 (1st level) +3 (2nd level) =+5. However if the character multiclasses, bonuses from different classes are cumulative. If instead of a second level of techie, the same 1st level techie gained a level of infiltrator, his or her Reflex save would be +4; +2 (1st level techie) +2 (1st level infiltrator) = +4.

Defense

Defense represents how hard it is for opponents to land a solid, damaging blow on a character (or object). It's the attack roll result that an opponent needs to achieve to hit a target. The average, unarmored civilian has a Defense of 10. A Character's Defense is equal to:

10 + Dexterity modifier + class bonus + size modifier

Dexterity Modifier: If the character's Dexterity is high, the character is particularly adept at dodging blows or gunfire. If the character's Dexterity is low, the character is particularly inept at it.

Sometimes the character can't use their Dexterity bonus. If the character can't react to a blow, he or she can't use his Dexterity bonus to Defense. Most types of armor set an upper limit on the character's dexterity bonus to defense.

Class Bonus: A character's class and level grant an innate bonus to Defense. This bonus measures the character's combat savvy and applies in all situations, even when the character is flat-footed or would lose his Dexterity bonus for some other reason.

Size Modifier: The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit.

Size Modifiers

Size	Modifier	Example
Colossal	-8	Semi trailer
Gargantuar	1 -4	Moving van
Huge	-2	Armored car, Behemoth Androids
Large	-1	Car
Medium-siz	ze +0	Humans, Androids, bioroids, cyber-sapiens
Small	+1	Trash Can
Tiny	+2	Cat, Minidroid
Diminutive	+4	Computer Data Disk
Fine	+8	Insect

Class Skills

Skills represent some of the most basic and yet most fundamental abilities of your character. As the character advances in level, he or she can gain new skills and improve his existing skills dramatically.

Acquiring Skills

Each level, the character gains a number of skill ranks dependent on his or her class and Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. A character can never have more ranks in a skill than thier total number of Hit Dice. In addition, each class has a number of favored skills called class skills. It is easier for a character to become more proficient in these skills, as they represent par of his or her professional training and constant practice. They gain a +3 bonus on all class skills that they put ranks into. If they have more than one class and both grant them a class skill bonus, these bonuses do not stack.

The number of skill ranks a character can when taking a new level in one of the base classes in shown in that class's description. Humans gain one additional skill rank per level. Characters who take a level in a favored class have the option of gaining one additional skill rank or an additional hit point. If they select a level in a new class, all of its class skills are automatically added to their list of class skills, and they gain a +3 bonus on these skills if you have ranks in them.

Starting Funds

Each class lists the amount of money character's of that class receive at character creation to spend on equipment. These funds are received only at character creation; if a character later gains the 1st level in a class through multiclassing, they do not receive the starting funds for that class.

If characters are starting at a level above fist level, the character gains the starting funds of the class he received the first level Hit Die and skill points for. The GM may award additional funds for characters starting above first level.

Note that all funds are given in SBC, Standard Banking Credits, which is a generic monitory system used throughout the game, but feel free to change this system into whatever one GM wishes to use.

Class Features

This section lists the special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class.

Weapon and armor Proficiencies: This section details which weapons and armor types the character is proficient with. Regardless of training, cumbersome armor interferes with certain skills, such as climb. Characters can become proficient with other weapons or armor types by acquiring the appropriate Armor Proficiency (light, medium, heavy), and Weapon Proficiencies (Exotic, Personal Firearms, simple, etc.)

Other Features: Each class has certain unique capabilities. They are also listed in this section.

Class Descriptions

This gives a brief description of the role of the character in an adventuring group and suggestions for how to role play a character of this time. These are simply suggestions. Each character is an individual; you should find a style of play and a role in the group which suits you.

Character Advancement

As player characters overcome challenges, they gain experience points (XP). As these points accumulate, PCs advance in level and power.

Advancing Your Character

A character advances in level as soon as he or she earns enough experience points to do so, typically this occurs at the end of a game session, when the GM hands out that session's experience point awards.

The process of advancing a character works in much the same way as generating a character, except that their ability scores and previous choices concerning class, skills and feats cannot be changed. Adding a level generally gives a character new abilities, additional skill points to spend, more hit points and possibly an ability score increase or additional feats.

When adding new levels of an existing class or adding levels of a new class (see Multiclassing), make sure to take the following steps in order. First, select the new class level. A character must be able to qualify for this level before any of the following adjustments can be made. Second, apply any ability score increases due to gaining a level. Third, integrate all of the level's class abilities and then roll for additional hit points. Finally, add new skills and feats.





Instead of gaining the abilities granted by the next level in a character's current class, he or she can instead gain the 1st level abilities of a new class, adding all of those abilities to his or her existing ones. This is known as "multiclassing." Add all the hit points, base attack bonuses, and saving throw bonuses from this new class to those a character already has.

Note there are a number of effects and prerequisites that rely on a character's level or Hit Dice. Such effects are always based on the total number of levels or Hit Dice a character possesses, not just those from one class. The exception to this is class abilities, most of which are based on the total number of class levels that a character possess of that

particular class.

Favored Class

Each character begins play with a single favored class of his or her choosing, typically this is the same class as the one they chooses at 1st level. Whenever a character gains a level of his or her favored class, he or she receive either +1 Hit Point or + 1 Skill rank. The choice of favored class can not be changed once the character is created, and the choice of gaining a hit point or a skill rank each time a character gains a level (including his first level) cannot be changed once made for a particular level. Prestige classes (to be included in expansion books) can never be a favored class.

Charmer

A charmer survives by his or her ability to influence others. They talk their way out of situations where others would fight. They make new friends constantly as his or her powers of persuasion are almost hypnotic at times. He or she is more than just a pretty face, or a body to kill for; their entire persona is intrinsically likable.

Charmers excel in jobs where they deal with people: retail sales, entertainment, military officers, or politics. Others focus their natural charm into works of art.

A charmer's most important attribute is Charisma; it allows him or her to make the most of their abilities. Intelligence is the next most important, to give them more skill points.

In an adventuring group, a charmer often becomes the spokesperson. It is their job to establish good relations with people the group meets, and cover for the other member's social gaffs. If the situation deteriorates to the point where actions are speaking louder than words, the Charmer usually tries to step into the background and help the other's do their jobs.

Game Rule Information

Hit Dice:

d6

Class Skills:

The charmer's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Domestic Science (Cha), Forgery (Int), Intimidate (Cha), Knowledge (economics, humanities, military, modern culture, streetwise) (Int), Linguist (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Swim (Str)

Skill Points at Each Level:

6 + Int modifier

Starting Funds:

 $(2d4+4) \times 100 \text{ sbc}$



	—					
Level	Base Attack	Base Defense	Fort	Ref	Will	Special
	Bonus	Bonus	Save	Save	Save	-
1st	+0	+0	+0	+0	+2	Coordinate, Inspire Competence
2nd	+1	+1	+0	+0	+3	Charmer Talent
3rd	+2	+1	+1	+1	+3	Inspire Courage
4th	+3	+1	+1	+1	+4	Charmer Talent
5th	+3	+2	+1	+1	+4	Bonus Feat
6th	+4	+2	+2	+2	+5	Charmer Talent
7th	+5	+2	+2	+2	+5	Improved Coordinate
8th	+6 / +1	+3	+2	+2	+6	Charmer Talent
9th	+6 / +1	+3	+3	+3	+6	Inspire Greatness
10th	+7 / +2	+3	+3	+3	+7	Bonus Feat, Charmer Talent
11th	+8 / +3	+4	+3	+3	+7	Break Enchantment
12th	+9 / +4	+4	+4	+4	+8	Charmer Talent
13th	+9 / +4	+4	+4	+4	+8	Lasting Impression
14th	+10 / +5	+5	+4	+4	+9	Charmer Talent
15th	+11 / +6 / +1	+5	+5	+5	+9	Bonus Feat
16th	+12 / +7 / +2	+5	+5	+5	+10	Charmer Talent
17th	+12 / +7 / +2	+6	+5	+5	+10	Inspire Heroics
18th	+13/+8/+3	+6	+6	+6	+11	Charmer Talent
19th	+14 / +9 / +4	+6	+6	+6	+11	Virtual Presence
20th	+15 / +10 / +5	+7	+6	+6	+12	Bonus Feat, Charmer Talent

Class Features

The following are all class features of the charmer.

Weapon Proficiency: A charmer is proficient in all simple weapons and personal firearms. They are not proficient with any type of armor.

Coordinate: A charmer with the Coordinate ability is skilled at getting people to work together. The charmer must spend a full round directing his or her allies and makes a Diplomacy check (DC 10). If the check succeeds, allies using the aid another action that round provide a +3 bonus to attack, defense, or a skill check rather than the normal +2.

Inspire: A charmer can use their force of personality to inspire their allies to exceed their normal limitations. The effects are automatic as long as the target can continue to see the charmer and hear their encouragement (more correctly, the target must have a clear line of sight to the charmer, he doesn't actually have to be looking at her, like a prizefighter's coach shouting at him from his corner.) However, the energy required to inspire other drains the charmer; they can only use class abilities with the word "inspire" in the title for limited number of rounds each day. The limit is equal to twice the charmer's level +2 + their charisma modifier (level $\times 2 + 2 + \text{Cha}$ modifier). After that, the charmer is too emotionally and physically drained to pour their soul into inspiring others.

Inspire Competence: A charmer can use their force of personality to encourage an ally and help them succeed at a task. The ally must be within 30 feet and able to see and hear the charmer. The ally gets a +2 competence bonus on skill checks with a particular skill as long as they continue to hear the charmer's encouragement. This bonus increases by +1 for every four levels the charmer has attains beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A charmer can't inspire competence in themselves. Inspire competence relies on audible components.

Inspire Courage: A 3rd level charmer can inspire courage in their allies (including themselves), bolstering all against fear and improving their combat abilities. To be affected, an ally must be able to perceive the charmer's inspiring presence. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six charmer levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability.

Coordinate, Improved: Starting at 7th level, when the charmer makes a successful coordinate check, each successfully assisting characters provides a +4 bonus.

Inspire Greatness: A charmer of 9th level or higher can inspire greatness in themselves or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a charmer attains beyond 9th, they can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the charmer. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of powers that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Break Enchantment: At 12th level, the charmer is able to bring an ally to their senses through shear force of personality. The charmer must make a diplomacy check and spend a full round action talking to a target who has fallen under the effects of an enchantment or mind controlling technology. The target is allowed a new saving throw to break free of the enchantment. On this new saving throw, the target uses the charmer's diplomacy check result in place of his normal saving throw.

Lasting Impression: Starting at 13th level, the charmer's inspiration is so strong that it remains even after the charmer has left. To use this ability the charmer must spend at least 10 minutes giving their audience a pep talk for an up coming challenge. The charmer must know or correctly guess the nature of the challenge (for example a battle against a known foe, or an approaching hurricane). All allies within 100ft of the charmer during their speech gain a +2 bonus to their next threes dice rolls, provided those rolls are used to resist or counter attack the challenge the charmer has prepared them for. To receive this bonus, the allies must be able to understand the language the speech was given in. Each ally affected can save these three bonuses for a number of days up to the charmer's class level.

A charmer can use lasting impression no more than once a day.

If the charmer misdiagnosed the challenge (such as preparing their allies for human enemies when the invaders turn out to be monstrous aliens) or the ally faces another significant challenge first (such as an accidental fire) the bonuses for lasting impression are lost.

Inspire Heroics: A charmer of 16th level or higher can inspire tremendous heroism in themselves or a single ally within 30 feet. For every three charmer levels the character attains beyond 16th, they can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the charmer. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Virtual Presence: At 19th level, when a charmer uses their lasting impression ability, there is no limiting distance, and all allies who can see and hear the charmer, and understand the language, receive the bonuses described under lasting impression. The character can also reach audiences via live broadcasts. A grainy black and white picture is sufficient, but a pure audio transmission is not. Nor is a prerecorded address effective. In advanced civilizations, a charmer using virtual presence can millions or even billions of people.

On such a grand scale, not everyone will have time to watch, be able to understand, know of the charmer and be favorably predisposed to them. The GM should rule on a case-by-case basis what percentage of the population actually receives the bonus. (Typically 25 to 75% for a well known, well liked charmer.)



Charmer Talents: A charmer specializes in influencing people. Since not everyone responds to the same methods of persuasion, different charmers develop different combinations of tricks. At 2nd level and every even level thereafter the charmer gains a charmer talent chosen from the list below. Some abilities have prerequisites which must be met before that ability can be taken. Unless otherwise stated, each talent may only be taken once.

Ambassador: The charmer is skilled at dealing with alien cultures. A charmer with this ability no longer takes a -4 penalty to diplomacy checks to influence aliens.

Artist's Soul: Choose one of the following skills: Craft (any), Domestic Science (for preparing food only), Perform (any). The charmer gains a bonus to that skill equal to one half their charmer level. Artist's Soul may be taken more than once, each time it applies to a different skill. If the bonus is applied to the Perform skill, it is only used when determining the quality of the performance, the bonus does not apply to Perform based abilities, such as fascinate.

Body Language: With this talent, a charmer does not need to speak to use their powers of persuasion on those around them. When they observe a nonplayer character (NPC), and can be seen by the same character for at least one minute, the charmer may make a diplomacy skill check to improve that NPC's attitude towards the charmer. Verbal communication is not required during this time, so the charmer doesn't need to know the NPC's language.

Body language affects the target NPC at an almost subconscious level. The effected character doesn't really know why he or she rethought their attitude towards the charmer. **Combat Coordinate:** When the charmer uses coordinate during combat, the character being aided receives a +2 bonus to both attack and defense for each assisting character (normally the bonus applies to only one or the other). If the charmer has the Improved Coordinate ability, the bonuses rise to +3.

Daze: (Prerequisite Dazzle) A charmer with this talent is able to temporarily rattle an NPC target through sheer force of personality to the point that the NPC cannot function. The target must have an Intelligence score of three or higher to be susceptible to a daze, must be within 30 feet of the charmer, and must be able to hear and understand the charmer.

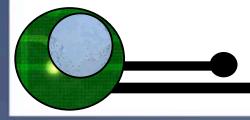
To daze a target, the charmer must use an attack action and make a Charisma check (DC 15), adding their charmer level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the daze by making a Will saving throw (DC 10 + 1/2 charmer's class level + charmer's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for one round.

A daze can be used on an opponent any number of times.

Dazzle: With this talent the charmer can dazzle a target through sheer force of personality, a winning smile, and glib. The target must have an Intelligence score of three or higher to be susceptible to a dazzle attempt, must be within 30 ft. of the charmer, and must be able to see, hear, and understand the charmer.

To dazzle a target, the charmer must use a standard action and make a Charisma check (DC 15), adding their charmer level as a bonus. If the Charisma check succeeds, the target can try to resist.





The target resists the dazzle attempt by making a Will saving throw (DC 10 + 1/2 charmer's class level + charmer's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's charmer level.

Once a charmer has used this ability, whether it succeeded or not, the target is immune to repeated uses of this ability for the next 24 hours.

Fascinate: A charmer with this talent can use the Perform skill to cause one or more creatures to become fascinated with them. Each creature to be fascinated must be within 90 feet, able to see and hear the charmer, and capable of paying attention to them. The charmer must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a charmer has attained beyond 1st, she can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 charmer's level + charmer's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the charmer cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the charmer continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Fast Talk: A charmer can speak quickly in an attempt to overload a target's mind and make them easier to persuade. A charmer can apply Fast Talk to a Bluff, Diplomacy, Disguise, or Slight of Hand check. They receive a bonus equal one half to his or her charmer level on the check, but the effects only last until the target has a chance to stop and think. After a number of rounds equal to the charmer's Charisma bonus, the target realizes they have been tricked.

Free Upgrade: A charmer with this talent has a knack for getting more than they pay for. Each time the charmer purchases an "economy" ticket or service, there is a chance they will get a deluxe treatment instead. To try for a free upgrade at the time of purchase, the charmer can make a Diplomacy check. DCs are given below.

Upgrade I	Diplomacy DC		
Seat at sporting event to field pass	10		
Hotel room to suite	15		
Economy transportation to first-cl	ass 20		
Concert or theater ticket to backst	age pass 25		

The character cannot try for a free upgrade if she has already used the Diplomacy skill to bargain over the price.

Grapevine: A charmer with this talent takes half as long as normal when using the Diplomacy skill to gather information. In addition, when using the Diplomacy skill to gather information, they gain a bonus on the check equal to one half their charmer level.

Icy Stare: A charmer with this talent is able to glare at a target and undermine the target's will to attack the charmer. To use this ability the charmer and target must be within 30 ft. of one another and able to see each other. The target must also be able to see the charmer's face.

To use icy stare, the charmer must use a standard action and make a Charisma check (DC 15), adding one half her charmer level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the icy attempt by making a Will saving throw (DC 10 + 1/2 charmer level + charmer's Cha bonus). If the save fails, the target can not attack the charmer for a number of rounds equal to the charmer's class level plus the charmer's charisma bonus. The target may still attack other members of the charmer's party (including with area effect attacks which would catch the charmer in the blast). If the charmer attacks the target, this effect immediately ends.

Ice Stare, Improved: (Prerequisite Ice Stare) When the charmer uses icy stare against a target, even if the target passes their saving throw, all attacks they makes against the charmer suffer a -2 penalty. This penalty lasts for a number of rounds charmer's class level plus their charisma bonus. If the charmer attacks the target, this effect immediately ends.

Inspire Fear: The charmer is able to scare a target into irrationally fleeing from them. The character must use a standard action to use this talent. The target must be within 30ft and able to see and hear the charmer, but not necessarily understand the charmer's language. The target must make a Will save (DC 10+1/2 charmer class level+ Cha bonus) or become frightened (see frightened condition). These effects last for 1d4 rounds. Regardless of the result of the save, the target cannot be affected by that charmer's inspire fear ability for the next 24 hours.

Using Inspire fear counts against the charmer's maximum number of inspire rounds for the day.

Mass Fascinate: (Prerequisite Fascinate) A charmer who takes this talent can fascinate double the number of targets they would normally be able to fascinate, as described under the fascinate ability.

Sex Appeal: The charmer gains a bonus equal to one half their charmer level on Diplomacy checks to influence characters who are attracted to his or her species and gender.

Smile of Fate: The charmer may use their Charisma bonus in addition to her Dexterity bonus when calculating their Defense Bonus.

Untouchable: (Perquisite Icy Stare) When using icy stare, rather than affecting a single target, the charmer can choose instead to affect all intelligent creatures within 30ft which have fewer levels (or hit dice) than the charmer's class level. The effects last for a number of rounds equal to the charmer's class level plus their charisma bonus.

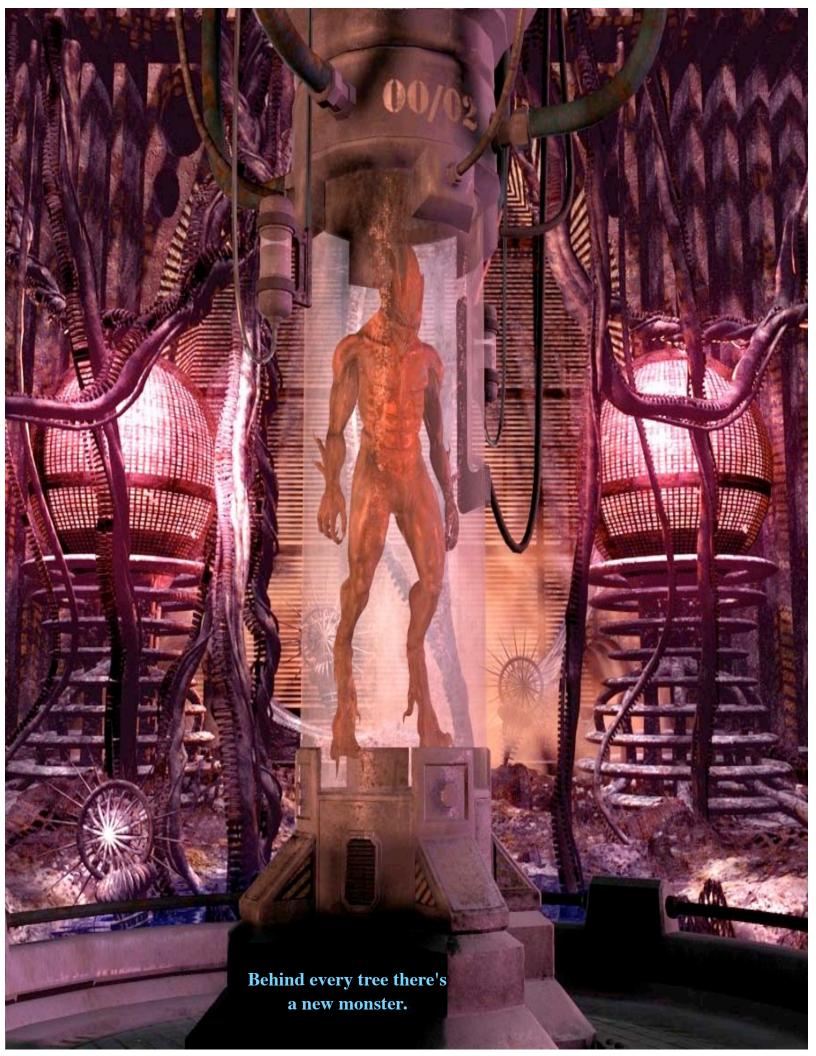
If the charmer makes any aggressive action, not necessarily directed at a creature affected by this ability, the effects immediately end.

Wild Empathy: A charmer 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 charmer rolls 1d20 and adds her charmer level and his or her 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 charmer and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but as with influencing people, it might take more or less time.

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





Infiltrator

There are those who prefer stealth and guile to a frontal attack. The infiltrator works behind enemy lines sowing destruction and confusion. Some more silently as ghosts killing with a few well places strikes; others scream like banshees shooting everything in sight. Some infiltrators are masters of disguise and will work for days or weeks quietly sabotaging the enemy from within, but most find it safer to get in, get the job done and get out.

Hit Die

d8

Starting Funds

 $(2d6+3) \times 100 \text{ sbc}$

Class Skills

The infiltrator's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Computers Use (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Intimidate (Cha), Knowledge (military, modern culture, streetwise) (Int), Linguistics (Int), Navigation (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level:

8 + Int modifier.

Class Features

The following are class features of the infiltrator.

Weapon and Armor Proficiency: Infiltrators are proficient with all simple weapons and personal firearms. They are proficient with light armor, but not with shields.

Combat Style Feat: At 1st level, an infiltrator must select one of two combat styles to pursue: martial arts, or firearms. The infiltrator's expertise manifests in the form of bonus feats at 1st, 6th 10th, 14th, and 18th level. They can choose feats from their selected combat style. They must have any prerequisite feats for the new feat which they chooses, but all other prerequisites are waved.

Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	+0	Combat Style Feat, Infiltrator Talent
2nd	+1	+2	+0	+3	+0	Evasion
3rd	+2	+2	+1	+3	+1	Maneuver Training, Infiltrator Talent
4th	+3	+3	+1	+4	+1	Uncanny Dodge
5th	+3	+3	+1	+4	+1	Infiltrator Talent
6th	+4	+4	+2	+5	+2	Combat Style Feat
7th	+5	+4	+2	+5	+2	Infiltrator Talent
8th	+6/+1	+5	+2	+6	+2	Fleet, Improved Uncanny Dodge
9th	+6/+1	+5	+3	+6	+3	Infiltrator Talent
10th	+7/+2	+6	+3	+7	+3	Combat Style Feat
11th	+8/+3	+6	+3	+7	+3	Advanced Talents, Infiltrator Talent
12th	+9 / +4	+7	+4	+8	+4	Multitask
13th	+9 / +4	+7	+4	+8	+4	Infiltrator Talent
14th	+10 / +5	+8	+4	+9	+4	Combat Style Feat
15th	+11 / +6 / +1	+8	+5	+9	+5	Infiltrator Talent
16th	+12 / +7 / +2	+9	+5	+10	+5	Draw Fire
17th	+12/+7/+2	+9	+5	+10	+5	Infiltrator Talent
18th	+13/+8/+3	+10	+6	+11	+6	Combat Style Feat
19th	+14 / +9 / +4	+10	+6	+11	+6	Infiltrator Talent
20th	+15 / +10 / +5	+11	+6	+12	+6	Defensive Roll, Hide in Plain Sight

If the infiltrator selects martial arts, they can choose from the following list whenever they gains a combat style feat: Agile Maneuvers, Combat Martial Arts, Defensive Combat Training, First Circle Initiate, Improved Combat Martial Arts, Improved Grapple, Metal Body Style, Second Circle Initiate,

At 10th level the following feats are added to the list: Advanced Combat Martial Arts, Fifth Circle Initiate, Forth Circle Initiate, Greater Grapple, Third Circle Initiate

If the infiltrator selects firearms, they can choose from the following list whenever they gains a combat style feat: Deadly Aim, Double Tap, Far Shot, Lethal Burst, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Two Weapon Fighting

At 10th level, the following feats are added to the list: Improved Precise Shot, Improved Two Weapon Fighting, Pinpoint Targeting.

The benefits of the infiltrator's chosen style feats apply only when they wears light or no armor. Once an infiltrator selects a combat style, it cannot be changed.

Evasion: At 2nd level and higher, an infiltrator has a knack for getting out of harms way. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead takes no damage. Evasion can be used only if the infiltrator is wearing light armor or no armor. A helpless infiltrator does not gain the benefit of evasion.

Maneuver Training: At 3rd level, an infiltrator uses their infiltrator level in place of their base attack bonus when calculating their Combat Maneuver Bonus and combat defense bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Uncanny Dodge: Starting at 4th level, an infiltrator can react to danger before their senses would normally allow them to do so. They cannot be caught flat-footed, even if the attacker is invisible. They still lose their Dexterity bonus to defense if immobilized. An infiltrator with this ability can still lose their Dexterity bonus to defense if an opponent successfully uses the feint action (see Combat) against them.

If an infiltrator already has uncanny dodge from a different class, they automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge: An infiltrator of 8th level or higher can no longer be flanked.

This defense denies another infiltrator the ability to sneak attack the character by flanking them, unless the attacker has at least four more infiltrator levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum infiltrator level required to flank the character.

Fleet: At 8th level, when the infiltrator makes a full round attack, they gain an additional 5ft step. This step can be taken before, after, or between her attacks. The only restriction is that the infiltrator cannot use their fleet 5ft step at the same time as their normal 5ft step (i.e. they can not take a 10ft step.)

At 15th level the infiltrator gains an additional 5ft step. Again, the step can be taken between two of their attacks, but cannot be taken at the same time as another 5th step.

Feat: An infiltrator may gain any feat that they qualifies for in place of an infiltrator talent.

Multitask: Starting at 12th level, when making a full round attack action, the infiltrator can choose to trade one of their attacks for a skill check instead. If they trade their first attack, they make the skill check without penalty. If they trades her 2nd attack they suffers a -5 penalty to the skill check. (If they have a 3rd attack in the round, they can trade it and suffer a -10 penalty on the skill check.) The character cannot make more than one skill check a round this way. The character is not considered, flatfooted, distracted, or in anyway caught off guard while multitasking.

Draw Fire: At 16th level, the infiltrator is can make themselves into a target to protect their allies. When the infiltrator uses this ability any enemy who is holding action or has the ability to make an attack of opportunity must make a Will save (DC = 10 + 1/2 charmer class level + Charisma bonus). If this saving throw fails the enemy will spend his or her action or attack of opportunity to attack the infiltrator. The infiltrator can only affect enemies who can see them. In addition, enemies who they had more than half cover/ concealment against are not affected.

Defensive Roll: At 20th level the infiltrator can roll with a potentially lethal blow to take less damage from it than they otherwise would. Once per day, when they would be reduced to zero or fewer hit points by damage in combat (from a weapon or other blow, not a power or special ability), the infiltrator can attempt to roll with the damage. To use this ability, the infiltrator must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, they take only half damage from the blow; if it fails, they take full damage. The infiltrator must be aware of the attack and able to react to it in order to execute their defensive roll, if they are denied their Dexterity bonus to defense, they can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the infiltrator's evasion ability does not apply to the defensive roll.

Hide in Plain Sight: At 20th level, an infiltrator can use the Stealth skill, even while being observed. The infiltrator may use this ability in any terrain.



Infiltrator Talents

Every infiltrator has a different bag of tricks to put the enemy off balance. At first level and every odd level after that, the infiltrator can choose a talent from the following list. Unless otherwise stated, each talent can only be taken once.

Ballistic Lock Pick: With this ability, an infiltrator can attempt to open or jam a lock with a point blank ranged attack as a standard action. This requires both an attack roll to hit the lock (a diminutive stationary object Defense nine) and a Disable Device skill check. The infiltrator takes a -4 penalty on the Disable Device skill check. If the attack roll fails, the shot missed the lock, if the Disable Device check failed, the lock remains either closed or unlocked, which either it is currently. If the Disable Device check succeeds, the lock is now broken and can't be operated; the infiltrator chooses whether it is broken in the open or locked position.

Bypass Armor: An infiltrator that selects this talent is able to find the weak points in the opponent's armor. The infiltrator's successful attacks ignore up to four points of the target's damage reduction. To use this ability the infiltrator must be able to see the target clearly; they cannot use this ability against targets who have cover or concealment.

Combat Trick: An infiltrator that selects this talent gains a bonus combat feat (see Feats).

Fast Stealth: This ability allows an infiltrator to move at full speed using the Stealth skill without penalty.

High Jump: An infiltrator with this ability adds one half their infiltrator class level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, they always count as having a running start when making jump checks using this ability.

Acrobatics. If the character has High Jump as a class ability for two classes, the levels stack when determining the bonus.

Ledge Walker: This ability allows an infiltrator to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, an infiltrator with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Light Sleeper: The infiltrator suffers only a +5 penalty (instead of the normal +10) to perception checks while asleep.

Quick Disable: It takes an infiltrator with this ability half the normal amount of time to open locks, disable security devices or sabotage enemy equipment using the Disable Device skill (minimum one round).

Quick Disguise: It takes an infiltrator only 2d3 rounds to craft a disguise.

Resiliency: Once per day, an infiltrator with this ability can gain a number of temporary hit points equal to the infiltrator's level. Activating this ability is an immediate action that can only be performed when they are brought to below 0 hit points. This ability can be used to prevent them from dying. These temporary hit points last for one minute. If the infiltrator's hit points drop below zero due to the loss of these temporary hit points, they fall unconscious and is dying as normal.

This talent can be taken, multiple times. Each time grants the infiltrator an additional use of resiliency per day, up a maximum of eight times, at which point they have as many lives as a cat.

Slow Fall: With this ability, an infiltrator within arm's reach of a wall can use it to slow their descent. They take damage as if the fall were 20 feet shorter than it actually is.

Speedy: The infiltrators base speed increases by 10ft while they are unencumbered. This talent may be taken more than once, each time increase the infiltrators speed by an additional +10 ft., up to a maximum of +30 ft. If the character has Speed, as a class ability, from two classes, it can only be taken a total of three times (not three times per class).

Sneak Attack: If an infiltrator can catch an opponent when he or she is unable to defend themselves effectively from the infiltrator's attack, they can strike a vital spot for extra damage.

The infiltrator's attack deals extra damage anytime his or her target would be denied a Dexterity bonus to defense (whether the target actually has a Dexterity bonus or not), or when the infiltrator flanks their target. Should the infiltrator score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), an infiltrator can make a sneak attack that deals nonlethal damage instead of lethal damage. The infiltrator cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The infiltrator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An infiltrator cannot sneak attack while striking a creature with concealment.

Clarification: Incorporeal creatures, oozes, swarms, and energy beings cannot be sneak attacked.

This talent can be taken more than once. Each time the infiltrator chooses this talent, the damage inflicted by their sneak attack increases by 1d6, up to a maximum of +5d6.

Stand Up: An infiltrator with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trap Spotter: Whenever an infiltrator with this talent comes within 10 feet of a trap, he or she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Trench Crawl: While prone, an infiltrator with this ability can move at half speed. This movement provokes attacks of opportunity as normal. An infiltrator with this talent can take a 5-foot step while crawling.

Wall Crawler: The infiltrator retains their full defense bonus while climbing on a wall.

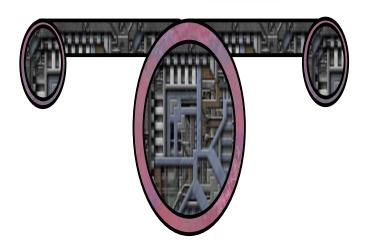
Advanced Talents

At 11th level, and every two levels thereafter, an infiltrator can choose one of the following advanced talents in place of an infiltrator talent.

Improved Evasion: This works like evasion, except that while the infiltrator still takes no damage on a successful Reflex saving throw against attacks, they henceforth takes only half damage on a failed save. A helpless infiltrator does not gain the benefit of improved evasion.

Opportunist: Once per round, the infiltrator can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even an infiltrator with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The infiltrator becomes so confident in the use of certain skills that they can use them reliably even under adverse conditions.



Upon gaining this ability, they selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, they may take 10 even if stress and distractions would normally prevent her from doing so. An infiltrator may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Vendetta: Once per day the infiltrator can declare a vendetta against one target within sight. The infiltrator adds their Charisma bonus (if any) to their attack rolls and adds their infiltrator level to all damage rolls made against the target of their vendetta. In addition while pursing their vendetta, an infiltrator gains a dodge bonus equal to their Charisma modifier against attacks made by the target. The vendetta remains in effect until the target is dead, or the infiltrator rests and regains their use of this ability.

Some skills such as Stealth or Diplomacy will be badly hampered by the fact that the character is attacking; otherwise the character can continue to pick a lock (Disable Device), drive a car (Drive), intemperate alien glyphs (Linguistics) or drool over a treasure hoard (Appraise) even while fighting for their life. The GM will have to decide on a case-by-case basis, which skills can be used while multitasking.

Outlander

The future doesn't stop at the city limits. Even in developed and densely populated plants, pockets of wilderness remain. In addition to virgin wilderness there are poisoned and irradiated badlands, and every new worlds is a new frontiers. Outlanders are hunters, wanderers, fishers and farmers who live outside the hustle and bustle of urban life.

It seems like every outlander has a different reason for living far from the world of modern comforts; some were born in the wilderness and had little choice but to survive in the harsh conditions; some are nature lovers; some long for the new discoveries to be made on the frontiers; some are just disenchanted with modern society and are looking to escape.

As much as their understanding of nature, what defines the outlanders are their self-reliance, the ability to endure hardship and their stubborn refusal to quit once they have set their minds to a task. Outlanders know how to get the most out of every piece of equipment and will continue to use (often out of necessity) what others' would consider broken junk. They apply the same philosophy to their own bodies and have the seemingly supernatural ability to push themselves past their biological limits and continue on pure will power.

Outlanders are not necessarily antisocial hermits. Many enjoy the bright lights and creature comforts of society. But before very long, the walls start feeling too close and the crowds to numerous; pushing the outlanders back out to the fringes.



(2d6+3) x100 sbc

Class Skills

The outlander's class skills are Acrobatics (Dex), Climb (Str), Domestic Science (Cha), Drive (Dex), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (earth-life, modern culture, paranormal) (Int), Linguistics (Int), Medical (Wis), Navigation (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.



			1		1	1
Level	Base Attack	Base Defense		Ref	Will	Special
	Bonus	Bonus	Save	Save	Save	-
1st	+0	+0	+2	+2	+0	Favored Terrain, Combat Feat
2nd	+1	+1	+3	+3	+0	Outlander Ability
3rd	+1	+1	+3	+3	+1	Endurance, +2 Jury-rig
4th	+2	+1	+4	+4	+1	Great Endurance, Outlander Ability
5th	+2	+2	+4	+4	+1	Favored Terrain
6th	+3	+2	+5	+5	+2	Combat Feat, Outlander Ability
7th	+3	+2	+5	+5	+2	Damage Reduction 1/-
8th	+4	+3	+6	+6	+2	Outlander Ability
9th	+4	+3	+6	+6	+3	Evasion +4, Jury-rig,
10th	+5	+3	+7	+7	+3	Damage Reduction 2/-, Favored Terrain,
				,		Outlander Ability
11th	+5	+4	+7	+7	+3	Stubborn Survival, Combat Feat
12th	+6/+1	+4	+8	+8	+4	Camouflage, Outlander Ability
13th	+6/+1	+4	+8	+8	+4	Damage Reduction 3/-, +6 Jury-rig
14th	+7 / +2	+5	+9	+9	+4	Combat Feat, Outlander Ability
15th	+7 / +2	+5	+9	+9	+5	Favored Terrain
16th	+8/+3	+5	+10	+10	+5	Damage Reduction 4/-,
						Improved Evasion, Outlander Ability
17th	+8/+3	+6	+10	+10	+5	Hide in Plain Sight
18th	+9 / +4	+6	+11	+11	+6	Combat Feat, Outlander Ability
19th	+9 / +4	+6	+11	+11	+6	Damage Reduction 5/-
20th	+10 / +5	+7	+12	+12	+6	Favored Terrain,
2001	710/ 75	Τ,	1	712	70	Improved Stubborn Survival,
	1		1			Outlander Ability
1		4	4	4		



Class Features

All of the following are class features of the outlander.

Weapon and Armor Proficiency: An outlander is proficient with all simple weapons and personal firearms and with light armor, medium armor, and shields.

Favored Terrain: At 1st level, an outlander may select a type of terrain from the Favored Terrains table. The outlander gains a +2 bonus on initiative checks and Knowledge (Earth Life Sciences), Perception, Stealth, and Survival skill checks when he or she is in this terrain. An outlander traveling through their favored terrain normally leaves no trail and cannot be tracked (though they may leave a trail if they so chooses).

At 5th level and every five levels thereafter, the outlander 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 outlander's bonuses do not stack; they simply uses whichever bonus is higher.

Combat Feat: An outlander gains bonus combat feats at 1st, 6th, 11th, 14th, and 18th level. These feats must be chosen from the following list. The outlander must meet all normal prerequisites for the feats.

Acrobatic Step, Alien Logic, Archaic Weapon Proficiency, Catch Off-Guard, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Nimble Moves, Run, Save Enhancement, Skill Specialization, Throw Anything, Toughness, Well Versed, Zero-G Training.

Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Urban

Swamp

Underground (caves and dungeons)

Water (above and below the surface)

Post Apocalyptic (Toxic or irradiated wastelands)

The Void (Zero G vacuum)

Gas Giants

Airless Worlds

Endurance: An outlander gains Endurance as a bonus feat at 3rd level.

Jury-Rig: Starting at 3rd level, an outlander gains a +2 competence bonus on Mechanical skill checks made to attempt temporary or jury-rigged repairs. See the Mechanical skill for details on jury-rigging.

At 8th level, this competence bonus increases to +4. At 13th level the bonus increases to +6 and at 18th level to +8.

Great Endurance: Starting at 4th level, the length of time an outlander can exist under adverse conditions without penalty increases. When determining the number of rounds an outlander can hold their breath or run; the number of hours the character can go without water; or how for below zero the character's hit points can drop before he or she dies, their effective constitution score is their actual constitution, plus 1/2 his or her outlander level (rounded down).

Damage Reduction: At 7th level, an outlander gains damage reduction. Subtract one from the damage the outlander takes each time they are dealt damage from a weapon or natural attack. This damage reduction stacks with any granted by armor the outlander is wearing. At 10th level, and every three outlander levels thereafter (13th, 16th, and 19th level), this damage reduction rises by one point. Damage reduction can reduce damage to zero but not below zero.

Evasion: When he reaches 9th level, an outlander develops a knack for getting out of harms way. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead takes no damage. Evasion can be used only if the outlander is wearing light armor, medium armor, or no armor. A helpless outlander does not gain the benefit of evasion.

Stubborn Survival: Starting at 11th level, the outlander is no longer affected by the following conditions: dazed, fatigued, sickened or staggered.

In the case of fatigue, the outlander does not suffer the penalty to strength and dexterity. But the character is still considered fatigued, and performing an action which would cause fatigue causes the character to become exhausted as normal. If the fatigue was caused by suffering non-lethal damage, that damage still accumulates. It still requires eight hours of rest to recover from fatigue.

If the character also has the Diehard feat, while staggered for being in negative hit points, the outlander can continue to take move, standard, and full round actions as normal, without fear of causing further damage to himself.

Camouflage: An outlander of 12th level or higher can use the Stealth skill to hide in any of their favored terrains, even if the terrain doesn't grant cover or concealment.

Improved Evasion: At 16th level, an outlander's evasion improves. This ability works like evasion, except that while the outlander still takes no damage on a successful Reflex saving throw against attacks, they henceforth takes only half damage on a failed save. A helpless outlander does not gain the benefit of improved evasion.

Hide in Plain Sight: While in any of his favored terrains, an outlander of 17th level or higher can use the Stealth skill even while being observed.

Improved Stubborn Survival: At 20th level, an outlander is not affected by the following conditions: disabled, exhausted, and nauseated. While disabled, the outlander can continue to take move, standard and full round actions as normal without causing further damage to themselves.



Outlander Abilities

Outlanders are as varied as the lands they travel. At 2nd level and every even level thereafter the outlander gains an outlander ability chosen from the list below. Some abilities have prerequisites, which must be met before that ability can be taken. Unless otherwise stated, each ability may only be taken once.

Exploit Weakness: The outlander adds his Wisdom modifier to all melee damage rolls and to damage rolls for ranged attacks against targets within 30ft.

Energy Resistance: The outlander gains two points of resistance against one of the following types of energy: acid, cold, electricity, fire, or radiation. This talent can be taken more than once; each time the outlander must choose a different type of energy.

Flexible Scavenge: When an outlander with this ability can't find the part he or she needs, they make do with what they can find. With this ability the outlander gains a +4 bonus to Engineering skill checks made to scavenge parts.

High Jump: An outlander with this ability adds one half his or her outlander class level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, they always counts as having a running start when making jump checks using Acrobatics. If the character has High Jump as a class ability for two classes, the levels stack when determining the bonus.

Hold Together: An outlander with this ability can continue to use a vehicle or piece of equipment after it has been broken (reduced to zero hit points). A piece of equipment which is used while broken takes one point of damage each round during combat, or each hour of travel outside of combat.

Hot Swap: An outlander with this ability can attempt to repair a vehicle or piece of equipment while it is still running.

Light Sleeper: The infiltrator suffers only a +5 penalty (instead of the normal +10) to perception checks while asleep.

Night Vision: The outlander gains the Night Vision feat. This is an exception to the rule that this feat can only be taken at character creations.

Personalize: Too many home repairs make an outlander's equipment quirky and temperamental. No one except the outlander knows all the tricks to make it work. Other characters take a -4 penalty to all skill checks and attack rolls when using a piece of equipment which has been personalized by an outlander. An outlander with this ability can intentionally personalize a piece of equipment or vehicle with one day's work. Otherwise, the equipment automatically personalizes after it has been in the possession of an outlander with this ability for more than one year. The outlander can teach another outlander how to use a piece of personalized equipment, even if that character does not have the Personalize ability. Other classes would rather just shell out for a new unit instead of putting up with the quirks.

Poison Resistance: An outlander with this ability gains a +4 bonus on saving throws to resist the effects of poisons.

Quick Salvage: An outlander with this ability takes half as long as normal to salvage parts with an Engineering skill check.

Scent: The outlander gains the scent ability.

Slippery Mind: The outlander is just too stubborn to give into mind control. If an outlander is affected by a power effect which affects their mind, and fails his saving throw, they can attempt it again one round later at the same DC. They get only this one extra chance to succeed on his saving throw.

Speedy: The outlander's base speed increases by 10 ft, while he or she is unencumbered. This talent may be taken more than once, each time increase the outlander's speed by an additional +10 ft., up to a maximum of +30 ft. If the character has Speed as a class ability for two classes, it can only be taken a total of three times (not three times per class).

Sureheart: An outlander who takes this talent receives a +2 bonus to Will saves against fear.

Swift Tracker: Beginning at 8th level, an outlander can move at his or her normal speed while using Survival to follow tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Resist Critical: When a possible critical hit is scored against the outlander, the outlander receives +4 bonus to defense against an attack roll to confirm a critical.

Track: An outlander adds half their level (minimum one) to Survival skill checks made to follow or identify tracks.

Waterborne: The outlander gains a swim speed equal to 1/2 his or her base land speed. The character does not gain a racial bonus to skill checks, but make use of all the other advantages of having a base swim speed: they can swim through normal water without need of a skill check; they can take 10 on skill checks to avoid a hazard; and he or she can use a run action while swimming.

Wild Empathy: An outlander 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 outlander rolls 1d20 and adds their outlander level and their 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 outlander and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes one minute, but as with influencing people, it might take more or less time.

The outlander can also use this ability to influence an alien beast with an Intelligence score of one or two, but he takes a -4 penalty on the check.



Techie

Since before the dawn of civilization, mankind has manufactured and used tools. Technology is the path to a better future, it always has been, and always will be. The techie embraces technology in all its form. They know from weapons, to medicine, to racing engines, falling behind the technology curve inevitably leads to failure.

Technology is so complicated, that no one can comprehend all of it. So each techie specializes, becoming an expert in his chosen field. These are the doctors, mechanics, pilots and hackers who shape the world.

Techies favor brains over brawn, but are far from helpless in a fight, after all, weapons are just tool. Techies know all of the technical details of enemy equipment and anatomy, allowing them to strike with deadly precision. With the right technological advantages, a techie is almost as dangerous as a professional soldier. Most techies fill a more defensive roll, healing wounds or repairing damage to keep his allies in top fighting condition.

Hit Die

d6

Starting Funds:

 $(2d6+3) \times 100 \text{ sbc}$

Class Skills

The techie's class skills are Acrobatics (Dex), Appraise (Int), Computer Use (Int), Craft (Int), Disable Device (Dex), Domestic Science (Cha), Drive (Dex), Engineering (Int), Forgery (Int), Knowledge (earth-life, economics, military, modern culture, paranormal, physical sciences) (Int), Linguistics (Int), Medical (Wis), Navigation (Int), Profession (Wis),

Skill Ranks per Level:

8 + Int modifier.



Level	Base Attack	Base Defense	Fort	Ref	Will	Special
	Bonus	Bonus	Save	Save	Save	
1st	+0	+0	+2	+2	+0	Favored Enemy, Specialty,
)						Professional, Quick Fix
2nd	+1	+1	+3	+3	+0	Techie Talent
3rd	+1	+1	+3	+3	+1	Home Build (x20), Damage Control
4th	+2	+1	+4	+4	+1	Techie Talent, Techie's Bond
5th	+2	+2	+4	+4	+1	Favored Enemy
6th	+3	+2	+5	+5	+2	Techie Talent
7th	+3	+2	+5	+5	+2	Red Line (+1)
8th	+4	+3	+6	+6	+2	Techie Talent
9th	+4	+3	+6	+6	+3	Evasion, Home Build (x30)
10th	+5	+3	+7	+7	+3	Favored Enemy, Techie Talent
11th	+5	+4	+7	+7	+3	Improvise Tools
12th	+6/+1	+4	+8	+8	+4	Techie Talent, Multitask
13th	+6/+1	+4	+8	+8	+4	Redline (+2)
14th	+7/+2	+5	+9	+9	+4	Techie Talent, Home Build (x50)
15th	+7/+2	+5	+9	+9	+5	Favored Enemy
16th	+8/+3	+5	+10	+10	+5	Techie Talent, Improved Evasion
17th	+8/+3	+6	+10	+10	+5	Techie Talent
18th	+9 / +4	+6	+11	+11	+6	Redline (+3)
19th	+9 / +4	+6	+11	+11	+6	Dang it Jim!, Home Build (x100)
20th	+10 / +5	+7	+12	+12	+6	Favored Enemy, Techie Talent, Resurrection



Class Features

The following are class features of the techie.

Weapon and Armor Proficiency: Techies are proficient with all simple weapons and personal firearms. They are proficient with light and medium armor, but not with shields.

Specialty: At 1st level a techie must choose to specialize in either Medical or Engineering. This determines how the techie's abilities manifest. Once the choice is made it cannot be changed.

Professional: A techie may use either the Engineering or Medical skills (as appropriate) in place of the Profession skill to generate income between adventures.

Quick Fix: A techie can restore damage as full round action. For medical techies this means making a Medical check to heal living subjects. For engineering techies this means making an Engineering check to repair machines. An engineering techie can use quick fix on androids and cybersapiens, without requiring them to shut off.

Favored Enemy: At 1st level, a techie selects a creature type from the techie favored enemies table. Medical and Engineering have separate lists. A Medical Techie's insight into the biology and psychology of his favored enemy grants him a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his or her selected type.

For engineering techie, their familiarity with the technical specs of their favored enemy grants them a +2 bonus to Disable Device, Knowledge, Perception, Stealth and Survival checks against machines of their selected type.

All techies gain a +2 bonus on weapon attack and damage rolls against their favored target. A techie may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the techie may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the techie chooses humanoids as a favored enemy, they must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from-those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the techie's bonuses do not stack; they simply uses whichever bonus is higher.

Medical Techie Favored Enemies

Human

Cancrian

Cyborgs*

Gray

Sokuja

Normal animals

Alien animals

Genetically engineered creatures

Supernatural beings **

Engineering Techie Favored Enemies

Android

Cyborgs*

Powered armor

Civilian vehicles

Armored Vehicles

Helicopters

Fixed wing Aircraft

Spaceships (Fighter size)

Spaceships (Freighter size)

Spaceships (City sized)



- * With the exception of cyber-sapiens, cyborgs count as a member of both their base race and as cyborgs when determining favored enemy bonuses.
- ** A techie can only choose supernatural beings as favored enemies if the campaign uses the supernatural rules. In some cases, the GM may feel this designation is too broad, and require the techie to choose a particular subtype of supernatural beings.

Damage Control: The techie excels at restoring damage. Starting at 3rd level, when a medical techie makes a Medical check to restore lost hit points; add their techie class level to the number of hit points restored. Likewise, when an engineering techie, of 3rd level or higher, makes an Engineering check to repair damage, add their techie class level to the number of hit points restored.

Techie's Bond: At 4th level, a techie forms a bond with his companions. This bond allows them to spend a move action to grant half their 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 techie's Intelligence modifier (minimum one). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Home Build: The Techie is able to fabricate the supplies they need. Medical techies are able to fabricate, vaccines, antidotes, and medications using the Medical skill.

Engineering techies are able to create parts and equipment using the Engineering skill. If the character does not have access to a medical lab/ machine shop, they suffer a -4 penalty on the check. If the character also lacks a basic tool kit, the penalty increases to -8 (unless the techie is 11th level or higher and has the improvise tool ability). The GM may rule in truly barren surroundings, the character cannot use this ability. Parts must be fabricated for a specific repair job. Home built components are not professional enough to be sold.

At 4th level, the character is able to craft parts equal to x20 the result of the Engineering skill check used to home build the parts. Medical techies create medical supplies equal to the value of a medical skill check. Home building parts requires four hours of work.

At 9th level the value of the components crafted increases to x30 the result of the skill check. At 14th level the multiplier increases to x50 and at 19th level it increases to x100.

Redline: A techie knows how to push technology past its operational specs. Starting at 7th level, as a full round action they can operate a piece of equipment at better than maximum efficiency. When redlining a piece of equipment, the techie can apply one of the following benefits:

- * Increase the equipment bonus by +2
- * +1 bonus to an attack roll
- * +2 bonus to damage
- * Increase the maximum speed of a vehicle by 10%

Redlining is not without its risks. When operating a piece of equipment above the redline, the chance of breaking the equipment doubles (piece of equipment which normally breaks on a natural one, will break on a roll of one or two)

Normally these effects last for one skill check/ attack roll. In the case of increasing a vehicles speed, not in combat but for the purposes of long distance movement, it is up to the GM how long the effects will last before a new skill check (with the potential for breaking down) is needed.

A piece of equipment which breaks while redlining cannot be jury-rigged. Increase the repair DC by +5 and increase the price of parts needed by 50%.

At 13th level, the techie can choose one of the following benefits instead; however pushing equipment this hard triples the chance of breaking.

- * Increase the equipment bonus by +4
- * +2 bonus to an attack roll
- * +4 bonus to damage
- * Increase the maximum speed of a vehicle by 25%

At 18th level, the techie can choose one of the following benefits. However, these benefits quadruple the chance of breaking the equipment.

- * Increase the equipment bonus by +6
- * +3 bonus to an attack roll
- * +6 bonus to damage
- * Increase the maximum speed of a vehicle by 50%

Evasion: When they reach 9th level, a techie develops a knack for getting out of harms way. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead takes no damage. Evasion can be used only if the techie is wearing light armor, medium armor, or no armor. A helpless techie does not gain the benefit of evasion.

Improvise Tools: At 11th level, the techie is no longer dependent on tools. This includes medical kits and surgical tools if the techie is of the medical persuasion. The techie is always able to make do with what's available, or their bare hands if necessary. The techie no longer suffers a penalty to Engineering or Medical checks if they doesn't have the appropriate tool kit.

Multitask: Starting at 12th level, when making a full round attack action, the techie can choose to trade one of their attacks for a skill check instead. If they trade their first attack, they

make the skill check without penalty. If they trade their 2nd attack they suffer a -5 penalty to the skill check. (If they have a 3rd attack in the round, they can trade it and suffer a -10 penalty on the skill check.) The character cannot make more than one skill check a round this way. The character is not considered flatfooted, distracted, or in anyway caught off guard while multitasking.

Some skills such as Stealth or Diplomacy will be badly hampered by the fact that the character is attacking; otherwise the character can continue to pick a lock (Disable Device), drive a car (Drive), intemperate alien glyphs (Linguistics) or drool over a treasure hoard (Appraise) even while fighting for their life. The GM will have to decide on a case-by-case basis, which skills can be used while multitasking.

Improved Evasion: At 16th level, a techie's evasion improves. This ability works like evasion, except that while the techie still takes no damage on a successful Reflex saving throw against attacks, they henceforth takes only half damage on a failed save. A helpless techie does not gain the benefit of improved evasion.

Dang it Jim!: At 19th level, once per day a character is able to substitute one skill for another for a skill check. This new skill check takes 10 times as long as normal. The skills which the character can use, and the skill being substituted for must both be chosen from the following list:

Computer, Engineering, Knowledge (Earth and Life Sciences), Knowledge (Physical Sciences), Knowledge (Paranormal), Medical.

Resurrection: At 20th level the techie is able to repair equipment which has taken enough damage to be destroyed. This is repair check requiring a full round action with a -10 penalty. If successful, the equipment is no longer considered destroyed and can be repaired normally.

A medical techie can make a heal check at a -10 penalty to revive a patient who has been clinically dead for up to five minutes.



Techie Talents

Modern technology is so complicated and varied, that no one can learn all of the tricks for making the most of it. Each techie must choose which fields to excel in. At 2nd level and every even level thereafter the techie gains a techie talent chosen from the list below. Some abilities have prerequisites, which must be met before that ability can be taken. Unless otherwise stated, each talent may only be taken once. Some talents are best suited for either medical or engineering techies, but each character can choose talents freely, either to concentrate on his strengths or to broaden his abilities.

Bonus Feat: When techie chooses this talent, they gain one of the following bonus feats: Alien Logic, Armor Proficiency (Heavy), Armor Proficiency (Powered), Autofire Proficiency, Cyber Surgery, Drive-By Attack, Greater Mechanical Miracle, Greater Medical Miracle, Heavy Weapons Proficiency, Lesser Mechanical Miracle, Lock'n Load, Mechanical Miracle, Medical Miracle, Rock'n Roll, Skill Focus, Surgery, Xeno-biology, Vehicle Dodge, Vehicle Operation (any), Well Versed and Zero-G Training

Combat Hacking: (Prerequisite: six ranks in the Computer skill) As a full round action, the techie may make multiple computer skill checks in a single round. These extra skill checks occur incur a cumulative -5 penalty for each additional check (i.e. they are calculated the same way as extra attacks from a high base attack bonus.)

Computer Assistance: When the character has access to a computer system, such as a starship or a building's central network, he can use the aid another action to assist a character anywhere within the computer system's sphere of influence. (Rerouting power to shields or weapons, causing the lights to flicker to help a Stealth check, or monitoring suspicious activity in the area, etc.) If the techie is hacking the system in question, first he or she must first make a Computer check to get past the relevant security measures before making the aid another check.

Diagnose: The techie gains a +4 bonus to Perception checks to notice poisons or other drugs (such as gas weapons or tainted food). The character also gains a +4 bonus to Perception checks to notice when a character is exhibiting symptoms of a disease/ poison.

Expert Salvage: When the techie makes a successful Mechanical check to salvage parts, he or she finds double the normal value worth of parts.

Herbalist: The Herbalist gains a +4 bonus to medical rolls when using Home Build to produce medical supplies. To gain this benefit the character must have access to at least one square mile of forest parkland, or other natural terrain. The time spent foraging for components in is included in the normal time to use Home Build.

Hot Swap: A techie with this talent can attempt to repair a vehicle or piece of equipment while it is still running.

Limit Canceller: (Prerequisite: Redline, 7th level techie) Androids and cybersapiens have software limits to keep them from pushing the hardware limits of their bodies and risking damage. A limit canceller overrides those software limits. A techie with this talent can cancel the limits in a willing android/cybersapiens character which they have a computer connection to (including himself).

With the limits canceled, the artificial character receives a +4 bonus to Strength and a +10 ft increase to base land speed. These benefits last until the limits are reinstated. After acting without limits for a number of rounds equal to (4+ his constitution modifier) within a 24 hour period they start to take one point of damage each additional round. In addition, if at any point while acting without limits, the character rolls a fumble (usually a one), they take 2d8 points of damage +1 point for each round he operated without limits. The fumble automatically ends the effects of acting without limits.

The techie can choose a time limit when they cancel the limits. After the specified number of rounds, the limits are reinstated. If the techie does not set a limit, the limits can only be reinstated by a techie with this talent. If the limits are not reinstalled, the character will continue until he suffers a fumble, or accumulated damage kills him.

Manufacture: (Prerequisite: Home build, 3rd level techie) With this talent, the techie can use home build to produce a complete item instead of just parts. When manufacturing, the techie's Home build modifier is divided by ten. (ie, x2 at 4th level, x 3 at 9th level, x5 at 14th level x10 at 19th level.) The techie must also know how to produce the item in question. With access to modern tools like the internet or a good technical library, finding blue prints for most items should not be difficult. However, prototypes, cutting edge equipment and alien items cannot be reproduced. Manufactured items work but are not professional enough to be sold for profit.

Note: The techie can produce a variety of equipment including simple weapons and ammunition.

No Hands: A techie with this talent receives one additional move action per round while controlling a vehicle. This action can be used to perform an additional driving stunt. If the driver only uses one of his move actions in a round to control a vehicle, they may take a full round action, such as a full attack.

Placebo: The techie can aid a character is suffering from a diseases, poison or other ailment which requires saving throws. If the character fails a saving throw, the techie can spend a move action to grant the character a re-roll. This requires no expenditure of medical supplies.

Quick Salvage: A techie with this talent takes half as long as normal to salvage parts with an Engineering skill check.

Quick Start: A techie with this talent takes half as long as normal to start a vehicle. If the time is reduced to less than 1 round, the character may start the vehicle as a free action.

Resist Disease: The character gains a +2 bonus to saving throws to resist diseases.

Resist Poisons: The character gains a +2 bonus to saving throws to resist poisons.

Sensor Lock: When a techie with this talent makes an attack roll using sensors rather than their own senses (such as vehicle weapons, or computer controlled remote weapons), the techie may use their techie class level in place of his Base Attack Bonus. Additional attacks gained when making a full round attack action are also calculated based the techie class level. Base attack bonuses granted from other classes are unaffected and are added normally.

Slippery Mind: The techie is cold and logical enough to recognize when impulses are from an outside source and ignore them. If a techie is affected by an enchantment effect and fails his saving throw, they can attempt it again one round later at the same DC. They get only this one extra chance to succeed on his saving throw.

Spit & Bailing Wire: (Prerequisite: Home build) The character can kludge together components to make a working item from what they have on hand. When using Home build, the character does not suffer the -4 penalty if they lack access to a medical lab/machine shop. They still suffer the -4 penalty for lack of a proper tool kit if applicable.

Steady Hand: A techie with this talent is able to compensate for the difficulties caused by acting on a vehicle traveling at high speed. This includes Drive/Pilot skill checks and Attack rolls. Reduce the Speed Check/Roll Modifier suffered by the techie by 2 points (minimum 0).

Strategy: The character adds his or her intelligence bonus to all attack rolls.

Technobabel: By using technical jargon, the techie is able to confuse the target and make them easier to convince. The target is allows a Knowledge (Earth and Life Sciences) or Knowledge (Physical Sciences) depending on if the techie took the Medical or Engineering specialty, to understand enough to keep his or her bearings. If this check fails, the techie gains a +4 bonus to a Bluff or Diplomacy check.

Versatility: When the techie chooses this talent, the benefits of Quick Fix are applied to both Engineering and Medical checks, instead of just one or the other.

Versatility, Improved: (Prerequisite: Versatility) When the techie chooses this talent, the benefits of Damage Control are applied to both Engineering and Medical checks instead of just one or the other.

Trooper

There is a truism which military history has proven over and over, "You can have the best weapons, the best intelligence, and the best technology, but you can't hold the territory without manpower." That is why at all times, past and future, there will be a need for troopers. These are the brave men and women trained in the art of close quarters combat. Troopers fill a number of military, civilian and even criminal roles. These are the paratroopers, state troopers, infantry soldiers, mafia enforcers, and storm troopers (call off the lawyers Lucas, we're talking about the WWII SS).

Be it the streets, the trenches, the halls of a derelict spaceship or strange alien jungles, trooper are experts at securing the territory through the controlled use of violence.

Hit Die

d10

Starting Funds:

 $(2d8+3) \times 100 \text{ sbc}$

Class Skills

The trooper's class skills are Climb (Str), Domestic Science (Cha), Drive (Dex), Engineering (Int), Intimidate (Cha), Knowledge (military, modern culture) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level

2 + Int modifier.

Class Features

The following are class features of the trooper.

Weapon and Armor Proficiency

A trooper is proficient with all simple weapon, and personal firearms. They are also proficient with autofire. The trooper is proficient with light, medium, and heavy armor.



Level	Base Attack	Base Defense	Fort	Ref	Will	Special
	Bonus	Bonus	Save	Save	Save	Бресіаі
1st	+1	+1	+2	+0	+0	Bonus Feat
2nd	+2	+2	+3	+0	+0	Bonus Feat, Bravery
3rd	+3	+2	+3	+1	+1	Armor Training
4th	+4	+3	+4	+1	+1	Bonus Feat
5th	+5	+3	+4	+1	+1	Weapon Training
6th	+6 / +1	+3	+5	+2	+2	Bonus Feat
7th	+7 / +2	+4	+5	+2	+2	Armor Training
8th	+8 / +3	+4	+6	+2	+2	Bonus Feat
9th	+9 / +4	+5	+6	+3	+3	Weapon Training
10th	+10 / +5	+5	+7	+3	+3	Bonus Feat
11th	+11 / +6 / +1	+5	+7	+3	+3	Armor Training
12th	+12 / +7 / +2	+6	+8	+4	+4	Bonus Feat
13th	+13 / +8 / +3	+6	+8	+4	+4	Weapon Training
14th	+14 / +9 / +4	+6	+9	+4	+4	Bonus Feat
15th	+15 / +10 / +5	+7	+9	+5	+5	Armor Training
16th	+16 /+11 /+6 /+1	+7	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+8	+10	+5	+5	Weapon Training
18th	+18/+13/+8/+3	+8	+11	+6	+6	Bonus Feat
19th	+19/+14/+9/+4	+8	+11	+6	+6	Armor Mastery
20th	+20/+15/+10/+5	+9	+12	+6	+6	Bonus Feat, Weapon Mastery

Bonus Feats: At 1st level, and at every even level thereafter, a trooper gains a bonus feat in addition to those gained from normal advancement (meaning that the trooper gains a feat at every level). These bonus feats must be selected from those listed as Combat Feats, sometimes also called "trooper bonus feats."

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a trooper can choose to learn a new bonus feat in place of a bonus feat he or she has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one

that was used as a prerequisite for another feat, prestige class, or other ability. A trooper can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

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

Armor Training: Starting at 3rd level, a trooper learns to be more maneuverable while wearing armor. Whenever they are wearing armor, they reduce the armor check penalty by one (to a minimum of zero) and increases the maximum Dexterity bonus allowed by his or her armor by one. 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 trooper can also move at his normal speed while wearing medium armor. At 7th level, a trooper can move at their normal speed while wearing heavy armor.

Weapon Training: Starting at 5th level, a trooper can select one group of weapons, as noted below. Whenever they attack with a weapon from this group, they gain a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a trooper becomes further trained in another group of weapons. They gain 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 trooper reaches 9th level, they receive 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 trooper also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the trooper'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):

Archaic Weapons: bow, crossbow, knife, long sword, quarterstaff, rapier

Automatic Weapons: assault rifle, heavy machinegun, machinegun, SMG

Blunt: club, quarterstaff, sap, tonfa

Cyber weapons: cyber blade, cyber cannon, cyber gun, unarmed strike (with cybernetic/android limbs)

Heavy Weapons: flame thrower, heavy machine gun, grenade launcher, rocket launcher

Martial Arts: bow, katana, nunchaku, quarterstaff, shuriken, tonfa, unarmed strike

Pistols: laser pistol, light pistol, heavy pistol, maser, plasma pistol, sonic beam

Powered Melee Weapons: chain sword, plasma sword, spirit baton

Rifles: assault rifle, laser rifle, laser sniper rifle, lightening gun, plasma rifle, railgun, rifle, shotgun,

Swords: cyber blade, katana, long sword, machete, rapier

Supernatural: spirit baton, spirit zapper

Thrown Weapons: grenade, knife, shuriken



Armor Mastery: At 19th level, a trooper doubles the Damage Reduction granted by the armor they are wearing.

Weapon Mastery: At 20th level, a trooper chooses one weapon, such as the assault rifle, long sword, or lightening gun. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by one (two becomes a three, for example). In addition, they cannot be disarmed

while wielding a weapon of this type.







Chapter 4: Skills

Skills represent some of the most basic and yet most fundamental abilities a character possesses. As a character advances in level, he or she can gain new skills and also improve their existing skills dramatically.

Acquiring Skills

Each level, a character gains a number of skill ranks dependent upon their class plus his or her Intelligence modifier. Investing a rank in a skill represents a measure of training in that skill. A character can never have more ranks in a skill than their total number of Hit Dice. In addition, each class has a number of favored skills, called class skills. It is easier for a character to become more proficient in these skills, as they represent part of their professional training and constant practice. A character gains a +3 bonus on all class skills which have a rank of one or more. If a character has more than one class, and both grant him or her a class skill bonus, these bonuses do not stack.

The number of skill ranks a character gains when taking a level in one of the base classes is shown in the class descriptions. Humans gain one additional skill rank per class level. Characters who take a level in a favored class have the option of gaining one additional skill rank or an additional hit point. If a new level is selected in a new class for the character, all of those class skills are automatically added to the list of class skills, and the character gain a +3 bonus on these skills if they have one or more ranks in said skills.

Skill Checks

When a character uses a skill, they are not guaranteed success. In order to determine success, whenever a character attempts to use a skill, the character must make a skill check.

Each skill rank grants a +1 bonus on checks made using that skill. When a character make a skill check, roll 1d20 and then add the character's ranks in that skills and the appropriate ability score modifier to the result of this check. If the skill the character is using is a class skill (and the character has invested ranks into that skill), the character gains a +3 bonus on the check. If the character is not trained in the skill (and if the skill may be used untrained), the character may still attempt the skill, but only use the bonus (or penalty) provided by the associated ability score modifier to modify the check. Skills can be further modified by a wide variety of source, by a character's species, by a class ability, by equipment, by supernatural effects and so on.

If the result of the skill check is equal to or greater than the difficulty class (or DC) of the task the character is attempting to accomplish, the character succeeds in the task at hand. If the skill check is less than the DC, the character fails. Some tasks have varying levels of success and failure depending on how much the skill check roll is above or below the required DC. Some skill checks are opposed by the target's skill check. When making an opposed skill check, the attempt is successful if the character's check result exceeds the result of the target.

Taking 10 and Taking 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, the character can use a skill under more favorable conditions, increasing the odds of success.



Taking 10: When a character is not in immediate danger or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure, you know (or expect) that an average roll will succeed but fear that a poor roll of the dice might fail, so you elect to settle for the verage roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When a character has plenty of time and the character is faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if they where to roll a d20 enough times, eventually they will get a 20. Instead of rolling 1d20 for the skill check, just calculate their result as if they had rolled a 20.

Taking 20 means the character is trying until he or she gets it right, and it assumes that the character will fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually two minutes for a skill that takes one round or less to perform).

Since taking 20 assumes that the character will fail many times before succeeding, the penalties for failing would prevent the character from completing the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Disable Device (when used to open locks), Escape Artist, and Perception (when attempting to find traps).

Ability Checks and Class Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or class level checks.

Aid Another

A character can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If they roll a 10 or higher on their check, the character being helped gets a +2 bonus on his or her check. (One character can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters which can help at once.

In cases where the skill restricts who can achieve certain results, such as trying to open a lock using Disable Device, a character can't aid another to grant a bonus to a task that one character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

Coordinate: The Charmer class ability Coordinate allows them to increase the benefit provided by the Aid Another action. The charmer does not provide a bonus to the skill check, thus they do not need to have the relevant skill, and does not have to be able to achieve the results. If the Charmer's Coordinate check is successful, the bonus granted by characters which do meet the above requirements is increased to +3. With the Improved coordinate ability, the bonus improves to +4.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here, at the GM's discretion. For a complete summary of all of the skills, see (fill in the blank)

Skill descriptions adhere to the following guidelines.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, a character must have at least one rank in the skill to use it. If this notation is omitted, the skill can be used untrained (with a rank of zero). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (see fill in the blank) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

Description: The skill name line is followed by a general description of what using the skill represents.

Check: What a character can do with a successful skill check and the check's Difficulty Class (DC).

Action: The type of action using the skill requires, or the amount of time required for a check.

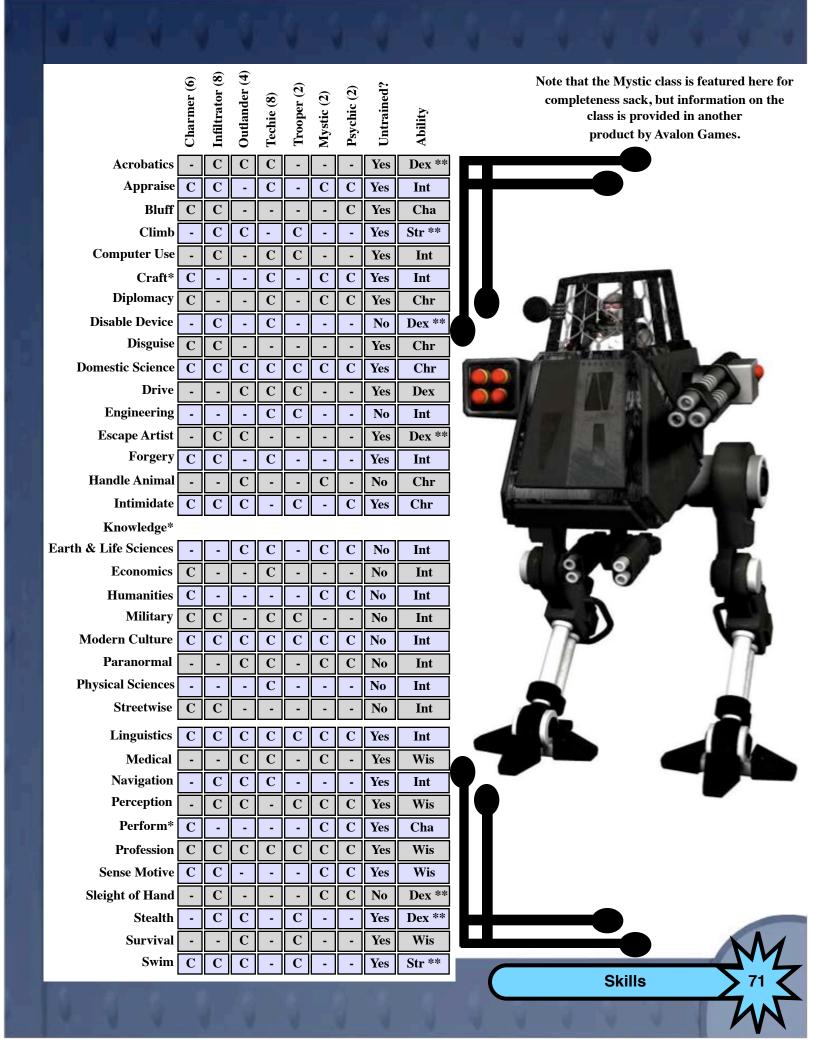
Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow a character to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), a character can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Restriction: The full utility of certain skills is restricted to characters of certain classes. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least one rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated "Trained Only").





Acrobatics

(Dex; Armor Check Penalty)

A character can keep his or her balance while traversing narrow or treacherous surfaces. The character can also dive, flip, jump, and roll, avoiding attacks and confusing opponents.

Check

This skill has four distinct uses: crossing narrow surfaces/uneven ground; moving through threatened squares; jumping and falling; and Maneuvering in zero gravity.

Cross Narrow Surfaces

First, a character can use Acrobatics to move on narrow surfaces and uneven ground without falling. A successful check allows the acrobat to move at half speed across such surface, only one check is needed per round. Use the following table to determine the base DC, which is then modified by the Acrobatics skill modifiers noted below. While a character is using Acrobatics in this way, they are considered flat-footed and loses any Dexterity bonus to their AC (if any). If a character takes damage while using Acrobatics, they must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Crossing Narrow Surfaces

9	
Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0
1–3 feet wide	5 (*)
7–11 inches wide	10 (*)
2–6 inches wide	15
Less than 2 inches wide	20

* No Acrobatics check is needed to move across these surfaces unless the modifiers increase the DC to 10 or higher.

Move Through Threatened Squares

In addition, a character can move through a threatened square without provoking an attack of opportunity from an enemy by using Acrobatics. When moving in this way, the acrobat moves at half speed. The character can move at full speed by adding +10 to the DC of the check. A character cannot use Acrobatics to move past foes if his or her speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor. If an ability allows the acrobat to move at full speed under such conditions, they can use Acrobatics to move past foes. A character can use Acrobatics in this way while prone, but doing so requires a full-round action to move five feet, and the DC is increased by five.

Moving Through Threatened Squares

Situation Base Acrobatics DC (*)

Move through a threatened area = Opponent's

Combat Maneuver Defense

Move through an enemy's space = 5 + Opponent's Combat Maneuver Defense

* This DC is used to avoid an attack of opportunity due to movement. This penalty increases by +2 for each additional opponent avoided in one round.

Jumping and Falling

Finally, a character can use the Acrobatics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if the acrobat does not have at least 10 feet of space to get a running start. The only Acrobatics modifiers that apply are those concerning the surface he or she is jumping from. If the skill check fails by four or less, then a successful DC 20 Reflex save will allow the character to grab hold of the other side after having missed the jump. A skill check failure of five or

more means they failed to make the jump and falls (or lands prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Acrobatics checks made to jump for every ten feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a -4 racial bonus on Acrobatics checks made to jump for every ten feet of their speed below 30 feet. No jump can allow a character to exceed their maximum movement for the round.

Jumping and Gravity: When a character jumps in a high or low gravity environment, simply divide the distance jumped by the strength of the gravity, expressed in Gs. Thus, on the surface of Luna (1/6 G) Apollo astronauts were able to jump six times as far as normal.

Running Jump: For a running jump, the result of your Acrobatics check indicates the distance traveled in the jump (and if the check fails, the distance at which he or she actually lands and falls prone). Halve this result for a standing long jump to determine where your character lands.

Falling: When a character deliberately falls any distance, even as a result of a missed jump, a DC 15 Acrobatics skill check allows him or her to ignore the first ten feet fallen, although they still end up prone if any damage was taken from the fall. See the falling rules for further details.

Long Jump DC's		
Long Jump	Acrobatics DC	
5 feet	5	
10 feet	10	
15 feet	15	
20 feet	20	
Greater than 2	0 feet ± 5 per 5 fe	

High Jump DC's High Jump Acrobatics DC 1 foot 4 2 feet 8 3 feet 12 4 feet 16 Greater than 4 feet +4 per foot

Acrobatics DC Modifiers

Acrobatics Modifiers	DC Modifier
Lightly Obstructed (gravel, sand)	+2
Severely Obstructed (cavern, rubble)	+5
Slightly Slippery (wet)	+2
Severely Slippery (icy)	+5
Slightly Sloped (<45°)	+2
Severely Sloped (>45°)	+5
Slightly Unsteady (boat in rough water)	+2
Mildly Unsteady (boat in a storm)	+5
Severely Unsteady (spaceship during re-en	try) +10
Move at full speed on narrow or uneven sur	rfaces +5 (*)

^{*} This does not apply to checks made to jump.

The following modifiers apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any given condition applies.

Zero-Gravity Maneuvers

Moving in zero gravity involves having a surface to work with or thrusters to maneuver with. In addition, a character has to worry about floating away from the surface and being lost forever. Remember a character cannot stop suddenly or turn quickly. Therefore use the following table in cases where zero gravity movement is needed.

Zero Gravity movement	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
0 feet	20
Greater than 20 feet	+10 per 5 feet
+5 per stop or turn needed	

Action

None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Special

If a character has three or more ranks in Acrobatics, they gains a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

Appraise

(Int)

The character has the ability to evaluate the monetary worth of a given item.

Check

A DC 20 Appraise check determines the value of a common item. If the skill check succeeds by five or more, the appraiser also determines if the item has a cultural / historical significances which increases its actual value or supernatural properties, although this

success does not grant knowledge of the item's abilities. If the skill check fails by less than five, the character determines the price of that item to within 20% of its actual value. If the skill check fails by five or more, the price is wildly inaccurate, subject to GM discretion. Particularly rare or exotic items might increase the DC of this check by five or more.

A character can also use this check to determine the most valuable item visible in a room. The DC of this check is generally 20 but can increase to as high as 30 for a particularly large amount of objects.

Action

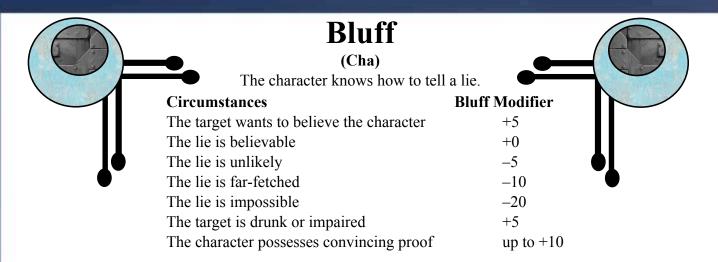
Appraising an item takes one standard action. Determining the most valuable object in a group of items takes one full-round action.

Try Again

Additional attempts to appraise an item reveal the same result.

Special

None



Bluff is an opposed skill check against an opponent's Sense Motive skill. If the character uses Bluff to fool someone, with a successful check they convince their opponent that what they are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

Creating a Diversion to Hide: A character can use Bluff to allow them to use then make a Stealth skill check. A successful Bluff check can give the character the momentary diversion needed to attempt a Stealth check while people are aware of the character's presence. However, the character must perform their stealth check with a -10 penalty.

Feint

A character can also use Bluff to feint in combat, causing their opponent to be flat-footed against their next attack. The DC of this check is equal to 10 + your opponent's base attack bonus + your opponent's Wisdom modifier. If your opponent is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher.

Secret Messages

A character can use Bluff to pass hidden messages to someone without others understanding their true meaning. The DC of this check is 15 for simple messages and 20 for complex messages. If the character is successful, the target automatically understands them, assuming the character is speaking in a language that it understands. If the check fails by five or more, the character delivers the wrong message. Other creatures that hear the message can decipher the message by succeeding at an opposed Sense Motive check against the Bluff result

Action

Attempting to deceive someone takes at least one round, but can possibly take longer if the lie is elaborate (as determined by the GM on a case-by-case basis). Feinting in combat is a standard action. Delivering a secret message generally takes twice as long as the message would otherwise would take to relay.

Try Again

If your character fails to deceive someone, any further checks made to deceive them are made at a -10 penalty and may be impossible (GM discretion). Your character can attempt to feint against someone again if the check fails. Secret messages can be relayed again if the first attempt fails.

Special

None

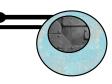


Climb



(Str; Armor Check Penalty)

The character is skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.



Climb DC Example Surface or Activity 0

Aslope too steep to walk up, or a knotted rope with a wall to brace against.

- 5 A rope with a wall to brace against or a knotted rope.
- 10 A surface with ledges to hold on to and stand on, such as a very rough wall or side of a mountain.
- Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
- An uneven surface with some narrow handholds and footholds, such as a typical building's wall.
- A rough surface, such as a natural rock wall or a brick wall.
- 30 An overhang or ceiling with handholds but no footholds.
- -- A perfectly smooth, flat, vertical surface cannot be climbed.

Check

With a successful Climb check, a character can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has handholds) at one-quarter their normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline

(or even across a ceiling, provided it has handholds) at one-quarter their normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A Climb check that fails by four or less means that the climber makes no progress, and one that fails by five or more means that they falls from the distance already reached. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

A character needs both hands free to climb, but he or she may cling to a wall with one hand while taking some other action that requires only one hand. While climbing, the character can't move to avoid a blow and therefore loses any Dexterity bonus to AC (if any was there to begin with). Anytime your character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means they fall from their current height and sustain the appropriate falling damage.

Accelerated Climbing

A character can try to climb more quickly than normal. By accepting a -5 penalty, the climber can move at half speed (instead of one-quarter speed).

Make Your Own Handholds and Footholds

Your character can make handholds and footholds by pounding pitons into a wall or shooting holes in it. For every 10 ft, it takes one round of attacks doing at least one point of damage over the hardness of the wall in order to make them easier to climb. It takes one minute per piton, and one piton is needed per five feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut handholds in an ice wall.

Catch Yourself When Falling

It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catch a Falling Character While Climbing

If someone climbing above a character or adjacent to them falls, the character can attempt to catch the falling character if they are within the catching character's reach. Doing so requires a successful melee touch attack against the falling character (though the falling character can voluntarily forgo any Dexterity bonus to AC if desired). If the rescuer makes a successful melee touch attack, they must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that a character catches the falling character, but their total weight, including equipment, cannot exceed the rescuer's heavy load limit or they automatically falls. If the Climb check fails by four or less, they fail to stop the character's fall but doesn't lose their own grip on the wall. If the Climb check fails by five or more, they fails to stop the character's fall and begin falling as well.

Action

Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special

A character can use a rope to haul someone upward (or lower a character) through sheer strength. They can lift double their maximum load in this manner. A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than zero, but it can always choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Computer Use

(Int)

The character can perform a variety of tasks with a computer.

Check: Most normal computer operations do not require a Computer Use check (though a character might have to make a Knowledge check if researching information). 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 being searched.



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

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

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

Sometimes, when accessing a difficult site, the hacker has to defeat security at more than one stage of the operation. If the hacker beats the DC by ten or more when attempting to defeat computer security, he or she automatically succeeds at all subsequent security checks at that site until the end of the hacking 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 your character hacks, they attempt 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, or even located on multiple worlds, the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via public networks such as 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 their own personal computer.

When a character hacks into a site, the visit is called a session. Once they stop accessing the site, the session is over. The hacker can go back to the site in the future; when they do, 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 hacker can alter their identifying information. This imposes a -5 penalty on any attempt made to identify the hacker if their activity is detected.

Access the Site: There are two ways to do this: physically or over a public network.

Physical Access: A hacker gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to a public network, 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.

Network 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. Once a hacker has succeeded in both checks, they have accessed the site.

Locate What the Character is Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File.

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

Do Your Stuff: Finally, the hacker can actually do what they came to do. If the hacker just wants to look at records, no additional check is needed. (The character can also download data, although that often takes several round or even several minutes, for especially large amounts of information to access.) 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: The system administrator can defend the site against intruders. If the site alerts them to an intruder, they 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 administrator succeeds, the intruder's session is ended. The intruder might be able to defeat the administrator's security and access the 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 simple, 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 administrator succeeds, they learn the site from which the intruder is operating (if it's a single computer, a character learns the name of the computer's owner). Identifying the intruder requires one minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the administrator's site for the entire length of the check, if the intruder's session ends before they finish the check, the character automatically fails.

Degrade Programming: A programmer 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 they try to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes one minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

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

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

Fixing the degraded programming requires one 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 them 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 one hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the operator has access to the computer that controls such systems, they can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If they fail the check by five 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 her or cut off her access to the system.

Brain Hacking

When a character with an internal computer or android brain hacks another internal computer or android they can achieve the normal results of finding data which has been stored in digital format. The character's life memories remain beyond the hacker's reach, but any downloaded file such as maps, instructions or video footage are accessible. This allows the hacker to use and manipulate the target's senses. The definitions are giving in terms of sight, but any of the senses can be accessed.

The hacker must defeat security as normal before these abilities can be used, although in the case of backing up android data, the android can choose to allow her in. The administrator of the internal computer/android brain is able to defend security as normal. A character cannot turn themselves off, but can turn off their wireless modem.

Even if the targets eyes and ears are natural, the hacker can still use these abilities. The augmented reality interface required for using an internal computer can be exploited to control what the target perceives around them.

Eavesdrop (DC 10): The hacker sees what the target sees.

Add Information (DC 20 +target's Wis modifier): The hacker can add illusionary images to what the target is seeing (Such as someone sitting in an empty chair). To create the image they must already be eavesdropping on the sense to be manipulated.

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

If the Computer Use check is successful, the image is successfully added to the target's visual input. Multiple checks can be made to create illusions which fool additional senses. The hacker must concentrate to maintain the illusion. The victim of the add information is allowed a Will save vs. the Computer Use result to notice that the image is artificial. They receive a +4 bonus on this check for every size category the image is above medium. If the target is willing, a skill check only determines the quality of the image; this is how executives can put in appearances at meetings on the other side of the planet.

Edit Information (DC 25 + targets' Wis modifier):

Sometimes it's more important what someone doesn't see than what they do (such as when sneaking past a guard.) To edit the target's data, first the hacker must be eavesdropping on the sense they wish to modify, and have to succeeded on an Edit Information check before the object to be hidden appears. The hacker can continue to make edit information checks, to hide an object from additional senses until the target would normally notice the object, then concentration is required to maintain the illusion. Even if the sense of touch is edited so that the target can't feel object, they still can't be convinced that they has passed thought the object. The victim of the edit information is allowed a Will save vs. the hacker's skill check result to notice that "something" is wrong with the scenery. He receives a +4 bonus on this save for every size category the hidden object is above medium, and a +2 bonus for every 30 feet (rounded down) the object moves a round.

Information Patch (DC 30 +target's Wis modifier):

This is the ultimate disguise. First the hacker edits out his or her own features and then replace them with someone else's. An information patch can also make the target hear something different from what is being said. To use an information patch, first the hacker must be eavesdropping on the sense they wish to modify, and has to succeeded on an Edit Information

check before the object to be disguised appears. Additional information patch checks, to affect additional senses can be made until the target comes in contact with the object, then concentration is required to maintain the illusion. The victim of the information patch is allowed a Will save vs. the skill check result to notice that "something" is wrong with the object. They receive a +4 bonus on this save for every size category the masked object is above medium. Each minute they are allowed a new save with a +2 bonus for each previous minute of the information patch. Small inconsistencies tend to build up over time.

Information Bomb (DC 20): The hacker uses the augmented reality interface of the internal computer to feed torrents confusing, meaningless information to the target. The target suffers a -1 penalty to all attack rolls and -4 penalty to perception checks while suffering from any information. Each round, including the first round, a character may make a Will Save to end the effects of the information bomb. The DC is equal to the result of the Computer Use check used to start the information bomb. A character gains a +1 bonus to this check for each round he or she has suffered from an information bomb in the past 24 hours. A character may use the Computer Use skill in place of the Will Save.

Save Android Data: When an android character is reduced to -1 hit points or less, emergency systems begin trying to save the android's data as its systems shut down. System errors and misexecuted commands in this process cause the android to loose one hit point every round. This continues until the android successfully backs up its data or becomes damaged beyond repair. Each round the android may attempt to back up its data by making a successful DC 20 Will save. If the save fails, misexecuted commands and errors cause another one hit point of damage to the android.

Another character can help an android recover its data by connecting to the android's internal computer and making a successful DC15 Computer Use skill check. This successfully backs up the android's data, and the android shuts down until properly repaired. When the android is repaired and revived, the computer used to make the Computer Use check must be present, or else the android wakes up with all of its skills and feats, but a case of amnesia until the data from the computer can be downloaded into its internal computer.

An android reduced to -10 or fewer hit points is destroyed beyond the ability to repair. Once an android's data has been successfully backed up, the body ceases operation, and can lay dormant for literally years until salvaged and rebooted. Androids do no have a chance of spontaneously waking up while in this state.

Starship System

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 cannot 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.

Special

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

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.

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

Craft

(Int)

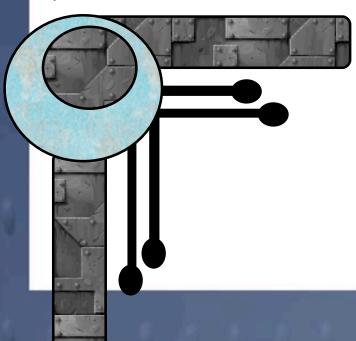
The character is skilled at creating media and/or works of art.

Craft (visual arts)
Craft (writing)

Craft skills are specifically focused on creating works of art. To use a Craft skill effectively, an artist 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. If the artist succeeds at that check, make the Craft check against the given DC for the object in question. If they fail the check, they do 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 they uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because they do not use up any raw materials



Visual Arts

This skill allows an artist to create sculptures, 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, simply makes a Craft (visual art) check, the result of which determines the quality of the work.

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

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.

Writing

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

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

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 one hour, but usually takes a day, a week, or more, depending on the scope of the project.

Diplomacy

(Cha)

The character can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumors from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

Check

The diplomat can change the initial attitudes of nonplayer characters with a successful check. The DC of this check depends on the creature's starting attitude towards the character, adjusted by their Charisma modifier.

Succeed

If the diplomat succeeds, the target's attitude toward them is improved by one step. For every five by which your check result exceeds the DC, the target's attitude toward the diplomat increases by one additional step. The target's attitude cannot be shifted more than two steps up in this way, although the GM can override this rule in some situations.

Fail

If the Diplomacy check fails by four or less, the target's attitude toward the diplomat is unchanged. If the Diplomacy check fails by five or more, the target's attitude toward them is decreased by one step.

The character cannot use Diplomacy against a creature that does not understand them or has an Intelligence of three or less. Diplomacy is generally ineffective in combat and against those that intend to harm the diplomat or their allies in the immediate future. Any attitude shift caused through Diplomacy generally lasts for 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion).

If the attitude toward the character is at least indifferent, they can make requests to the NPC in question. This is an additional Diplomacy check, using the NPC's current attitude to determine the base DC, with one of the following modifiers. Once a NPC's attitude has shifted to helpful, the NPC gives in to most requests without a check, unless the request is against its nature or puts it in serious peril. Some requests automatically fail if the request goes against the NPC's values or its nature, subject to GM discretion.

Starting Atti	ude Diplomacy DC	
Hostile	25 + NPC's Cha Modifie	r
Unfriendly	20 + NPC's Cha Modifie	r
Indifferent	15 + NPC's Cha Modifie	r
Friendly	10 + NPC's Cha Modifie	r
Helpful	0 + NPC's Cha Modifier	

Request	Diplomacy Modifier
Give simple advice or directi	ons –5
Give detailed advice	+0
Give simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated	aid +5
Give dangerous aid	+10
Reveal secret knowledge	+10 or more
Give aid that could result	+15 or more
in punishment	
Additional requests	+5 per request

Gather Information

The diplomat can also use Diplomacy to gather information about a specific topic or individual. To do this, they must spend at least 1d4 hours canvassing people online and/or talking to people who frequent the area where the target is known to dwell. The DC of this check depends on the obscurity of the information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk.

Action

Influence Attitude: Using Diplomacy to influence an NPC's attitude takes one minute of continuous interaction.

Make Request: Making a request of an NPC takes one or more rounds of interaction, depending upon the complexity of the request.

Gather Information: Using Diplomacy to gather information takes 1d4 hours of work, searching for rumors and informants.

Try Again

The character cannot use Diplomacy to influence a given creature's attitude more than once in a 24 hour period. If a request is refused, the result does not change with additional checks, although other requests might be made. They can retry Diplomacy checks made to gather information.

Special None



Disable Device

(Int) Trained Only

The character is skilled at disabling bombs and other devices.

Check

The GM makes the Disable Device check so that the disabler doesn't necessarily know whether they succeeded.

Open Lock: The character can pick conventional locks, finesse combination locks, and bypass electronic locks. They must have a lock pick 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	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (major bank vault)	50

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Disable Device check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, they do not disarm the explosive. Failing to get within five points of the DC means the explosive goes off.

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

When disabling a monitored device, a character can prevent his 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	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	40
at secret government facility)	

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 four or less, they have failed but can try again. If they fail by five or more, something goes wrong, whether it is a sprung trap or overconfidence in a sabotage attempt.

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

Try Again?

Yes, though the character must be aware that they has failed in order to try again.

Special

A character can take 10 when making a Disable Device check or he or she can take 20 to open a lock or to disable a security device, unless they are trying to prevent their tampering from being noticed. Your character cannot take a 20 when using the disable device to work on explosives. Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lock pick 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.

Time

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



Disguise

(Cha)

The character is skilled at changing their appearance.

Check

The Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If the character doesn't draw any attention to themselves, others do not get to make Perception checks. If they come to the attention of people who are suspicious (such as a guard who is watching people walk through a doorway), it can be assumed that such observers are taking 10 on their Perception checks.

The character gets only one Disguise check per use of the skill, even if several people are making Perception checks against it. The Disguise check is made secretly, so that he or she cannot be sure how good the result is.

The effectiveness of the impostor's disguise depends in part on how much they are attempting to change their appearance.

Disguise	Check Modifier
Minor details only	+5
Disguised as different gender (*)	-2
Disguised as different ethnicity (*)	–2
Disguised as different age category	y (*) —2 (**)
Disguised as different size categor	y (*) -10
Disguised as difference species (*)) minimum -5

^{*} These modifiers are cumulative; use any that apply.

If the impostor is impersonating a particular individual, those who know what that person looks like get a bonus on their Perception checks according to the table below. Furthermore, they are automatically considered to be suspicious to the impostor, so opposed checks are always called for.

Familiarity Viewer's	Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Perception check to see through a disguise immediately upon meeting an impostor and every hour thereafter. If they casually meet many different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Action

Creating a disguise requires 10 to 30 minutes of work (roll 1d3).

Try Again

Yes. The character may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Domestic Science

(Cha)

The Domestic Science skill covers all aspects of running a household.

Check

The most common examples of Domestic Science are cooking, cleaning and washing cloths. Domestic Science can also be for such things as judging the quality of produce at a market and cosmetic repairs to structures or clothing. Use domestic science instead of the Profession skill to represent jobs such as personal chief and maid.

^{**} Per step of difference between the character's actual age category and their disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

Type of Meal Material Cost (per person)

Instant noodles 1 sbc
Common meal 5 sbc
Good meal 10 sbc
Gourmet meal 50 sbc

A cook can take 10 or take 20 on Domestic Science skill checks. If he or she takes 20 for food preparation, the cost is also multiplied by 20, either because the character bought superior ingredients, or because the kitchen is now covered in failed attempts.

Time: Varies. Cooking a meal usually takes about an hour. Dusting a relatively tidy room takes 15 minutes. Cleaning out the cups of instant ramen and dirty cloths in an adventurers' starship bunk takes all day.



(Dex)

The character knows how to control various types of vehicles.

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 a character is driving during a dramatic situation (the driver 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. This skill includes controlling all vehicles. However, there is a penalty if the driver is not completely familiar with a particular type of transport.

Try Again?

Most driving checks have consequences for failure that make trying again impossible.

Special

The character can take 10 when driving, but cannot take 20.

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

Time

A Drive check is a move action



Engineering

(Int) Trained only

The character is able to build and repair electromechanical devices.

Demolitions

Bombs are electrochemical devices, so setting an explosive is covered by the Engineering skill. Disarming an explosive is handled by Disable Device.

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.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires an Engineering 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.

An engineer can make an explosive difficult to disarm. To do so, he or she chooses the disarm DC before making their check to set the detonator (it must be higher than ten). The 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 demolitions expert doesn't know exactly how well he 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.

Repairing Damage

With a successful engineering check the character can restore lost hit points to a damaged item, or artificial character. With one hour of work, the engineer is able to restore 1d4 points of damage. If they succeed by five points or more, they may add his intelligence modifier to the number of points restored.

Engineering techies can repair damage as a full round action.

Restoring damage requires new parts to replace broken components. The price of the parts required is equal to one sbc per point of damage repaired or 1% of the base cost of the item per point of damage to be repaired, which ever is greater. The DC for the Engineering check is also based on the percentage of the object's total hit points it has lost.

% of hit points lost	Engineering DC
less than 50%	15
50-75%	20
75-100%	25
Object is broken	30
(lost all of its hit points)	

Reset Equipment (DC 15): On a fumble result a piece of equipment suffers a jam, glitch, freeze or other problem which renders it unusable until the error has been corrected. Resetting a piece of equipment requires a DC 15 Engineering skill check. Normally this requires one minute of work, but an engineering techie can make the skill check as a full round action.

Reactivate Dazed, Stunned, or Unconscious Android or Cybersapiens (DC 15): With an electrical tool kit, a character can remove the dazed, stunned, or unconscious condition from an android or cybersapiens 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 patient. An android at -1 hit points or lower cannot be revived.

Stabilize Dying Cybersapiens (DC 15): With an electromechanical tool kit, a character can tend to a cybersapiens who is dying. As an attack action, a successful Engineering check stabilizes

another character. The stabilized character regains no hit points, but he or she stops losing them. A character must have an electromechanical tool kit to stabilize a dying character. This engineering check suffers a -4 penalty if the character doesn't have the cybersurgery feat.

Salvage: If a salvager has access to an unused piece of equipment, he or she can attempt to salvage useful parts from it. Salvaging takes at least an hour's worth of work. Salvaging equipment from a particularly large piece of equipment, such as a starship might require multiple teams, heavy equipment and a month of labor. The difficulty of recovering useful parts and the value of the parts salvaged depend on condition the equipment is in.

Salvage condition	Engineering DC	Value of parts (% of base value)
Mint	10	75%
Used	15	50%
Heavily Used	20	20%
Broken	25	10%
Destroyed	30	10%
Derelict	+5	listed% x1/2
Cannibalize	-5	

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this does not require parts and reduces the Engineering check DC by five, and allows a 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 properly repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electromechanical device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

Jury-Rig can be used to restore hit points to an android or cybersapiens, but these hit-points are temporary and fade at the rate of one hit point every 10 minutes, as they come undone.

The jury-rig application of the Engineering skill can be used untrained.

Salvage Time

Basic household equipment - 1d10 minutes to get necessary parts.

Ground Transport Vehicle - 1d10 hours Raw material from a torn down structure - 1d6 days Starship - 2d6 weeks

For every -1 to the time roll, up to -2, add +5 to the Engineering DC. The minimum result is a one.

The GM can rule that some equipment is too rusted or otherwise damaged to be salvaged.

Use the listed values above if the character intends to use the parts for repairing damaged equipment. If the character sells the parts, the base market price is half these values.

Cannibalize: If the engineer has access to an unused piece of equipment which is the same model as a piece of equipment they are trying to repair, reduce the salvage DC by five.

Identify: A character can use Engineering to identify a piece of electromechanical equipment. The DC should be based on how common the item is and how closely the engineer is able to inspect it. A passing glance suffers a -2 penalty, while a full machine shop to examine the equipment should grant a bonus of +2 or better depending on the quality of the facilities.

Try Again?

Yes, though in some specific cases, the GM may decide that a failed Engineering check has negative ramifications that prevent repeated checks.

Special

A character can take 10 or take 20 on a Repair check. When making an Engineering check to accomplish a jury-rig repair, he or she cannot take 20.

A techie can fabricate parts for repairs with the Engineering skill.

Repair requires an electromechanical tool kit, or a multipurpose tool, depending on the task. If the technician does not have the appropriate tools, he or she takes a -4 penalty on the check, unless they are tinkering with the Improvise tool ability.

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. An engineering techie can make repair checks as a full round action. Identifying a piece of equipment can be made as a reaction, a full round action, or several hours of work if using a machine shop.

Escape Artist

(Dex) Armor Penalty

A character is skilled at escaping from restraints.

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

Restraint	DC
Ropes	Binder's CMB +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Grappler's CMD.

For ropes, the Escape Artist's check DC is 20 + CMB 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 CMB.

For a tight space, a check is only called for if the escape artist's head fits but their shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. The character cannot fit through a space that their head doesn't fit through.

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

Try Again?

The escape artist can make another check after a failed check if they are squeezing through a tight space, making multiple checks. If the situation permits, she can make additional checks as long as there is no active opposition to the skill check.



Time

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

Forgery

(Int)

A character is skilled at creating fake documentation realistic enough to fool those looking at it.

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 forger's degree of familiarity with it, and whether he or she 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 forgery check secretly so the character is not sure how good their 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 based on the modifiers listed below.

Condition

Examiner's Check Modifier

Type of document unknown to examiner

Type of document somewhat known to examiner

Type of document well known to examiner

+0

Document is put through additional tests (*)

Examiner only casually reviews the document (*)

-2

* Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

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

Documents with electronic security such as barcodes, magnetic strips or implanted circuitry need someone with at least a basic understanding of engineering to make sure the equipment portion of the documents work. Make a DC 10 Engineering skill check in order to make sure that this doesn't undermine the forgery attempt.

Try Again?

No, since the forger isn't sure of the quality of the original forgery.

Special

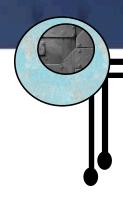
To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

Your character can take 10 when making a Forgery check, but cannot take 20.

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

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

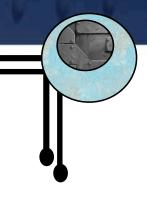




Handle Animal

(Cha; Trained Only)

The character is trained at working with animals, and can teach them tricks, get them to follow simple commands, or even domesticate them. This skill includes riding animals as well.



Check

The DC depends on what your character is trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20 (*)
Train an animal for a general purpose	15 or 20 (*)
Rear a wild animal	15 + HD of animal

^{*} See the specific trick or purpose below.

Handle an Animal

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any non-lethal damage or ability score damage, the DC increases by two. If your check succeeds, 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. This category also covers making an animal perform a forced march or forcing it to hustle for more than one hour between sleep cycles. If the animal is wounded or has taken any non-lethal damage or ability score damage, the DC increases by two. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick

The trainer can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of one can learn a maximum of three tricks, while an animal with an Intelligence score of two can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20)

The animal attacks apparent enemies. The trainer may point to a particular creature that he wishes the animal to attack, and it will comply if able.

Normally, an animal will attack only humanoids and other animals. The GM may rule that some aliens are foreign enough that the animal will not attack them. Teaching an animal to attack all creatures (including all aliens, supernatural and mechanical creatures) counts as two tricks.

Come (DC 15)

The animal comes to their trainer, even if it normally would not do so.



Defend (DC 20)

The animal defends its master (or is ready to defend him if no threat is present), even without any command being given. Alternatively, the character can command the animal to defend a specific PC or NPC.

Down (DC 15)

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15)

The animal goes and gets something. If the trainer does not point out a specific item, 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 closely, even to places where it normally wouldn't go.

Perform (DC 15)

The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15)

The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15)

The animal stays in place, waiting for its master 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. (This requires the animal to have the scent ability)

Work (DC 15)

The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose

General Purpose	DC
Combat Training (or "Combat Riding")	20
Fighting	20
Guarding	20
Heavy labor	15
Hunting	20
Performance	15
Riding	15

Rather than teaching an animal individual tricks, the character can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of two. An animal can be trained for only one general purpose, though if the creature 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 does, but no less time.

Combat Training (DC 20)

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. The trainer may also "upgrade" an animal trained for riding to one trained for combat by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. A few still train mounts in this way. (An animal trained in this way counts as trained for war, and becomes proficient with all forms or armor.)



An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20)

An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15)

An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

Hunting (DC 20)

An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15)

An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (see below)

An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Ride Checks

Typical riding actions don't require checks. The rider can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks.

Task Ride	DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Guide with Knees

The rider can guide his or her mount with their knees so that they can use both hands in combat. Make the Ride check at the start of your turn. If the riding check fails, the character can use only one hand this round because your character needs to use the other to control her mount. This does not take an action.

Stay in Saddle

The rider can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when he takes damage. This usage does not take an action.

Fight with a Combat, Trained Mount

If a rider directs his or her war-trained mount to attack in battle, they can still make your own attack or attacks normally. This usage is a free action.

Cover

A rider can react instantly to drop down and hang alongside his mount, using it as cover. He character cannot attack or use supernatural powers while using his or her mount as cover. If the riding check fails, they do not get the cover benefit. Using this option is an immediate action, but recovering from this position is a move action (no check required).

Soft Fall

A rider negates damage when he or she falls off a mount. If the rid check fails, they take 1d6 points of damage and are prone. This usage does not take an action.

Leap

A rider can get their mount to leap obstacles as part of its movement. Use their Handle Animal modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If the riding check fails, they fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action but is part of the mount's movement.

Spur Mount

A rider can spur his mount to greater speed with a move action. A successful riding check increases the mount's speed by ten feet for one round but deals 1d3 points of damage to the creature. The character can use this ability every round, but the mount becomes fatigued after a number of rounds equal to its Constitution score. This ability cannot be used on a fatigued mount.

Control Mount in Battle

As a move action, the rider can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If the Handle Animal check fails, the character can do nothing else in that round. You do not need to roll for horses or ponies trained for combat.

Fast Mount or Dismount

A rider can attempt to mount or dismount from a mount of up to one size category larger than he or her as a free action, provided that they still have a move action available that round. If the Handle Animal check fails, then mounting or dismounting is a move action. The character cannot use fast mount or dismount on a mount more than one size category larger than themselves.

Action:

Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special

If a character is riding bareback, he or she takes a -5 penalty on Ride checks.

Rear a Wild Animal

To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action

Varies. Handling an animal is a move action, while "pushing" an animal is a full-round action. For tasks with specific time frames noted above, the handler must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before he attempts the Handle Animal check. If the check fails, their attempt to teach, rear, or train the animal fails and they do not need to complete the teaching, rearing, or training of the animal. If the check succeeds, the handler must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again

Yes, except for rearing an animal.

The character can use this skill on an alien or supernatural creature with an Intelligence score of one or two, but the DC of any such check increases by five. Such creatures have the same limit on tricks known as animals do.

Untrained

If a character has no ranks in Handle Animal, the character can use a Charisma check to handle and push domestic animals, but the character cannot teach, rear, or train animals. Riding an animal can use a Dexterity check but it has a -4 penalty due to being unfamiliar with animals.

Intimidate

(Cha)

The character can use this skill to frighten his or her opponents or to get them to act in a way that benefits the character. This skill includes verbal threats and displays of prowess.

Influence Attitude

The character can use Intimidate to force an opponent to act friendly toward them for 1d6 x10 minutes with a successful check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier.

Success:

If successful, the opponent will give the character the desired information take actions that do not endanger it offer other limited assistance

After the intimidation expires, the target treats the intimidator as unfriendly and may report their to local authorities.

Fail

If the check fails by five or more, the target attempts to deceive the character or otherwise hinder their activities.

Action

Using Intimidate to change an opponent's attitude requires one minute of conversation.

Demoralize

The character can use this skill to cause his or her opponents to become shaken for a number of rounds. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier.

Success

If the character is successful, the target is shaken for one round. This duration increases by one round for every five by which the DC is beaten. The character can only threaten opponents in this way if they are within 30 feet and can clearly see and hear the character.

Fail

The opponent is not shaken.

Action

Demoralizing an opponent is a standard action.

Try Again

A character can attempt to intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after one hour has passed.

Special

The character gains a +4 bonus on Intimidate checks if they are larger than the target, and a -4 penalty on Intimidate checks if they are smaller than the target.

Knowledge

(Int, Trained Only)

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

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

Check

The character makes a Knowledge check to see if he or she knows something.

The DC for answering a question within his field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

The eight Knowledge categories, and the topics each one encompasses, are as follows.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. medical (see text) and forensics.

Economics: Business procedures, financial practices, investment strategies, and corporate structures.

Humanities: Any "soft" science including history, liberal arts, ethics, philosophical concepts, psychology, sociology and theology.

Military: Techniques and strategies for deploying and maneuvering forces in combat. This skill also covers military history and recognizing standard military hardware. In addition, it deals with handling bureaucratic structures within the military and their culture.

Modern Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Paranormal: The occult, magic and the supernatural, astrology, numerology, and similar topics. This also includes knowledge about the histories, beliefs and practices of specific cults and their rumored political connections. Additional topics include ancient mysteries, supernatural traditions, arcane symbols, constructs, and magical beasts. If magic is allowed in the campaign, look at the table below.

Task	DC	
Activate a supernatural item blindly	25	
Craft a magic item	Varies by item	
Decipher a written spell	25 + spell level	
Emulate a class feature	20	
Emulate an ability score	See text	
Emulate a species	25	
Emulate an alignment	30	
Identify a supernatural ability	15 + spell level	
as it is being manifested		
Learn a spell from a spellbook or scroll 15 + spell level		

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Streetwise: Street and urban culture, local underworld personalities and events.

Try Again?

No. The check represents what the character knows, and thinking about a topic a second time doesn't let him or her know something they never knew in the first place.

Skills



Special

An untrained Knowledge check is simply an Intelligence check. Without actual training, the character only knows common knowledge about a given subject.

Anyone can take 10 when making a Knowledge check. Taking 20 on a Knowledge check is essentially researching the subject and requires access to a database or library relevant to the Knowledge skill being used. If the library the character is trying to use is not adequate, then he or she will realize it doesn't hold the desired information after spending half the usual time required for researching.

Time

A Knowledge check can be a reaction, but otherwise requires a full-round action. Conducting research requires at least 2d6 hours, more at the GMs discretion.

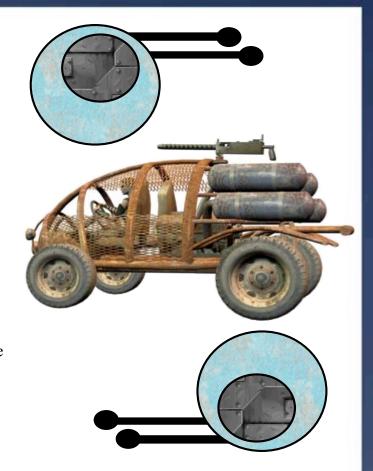
Linguistics

(Int)

The character is skilled at working with language, in both its spoken and written forms. They can speak multiple languages, and can decipher nearly any tongue given enough time.

Check

The linguist can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, he or she understands the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if the linguist avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that they do.)



The racial languages for the standard player character races are: Cancrian, Grey, and Sokuja. Cancrians also know human sign language. Other languages in the campaign will depend on which elements the GM wises to include. How the GM decides to handle alien languages will influence how this skill works (See Tower of Babel side bar.)

Action

Varies. Deciphering a page of ordinary text takes one minute (10 consecutive rounds).

Try Again

Yes.

Special

The linguist must be trained to use this skill, but the character can always attempt to read archaic and strange forms of their native languages.



Tower of Babel

Language posses a particular problem in science fiction. There are dozens of human languages before considering the effects of alien languages. Yet science fiction books and movies are all essentially monolingual for ease of comprehension. In fantasy the existence of a common language is a small suspension of disbelieve compared to the existence of magic and supernatural creatures. Science fiction is more closely based on the real world, and assumption of a common language is more difficult to accept. Since Infinite Futures is a setting generic game system, different campaigns will handle the language problem differently.

Standard: There is a standard language. All player characters begin play being able to understand and read Standard. All functional members of society are able to speak this language, and possibly others. For ease of story telling most 'undiscovered' aliens and cultures also understand Standard, or can learn it in a short period of time. Not only is this system easiest on the players, it makes the most integrated society. It is in everyone's best interest for laws, safety warnings and trade negotiations to be easily understandable. Even if the campaign includes only humans, the GM should strongly consider designating an effective standard language which is understood by virtually everyone the characters will encounter.

Alien Tongues: Because of anatomical differences, most languages can only be spoken by members of the appropriate alien species. When a character learns a language, he gains the ability to understand it, but is unable to speak it. The Standard language exists, and all player characters begin play being able to understand it, but only humans are able to speak it.

The GM could declare a different alien language as Standard, in which case members of that species are able to speak it.

When encountering a new species, it takes weeks of work to learn enough and teach enough to make meaningful communication possible.

The Written Word: Each alien species has its own language, and it is possible to understand but not to speak the language of another species. A written Standard exists which is used for laws, traffic signs, computer interfaces and advertisements. Standard is a symbolic language, similar to Norse Runes or Chinese, where each character represents an idea instead of a sound. While all characters can read Standard, each species pronounces the symbols in their own language.

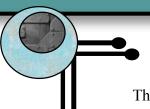
This is the lowest level of language integration that should be used if more than about three species are prevalent in the campaign.

When encountering a new species, it takes months of work to teach them to read Standard.

It's All Greek to me: Each alien species has its own language, there is no standard. Communication requires knowing the other character's language. In a limited number of cases, it might be possible to (badly) pronounce an alien language. This works best in first contact campaigns or campaigns were overcoming cultural boundaries is a major theme.

Alas Babylon!: There are multiple human languages, and communication requires finding a common language. If aliens exist in the campaign, biological differences are so great that it is impossible to speak another species' language, and in many cases it is impossible to hear alien languages (or detect the nonverbal parts of the language such as slight changes in body temperature or scent). This option should only be used if the campaign includes only humans; or if the aliens are explicitly evil and bent on destroying humanity. Cracking the alien 'code' will be a major goal of the campaign. (Being able to hear the enemy communicating, but not being able to understand what they are saying is terrifying if used effectively.)

Universal translators: This option takes into effect all of the above, but deals with the problem by simply allowing a device which translates the spoken (and possibly the written) word. Star Trek, DR Who and other Sci-Fi shows use this as the means for dealing with the issue.



Medical

(Wis)

The character is skilled at tending to the ailments of others.

Check

The DC and effect depend on the task the character attempts.

Action

Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a wounded creature takes 10 minutes of work. Treating deadly wounds takes one hour of work. Providing long-term care requires eight hours of light activity.

Task	DC	AoO?	Time
First aid	15	Yes	1 Standard Action/1 minute
Long-term care	15	-	8 hours
Treat deadly wounds	20	yes	1 hour
Treat poison	Poison's save DC	Usually	1 Standard Action/1 minute
Treat disease	Disease's save DC	-	10 minutes

Actions in Combat states that administering First Aid provokes an Attack of Opportunity and using any skill that uses an action "usually" provokes an Attack of Opportunity.



Try Again

Varies. Generally speaking, the character can't try a Medical check again without witnessing proof of the original check's failure. The medic can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

First Aid

The medic usually uses first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of one per round, one per hour, or one per day), the medic can make them stable. A stable character regains no hit points but stops losing them. First aid also stops someone from losing hit points due to effects that cause bleed. Normally it takes one minute to administer first aid, but a medical techie can administer first aid as a standard action.

Long-Term Care

Providing long-term care means treating a wounded person for a day or more. If the Medical check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: two hit points per level for a full eight hours of rest in a day, or four hit points per level for each full day of complete rest; two ability score points for a full eight hours of rest in a day, or four ability score points for each full day of complete rest

A medic can tend as many as six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for them. The medic cannot give long-term care to them self.

Treat Deadly Wounds

When treating deadly wounds, a medic can restore hit points to a damaged creature. Treating deadly wounds restores 1d4 hit point. If the Medical check exceeds the DC by five or more, add their Wisdom



modifier (if positive) to this amount. A creature can only benefit from its deadly wounds being treated within 24 hours of being injured.

A medical techie can treat deadly wounds as a full round action.

The character must expend two uses from a healer's kit to perform this task.

A character takes a -2 penalty on your Medical skill check for each use from the healer's kit that they lacks.

Treat Poison

To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, the medic makes a Medical check. If the Medical check exceeds the DC of the poison, they receives a +4 competence bonus on his or her saving throw against the poison. Normally it takes one minute to treat a poison, but a medical techie can treat a poison as a standard action.

Treat Disease

To treat a disease means to tend to a single diseased character. Every time the diseased character makes a saving throw against disease effects, the medic makes a Medical check. If his Medical check exceeds the DC of the disease, the patient receives a +4 competence bonus on his saving throw against the disease.

Special: Use of Earth and Life Sciences

The medical skill deals with known ailments affecting the human body. If there are unknown diseases, parasites, poisons or genetic conditions, then the use of the Knowledge: Earth and Life sciences must be done in order to figure out how the affliction works and how it affects the patient in question. The DC to figure out the ailment is the same as if the condition was known. If successful, the medic can treat it. If it fails, it takes a day of observing symptoms to try again, assuming the target doesn't die first. After the ailment is known, then the medical skill can be used to treat it.

Navigation (Int)

The character can figure out to get to where they want to go.

Check

Make a Navigate check when the character is trying to find their way to a distant location without directions or other specific guidance. Generally, a navigator does not need to make a check to find a local street or other common urban site, to follow an accurate map or orient one's self when in outer space. However, they 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 navigator succeeds, they move via the best reasonable course towards their goal. If the navigator fails, he or she still reaches the goal, but it takes them twice as long due to backtracking and retracing their steps. If the navigator fails by more than five, he or she travels the expected time, but only gets halfway to their destination before becoming lost.

The character may make a second Navigate check (DC 20) to regain their path. If he or she succeeds, they continue on to their destination; the total time for the trip is twice the normal time. If the navigator fails, he or she loses half a day before they can try again. The character can keep trying until he 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
In outer space	+10

When faced with multiple choices, such as at a branch in a tunnel, the traveler can make a Navigate check (DC 20) to intuit the choice that takes them towards a known destination. If unsuccessful, they choose the wrong path, but at the next juncture, with a successful check, the traveler realizes their mistake.

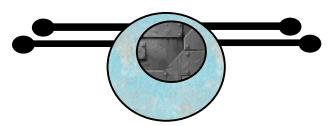
A character cannot use this function of Navigate to find a path to a site if he or she has no idea where the site is located. The GM may choose to make secret Navigate checks, so the character doesn't know from the result whether the chosen path is right or wrong.

Special

A character can take 10 when making a Navigate check. They can take 20 only when determining his location, not when traveling.

Time

A Navigate check is a full-round action.



Perception

(Wis)

The character notices fine details and can be alerted to danger. Perception covers all five senses, including sight, hearing, touch, taste, and smell.

Check

Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to notice the opponent and avoid being surprised. If the character is successful, they notice the opponent and can react accordingly. If they fail, the opponent can take a variety of actions, including sneaking past him or her or attacking with the advantage of surprise.

Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance, the environment, and how noticeable the detail is. The following table gives a number of guidelines.



Action

Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.

Try Again

Yes. Your character can try to sense something she missed the first time, so long as the stimulus is still present.

Detail	Percept
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a gun being cocked	25
Sense some slight tremors underneath your character	25
Notice a pickpocket	Opposed by Sle
Notice a creature using Stealth	Opposed
Find a hidden trap	Varies b

	T
e rceptio () ()	n DC
	ht of Hand y Stealth rap

DC Modifier

Perception Modifiers

1 creeption Mounters	DC Mounte
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of thickness
Favorable conditions (1*	-2
Unfavorable conditions (*)	+2
Terrible conditions (**)	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is cloaked	+20

- * Favorable and unfavorable conditions depend upon the sense being used to make the check. For example, bright light might increase the DC of checks involving sight, while glow sticks or moonlight might give a penalty. Background noise might increase a DC involving hearing, while competing odors might penalize any DC involving scent.
- ** As for unfavorable conditions, but more extreme. For example, candlelight for DCs involving sight, a roaring spaceship for DCs involving hearing, and an overpowering stench covering the area for DCs involving scent.

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. They can impress audiences with his or her talent and skill. The quality of the character's performance depends on their 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 possesses the ability to move gracefully and is capable of performing rhythmic and patterned bodily movements to music.

Keyboards: The musician can creating pleasing sound patterns while playing keyboard musical instruments, such as the piano, organ, and synthesizer.

Percussion Instruments: The musician can make percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine sound good.

Sing: The character is gifted with a talent for producing musical tones with his or her voice.

Stand-Up: The comedian is capable of performing a stand-up routine before an audience and making them laugh and think.

Stringed Instruments: The performer is capable of playing stringed musical instruments, such as the banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: The character is able with to play musical instruments, such as the 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

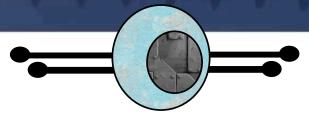
The character can take 10 when making a Perform check, but can't take 20.

Anyone 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.

Time

A Perform check usually requires at least several minutes to an hour or more.





Profession

(Wis, Trained Only)

The character can earn credits by working at a job.

The character is skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. The character could have several Profession skills at various skill levels. While a Craft skill or Engineering represents ability in creating an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Some Profession skills include administrative assistant, architect, baker, bartender, butcher, clerk, cook, driver, engineer, farmer, fisherman, florist, gambler, gardener, groomer (hair, nails, etc) lawyer, librarian, miner, pharmacist, sailor, secretary, soldier, stocker, teacher, waiter/waitress. Even the idle rich know how to manage their money or know how to hire the right people.

Check

The wage earner can earn 10x her Profession check result in credits per week of dedicated work. They know how to use the tools of her trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. They can also answer questions about your Profession. Basic questions are DC 10, while more complex questions are DC 15 or higher.

Action

Not applicable. A single check generally represents a week of work.

Try Again

Varies. An attempt to use a Profession skill to earn income cannot be retried. The character is stuck with whatever weekly wage was earned by the result of the skill check. Another attempt may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained

Untrained laborers and assistants (that is, characters without any ranks in Profession) earn the minimum wage.

Sense Motive

(Wis)

The character is skilled at detecting falsehoods and true intentions.

Check

A successful check lets him avoid being bluffed (see the Bluff skill). The character can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense coercion	25
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when he or she is talking to an impostor. Alternatively, they can get the feeling that someone is trustworthy.

Sense Coercion: The character can tell that someone's behavior is being influenced by coercion. The usual DC is 25, but if the target is really stressed, then the DC may be as low as 15.



Discern Secret Message: The character may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, his Sense Motive check is opposed by the Bluff check of the character transmitting the message. The character takes a -4 penalty on his Sense Motive check if there is missing information relating to the message. If the Sense Motive succeeds by four or less, the character knows that something hidden is being communicated, but he or she can't learn anything specific about its content. If the skill DC is beat by five or more, they intercept and understand the message. If the Sense Motive check fails by four or less, they do not detect any hidden communication. A failure of five or more means he or she might infer false information.

Action

Trying to gain information with Sense Motive generally takes at least one minute, and the character could spend a whole evening trying to get a sense of the people around him.

Try Again

No, though the character may make a Sense Motive check for each Bluff check made against them.

Sleight of Hand

(Dex; Armor Check Penalty; Trained Only)

The character 's training allows them to pick pockets, draw hidden weapons, and take a variety of actions without being noticed.

Check

A DC 10 Sleight of Hand check lets the character palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When they uses this skill under close observation, his or her skill check is opposed by the observer's Perception check. The observer's success doesn't prevent your character from performing the action, just from doing it unnoticed.

The character can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a small pistol) on their body. The Sleight of Hand check is opposed by the Perception check of anyone observing or frisking them. In the latter case, the searcher gains a +4 bonus on the Perception check, since it's generally easier to find such an object than to hide it. A knife is easier to hide than most light weapons, and grants her a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants him or her a +4 bonus on their Sleight of Hand check to conceal it, and heavy or baggy clothing grants her an additional +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If the character tries to take something from a creature, he or she must make a DC 20 Sleight of Hand check. The opponent makes a Perception check to detect the attempt, opposed by the Sleight of Hand check result achieved when they tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether he or she got the item. If the pickpocket feigns the target during a grapple, then they can make a DC 20 Sleight of Hand check to come away with the item that they want. Otherwise, they cannot use this skill to take an object from another creature during combat if the creature is aware of his or her presence. Items being held by the target are handled as a disarm attempt instead.

The character can also use Sleight of Hand to entertain an audience as though he or she was using the Perform skill. In such a case, their "act" encompasses elements of legerdemain, juggling, and the like

Action

Any Sleight of Hand check is normally a standard action. However, the character may perform a Sleight of Hand check as a move action by taking a -20 penalty on the check.

Try Again

Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while she is being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Untrained

An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, they can't succeed on any Sleight of Hand check with a DC higher than ten, except for hiding an object on his or her body.

Survival

(Wis)

Your character is skilled at surviving in the wild and at navigating in the wilderness. The character also excels at following trails and tracks left by others.

Check

The character can keep themselves and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Follow Tracks

To find tracks or to follow them for one mile requires a successful Survival check. The character



must make another Survival check every time the tracks become difficult to follow. If the tracker is not trained in this skill, he or she can make untrained checks to find tracks. However, they can follow them only if the DC for the task is ten or lower.

Alternatively, the tracker can use his Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but they can't use Perception to follow tracks, even if someone else has already found them.

The character moves at half his normal speed while following tracks (or at his normal speed with a -5 penalty on the check, or at up to twice his normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table.

Surface	Survival DC	
Very soft ground	5	
Soft ground	10	
Firm ground	15	
Hard ground	20	

Condition	Survival DC Modifie
Every three creatures in	-1
the group being tracked	

Size of creature or creatures being tracked (")
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+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 since the trail was made	+10

Poor visibility (**)	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail	+5
(and moves at half speed)	

^{*} For a group of mixed sizes, apply only the modifier for the largest size category.

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

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

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as asphalt or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table above.

Tracking by Scent

When a creature attempts to track quarry by following their scent trail, the typical DC for a fresh trail is ten. Ignore the effects of visibility and the surface conditions. However, the DC increases by two for each hour the trail is cold.

Water, particularly running water ruins the trail for air breathing creatures. Aquatic creatures with the scent ability (such as sharks) can track through water.

Competing odors can increase the DC for follow a trail from 10 to 25.

^{**} Apply only the largest modifier from this category.

Action

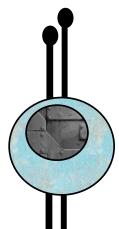
Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again

Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the first table above, the character makes a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, he or she must make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, they can retry a failed check after one hour (outdoors) or ten minutes (indoors) of searching.

Survival DC Task

- 10 Get along in the wild. Move up to half their overland speed while hunting and foraging (no food or water supplies needed). They can provide food and water for one other person for every two points by which their check result exceeds ten.
- Gain a +2 bonus on all Fortitude saves against severe weather while moving up to half their overland speed, or gain a +4 bonus if the traveler remains stationary. They may grant the same bonus to one other being for every one point by which his or her Survival check result exceeds 15.
- 15 Keep from getting lost or avoid natural hazards, such as quicksand.
- Predict the weather up to 24 hours in advance. For every five points by which the Survival check result exceeds 15, he or she can predict the weather for one additional day in advance.



Stealth

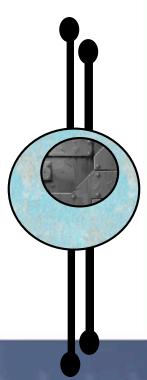
(Dex; Armor Check Penalty)

The character is skilled at avoiding detection, allowing them to slip past foes or strike from an unseen position.

This skill covers hiding and moving silently.

Check

Stealth checks are opposed by the Perception checks of anyone who could potentially notice someone using Stealth to get by them. The character can move up to half his or her normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than their normal speed, she takes a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.



A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing the character using any of their senses (but typically sight), they can't use Stealth. Against most creatures, finding cover or concealment allows him or her to use Stealth. If the observers are momentarily distracted (see Bluff), they can attempt to use Stealth to get to an unobserved area but the stealth check in this case must be made at a -10 penalty because she has to move fast.

Sniping

If the character already successfully used Stealth and is at least 10 feet from their target, they then can act as a sniper and can make one ranged attack and then immediately use Stealth again. The sniper takes a –20 penalty on their Stealth check to remain obscured.

Swim

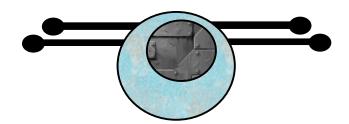
(Str; Armor Check Penalty)

The character knows how to swim and can do so even in stormy water.

Swim DC
10
15
20

Check

Make a Swim check once per round while the swimmer is in the water. Success means he or she may swim at up to half of his speed (as a full-round action) or at a quarter of their speed (as a move action). If the Swim check fails by four or less, then no progress is made. If the Swim Check fails by five or more, the character goes underwater.

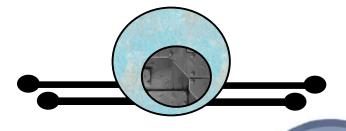


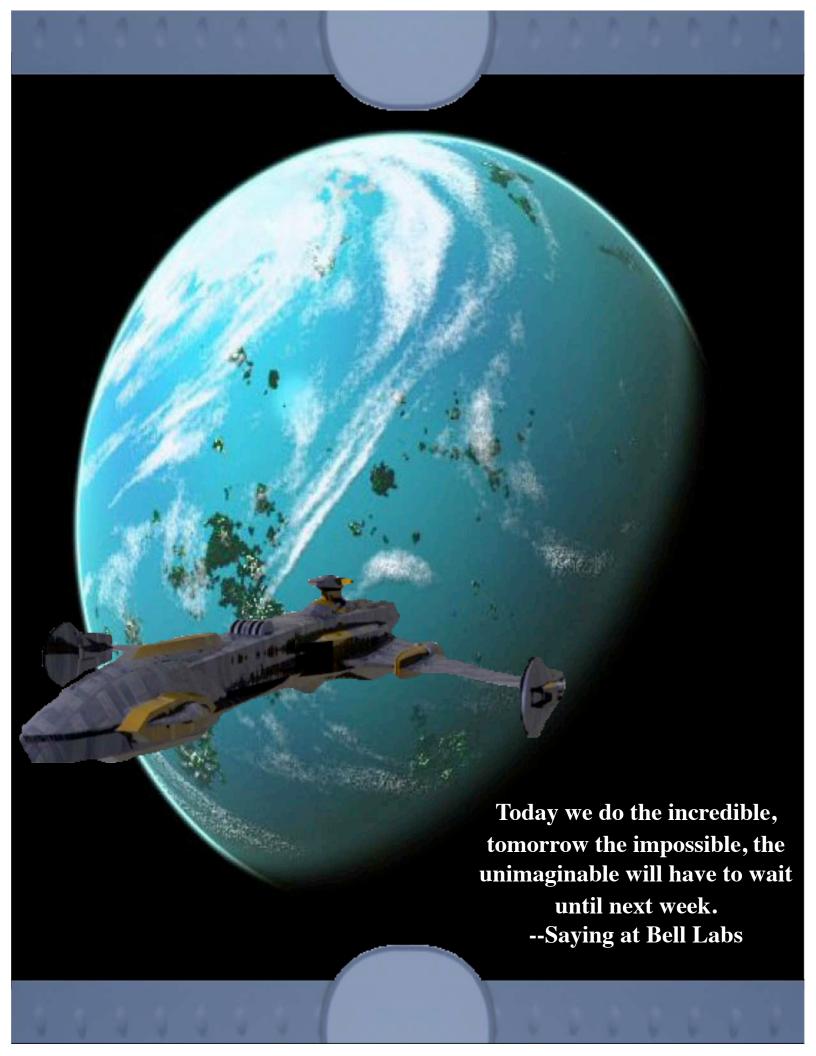
If the character is underwater, either because of a failed Swim check or because he or she is swimming underwater intentionally, they must hold his breath. The swimmer can hold their breath for a number of rounds equal to twice his Constitution score, but only if he or she does nothing other than take move actions or free actions. If they take a standard action or a full-round action (such as making an attack), the remainder of the duration for which the swimmer can hold their breath is reduced by one round. (Effectively, your character can hold his or her breath only half as long as normal.) After that period of time, the swimmer must make a DC 10 Constitution check every round to continue holding their breath. Each round, the DC for that check increases by one. If the swimmer fails the Constitution check, then he or she begins to drown. The DC for the Swim check depends on the water, as given on the table below.

For every hour that the character swims, they must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action

A successful Swim check allows the character to swim a quarter of their speed as a move action or half their speed as a full-round action.







Chapter 5: Feats

Some abilities are not tied to a character's spell, class, or skill, things like particularly quick reflexes that allow the character to react to danger more swiftly, the ability to use specialized equipment, the training to deliver powerful strikes with melee weapons, or the knack for dodging bullets fired at a character. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of the character's species and class or they will change the character's genetic structure. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to a character's statistics or grant him the ability to take otherwise prohibited actions. By selecting feats, you can customize and adapt a character to be uniquely yours.

Prerequisites

Some feats have prerequisites. A character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she loses a prerequisite, but they do not lose the feat itself. If, at a later time, the character regains the lost prerequisite, they immediately regains full use of the feat that prerequisite enables.

Types of Feats

Some feats are general, meaning that no special rules govern them as a group. Others are combat feats, which allow characters to perform special maneuvers. In addition, there are racial and background traits which build on each other.

Combat Feats

Any feat designated as a combat feat can be selected as a trooper's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites.

Racial/Background

A character's class or race will determine if you are able to select them. They will change how other NPCs perceive your character due to either to genetic/design differences or how the character is connected to others.

Feat Descriptions

Feats are summarized on the table below and they are listed on the following pages. Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any; the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feat Name	Prerequisite	Description		
Acrobatic Steps	Dex 15, Nimble Moves	Ignore 20' of difficult terrain when you move		
Advanced Martial Arts* Im	proved Combat Martial Arts, base attack bonus -	Unarmed attack critical hit deals x3 damage		
Agile Maneuvers*	None	Use your Dex bonus when calculating your CMB		
Agile Riposte*	Dodge	Additional attack of opportunity against designated for Dodge feat		
Alien Logic	Earth Life 3 ranks, Sense Motive 3 ranks Gain	kill bonuses to Bluff and Sense Motive against a particular species		
Archaic Weapons Proficiency	y* None	Use archaic weapons without a -4 penalty		
Armor Proficiency, Light	None	No penalties on attack rolls while wearing light armor		
Armor Proficiency, Medium	Light Armor Proficiency	No penalties on attack rolls while wearing medium armor		
Armor Proficiency, Heavy	Medium Armor Proficiency	No penalties on attack rolls while wearing heavy armor		
Armor Proficiency, Powered	Medium Armor Proficiency	No penalties on attack rolls while wearing powered armor		
Autofire Proficiency*	Personal Firearms Proficiency	Use autofire without a -4 penalty		
Blind-fight*	None	Re-roll miss chances for concealment		
Catch Off-Guard	None	No penalties for improvised melee weapons		
Circle Initiate, First*	None	Unarmed damage increases to 1d6 + Str		
Circle Initiate, Second*	First Circle Initiate, Base Attack Bonus +3	Unarmed damage increases to 1d8 + Str		
Circle Initiate, Third*	Second Circle Initiate, Base Attack Bonus +6	Unarmed damage increases to 1d10 + Str		
Circle Initiate, Fourth*	Third Circle Initiate, Base Attack Bonus +9	Unarmed damage increases to 2d6 + Str		
Circle Initiate, Fifth*	Third Circle Initiate, Base Attack Bonus +12	Unarmed damage increases to 2d8 + Str		
Cleave*	Power Attack	Strike two adjacent foes with a single attack		
Combat Expertise*	Int 13	Trade attack bonus for AC bonus		
Combat Martial Arts*	Base attack bonus +1	Unarmed attack deals 1d4 + Str lethal damage		
Combat Reflexes*	None	Make additional attacks of opportunity		
Common Model	Android or cyber-sapiens	Character has identical twins of the same model		
Connections	None +3 to	Diplomacy and Gather Information, when dealing with connections		
Critical Focus*	Base attack bonus +9	+4 bonus on attack rolls made to confirm critical hits		
Cyber Body	None	+2 to Body Tolerance		
Cyber Identity	None	+2 to Identity Tolerance		
Cyber Surgery	Medical 1 rank, Engineering 1 rank, Surgery	No penalty on Medical rolls to treat a cyborg		
Deadly Aim*	Dex 13, base attack bonus +1	-1 penalty to ranged attack, +2 bonus to damage		
Defensive Combat Training*	None	Use your total Hit Dice as your base attack bonus for CM		
Diehard	Endurance	Automatically Stabilize and remain conscious below 0 hp		
Diplomatic Focus	None	+4 bonus to Diplomacy under certain Circumstances		
Dodge*	Dex 13	+1 Dodge bonus to DEF		
Double Tap*	Dex 13, Personal Firearms Proficiency	-2 to attack, +1 die of damage		

^{*} Indicated a Combat Feat

Feat Name	Prerequisite	Description		
Drive-By Attack	None	No penalty when attacking from moving vehicle		
Endurance	None	+4 bonus on checks to avoid nonlethal damage		
Exotic Weapon Proficiency*	Base attack bonus +1	No penalties on attacks made with one exotic weapon		
Far Shot*	Point-Blank Shot	Decrease range penalties by half		
Gray Genes Cano	carian, Human, Enigma, or Sokuja	Character can use gray genelocked equipment		
Great Cleave*	Cleave, base attack bonus +4	Make additional attack after each attack hits		
Greater Bull Rush* Improv	ved Bull Rush, base attack bonus +6	Enemies you bull rush provoke attacks of opportunity		
Greater Disarm* Impr	roved Disarm, base attack bonus +6	Disarmed weapons are knocked away from enemy		
Greater Feint* Imp	proved Feint, base attack bonus +6	Enemies the character feints loose Dex bonus for 1 round		
Greater Grapple* Impr	roved Grapple, base attack bonus +6	Maintain grapple as a move action		
Greater Overrun* Impr	roved Overrun, base attack bonus +6	Overrun enemies provoke attacks of opportunity		
Greater Sunder Imp	roved Sunder, base attack bonus +6	Damage from sunder attempts transfers to your enemy		
Greater Trip*	nproved Trip, base attack bonus +6	Tripped enemies provoke attacks of opportunity		
Greater Two-Weapon Fighting* I	Dex 19, Improved Two Weapon Fighting, base atta	ack bonus +11 Gain additional off-hand attack		
Greater Weapon Focus*	Weapon Focus, 8th level trooper	+1 bonus on attack rolls with one weapon		
Greater Weapon Specialization* (Greater Weapon Focus, Weapon Specialization, 12	2th level trooper +2 bonus on damage rolls with one weapon		
Heavy Weapons Proficiency*	Autofire Proficiency	No penalty on attacks make with one heavy weapon		
Hip Fire*	Autofire Proficiency	-2 to attack, double effect Str when using full autofire		
Improved Bull Rush*	Power Attack	+2 bonus on bull rush attempts, no attacks of opportunity		
Improved Combat Martial Arts*	Combat Martial Arts, base attack bonus +4	Unarmed attack threatens critical on 19-20		
Improved Critical	Proficient with weapon, base attack bonus +8	Threat range of selected weapon doubled		
Improved Disarm	Combat Expertise	+2 bonus on disarm attempts, no attack of opportunity		
Improved Feint*	Combat Expertise	Feint as move action		
Improved Grapple*	Dex 13, Combat Martial Arts	+2 bonus on grapple attempts, no attack of opportunity		
Improved Initiative	None	+4 to initiative checks		
Improved Overrun*	Power Attack	+2 bonus on overrun attempts, no attack of opportunity		
Improved Precise Shot*	Dex 19, Precise Shot, base attack bonus +11	No cover or concealment chance on ranged attacks		
Improved Save Enhancement	Save Enhancement	Re-roll failed save		
Improved Sunder*	Power Attack	+2 bonus on sunder attempts, no attack of opportunity		
Improved Trip*	Combat Expertise	+2 bonus to trip attempts, no attack of opportunity		
Improved Two Weapon Fighting*	Dex 17, Two Weapon Fighting, base attack bo	nus +6 Gain additional off-hand attack		
Information Station	Connections	+4 Bonus to knowledge checks when researching		
Leadership	Character level 7	Gain a cohort and followers		

* Indicated a Combat Feat

Feat Name	Prerequisite	Description		
Lead Rain*	Lead Hose	Widen autofire area of effect		
Lethal Burst*	Personal Firearms Proficiency	Double critical threat range when using Burst fire		
Lock'n Load*	Heavy Weapons Proficiency	Character is not encumbered by heavy weapons		
Martial Arts Weapons Profic	iency* None	Use martial arts weapons without a -4 penalty		
Mechanical Miracle	Lesser Mechanical Miracle	Engineering check restores 2d8 points of damage		
Mechanical Miracle, Greater	Mechanical Miracle	Engineering check restores 3d8 points of damage		
Mechanical Miracle, Lesser	None	Engineering check restores 1d8 points of damage		
Medical Miracle	None	Medical check restores 2d8 points of damage		
Medical Miracle, Greater	Medical Miracle	Medical check restores 3d8 points of damage		
Medical Miracle, Lesser	None	Medical check restores 1d8 points of damage		
Metal Body Style*	Combat Martial Arts, one or more artificial limbs	+2 to damage with unarmed strike and melee cyber weapons		
Mobility*	Dodge	+4 to Def against attacks of opportunity for moving		
Mystic Talent	None	The character gains mystic powers		
Nightvision	Cancrian, Enigma, Gray, Human, Sokuja	Quality of nightvision improves		
Nimble Moves	Dex 13	Ignore 5' of difficult terrain when you move		
Paragon	None	Varies by race		
Personal Firearms Proficience	y None	Use firearms without a -4 penalty		
Pinpoint Targeting*	Improved Precise Shot, base attack bonus +16	Bypass armor with single ranged attack		
Point-Blank Shot*	None	+1 to attack and damage for ranged attacks within 30'		
Power Attack	Str 13, base attack bonus +1	Trade melee attack bonus for damage		
Precise Shot*	Point-Blank Shot	No penalty for shooting into melee		
Psychic Talent	None	The character gains mystic powers		
Quickdraw*	Base attack bonus +1	Draw weapon as free action		
Quick Reload*	Personal Firearms Proficiency, base attack bonus +1	Reload firearms faster than normal		
Rock'n Roll*	Lock'n Load	Roll extra die when using heavy weapons, drop low roll		
Run	None	Run speed increases to x5, +2 to jump checks		
Save Enhancement	None	+2 bonus to saves		
Shot on the Run*	Mobility	Move before and after ranged attack		
Simple Weapons Proficiency	None	Use simple weapons without a -4 penalty		
Skill Specialization	None	+3 bonus on one skill (+6 at 10 ranks)		
Skip Shot*	Precise Shot	Ignore cover under some conditions		
Sniping*	Wis 13, Far Shot	Aim action adds +2 bonus to next ranged attack		
Spring Attack*	Mobility	Move before and after melee attack		
		Stop enemies from moving past		

^{*} Indicated a Combat Feat

Feat Name	Prerequisite Description			
Step Up*	Base attack bonus +1	Take a 5-foot step as an immediate action		
Surgery	Medical 1 Rank	Perform surgery without a -4 penalty		
Throw Anything*	None	No penalties for improvised ranged weapons		
Toughness	None	+3 hit points, +1 per Hit Die beyond 3		
Two-Weapon Fighting*	Dex 15	Reduce two-weapon fighting penalties		
Vehicle Dodge	Dex 13, Drive 3 ranks +1 Dodge bonus to ve			
Vehicle Operation	Drive 1 rank Drive vehicles w			
Walk Fire*	None	Widen autofire area of effect		
Weapon Focus*	Proficient with weapon, base attack bonus +1	+1 bonus on attack rolls with one weapon		
Weapon Specialization*	Weapon Focus, 4th level trooper	+2 bonus on damage rolls with one weapon		
Well Versed	None	+2 bonus to two skills		
Xeno-Biology	Earth, Life 3 ranks, Medical 3 ranks, Surgery No penalty on Medical rolls to tr			
Zero-G Training	Dex 13, Acrobatics 1 rank	Act in Zero-G without a -4 penalty		

* Indicated a Combat Feat

Acrobatic Steps

The character can easily move over and through obstacles.

Prerequisites: Dex 15, Nimble Moves

Benefit: Whenever the character moves, he or she may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing the acrobat to move through a total of 20 feet of difficult terrain each round).

Advanced Martial Arts (Combat)

The martial artist knows how to make the most of his unarmed attacks.

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the martial artist 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.

120 Feats

Agile Maneuvers (Combat)

The character has learned to use his or her quickness in place of brute force when performing combat maneuvers

Benefit: The character may add their Dexterity bonus to their base attack bonus and size bonus when determining their Combat Maneuver Bonus instead of their Strength bonus.

Normal: The character adds their Strength bonus to their base attack bonus and size bonus when determining their Combat Maneuver bonus.

Agile Riposte (Combat)

The defender can make his or her opponent pay if they miss their target.

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 defender 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 cannot 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.

Alien Logic

By understanding their thought patterns, the character can predict the likely reactions of a particular alien species or machine.

Prerequisites: Having the following skills allows the observer to pick one alien species to use this feat with: Knowledge (Earth and Life Sciences) or Sense Motive. Having ten or more ranks in both skills allows this feat to be used with two alien species.

Benefit: If the observer recognizes an alien species he or she has chosen to specialize in, they receives a +2 insight bonus to Bluff and Sense Motive checks made against that particular species. To gain the benefits of this feat he or she must be able to hear and see the target, and make a successful Knowledge (Earth and Life Sciences) skill check. The DC for this check is 10 + (creature level or HD). As the character gains life experience, the creatures are more able to defy conventional behavior.

In addition, when the observer learns about a second alien species, he or she gains an additional +2 insight bonus to previously studies species. Therefore, when two species have been analyzed, the observer now has a +4 insight bonus and the new species has a +2 insight bonus.

The bonus lasts only for the rest of the encounter, and cannot be used on the same creature again for 24 hours. Each time the character uses this feat he or she has to make the Knowledge (Earth and Life Sciences) check, even if he or she has used it successfully against the target in the past. The character may not take 10 or take 20 on the check.

Special: At the GM's discretion, this feat may not be used against custom built androids or outstanding members of an alien species which defy the cultural norm (such as those raised by foster parents of a different species).

Archaic Weapons Proficiency (Combat)

The attacker can use weapons from the pre-modern era.

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 non-proficient penalty when making attacks with archaic weapons.

Armor Proficiency, Heavy

The character is skilled at wearing heavy armor. Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light. Normal: See Armor Proficiency, Light.

Armor Proficiency, Light

The character is skilled at wearing light armor. Benefit: The armor check penalty for the armor wearer (light in this case) applies only to Dexterity and Strength-based skill checks. **Normal:** Anyone who wears armor with which he or she is not proficient with applies the armor check penalty to attack rolls and to all skill checks that involve moving.

Armor Proficiency, Medium

The character is skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency. Benefit: See Armor Proficiency, Light. Normal: See Armor Proficiency, Light.

Armor Proficiency, Powered

The character is skilled at wearing armor which needs additional controls.

Prerequisites: Armor Proficiency (light), Armor

Proficiency (medium).

Benefit: See Armor Proficiency, Light. Normal: See Armor Proficiency, Light.

Autofire Proficiency (Combat)

The character is proficient in the use of full automatic weapons.

Prerequisite: Personal Firearm Proficiency **Benefit:** Even if the character is proficient with a firearm capable of automatic fire, it takes additional training to make use of the autofire setting. A character with this feat suffers no penalty when using autofire.

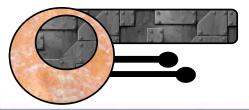
Normal: A character without this feat suffers a -4 penalty on attack rolls made using autofire; he or she takes an additional -4 penalty (total -8) if they lack both this feat and proficiency with the weapon.

Blind-Fight (Combat)

The character is skilled at attacking opponents that he or she cannot clearly perceive.

Benefit: In melee combat, every time the character misses because of concealment, the character with this feat can re-roll the miss chance roll one time to see if he or she actually hits. An invisible attacker gets no advantages related to hitting the character in melee. The Dexterity bonus to Armor Class is not lost, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. 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. Normal: Regular attack roll modifiers for

invisible attackers trying to hit the character apply, and the character loses their Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.



Catch Off-Guard (Combat)

Foes are surprised by the character's skilled use of unorthodox and improvised weapons.

Benefit: The character does not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flatfooted against any attacks they make with an improvised melee weapon.

Normal: A character without this feat takes a -4 penalty on attack rolls made with an improvised weapon.

Circle Initiate, First (Combat)

Modern warfare is dominated by ranged and even remote weapons, but there are those who still hone their very bodies into weapons. There are literally dozens of unarmed combat styles. If the campaign includes aliens, this number increases to 100s. Unarmed combat normally practiced as sport or entertainment in a ring or circle, so practitioners have become known collectively as Circle Initiates. Exactly what style or combination of styles a character uses will depend on the campaign and character concept. One's species does not limit which styles a character can learn. For centuries martial artist have learned to use their bodies to mimic a bird's beak or a praying mantis's claws. Adapting a cancrian or sokuja fighting style to one's own abilities is no more difficult.

Benefit: When making an unarmed attack, the brawler deals non-lethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Special: If the character also has the Combat Martial Arts feat, he or she can choose to deal either lethal or non-lethal damage with an unarmed attack.

Circle Initiate, Second (Combat)

See First Circle Initiate except for the below. **Prerequisites:** First Circle Initiate, base attack bonus +3

Benefit: When making an unarmed attack, the brawler deals non-lethal damage equal to 1d8

+ his or her Strength modifier. Normal: See First Circle Initiate. **Special:** See First Circle Initiate.

Third Circle Initiate (Combat)

See First Circle Initiate except for the below. Prerequisites: Second Circle Initiate, base attack bonus +6

Benefit: When making an unarmed attack, the brawler deals non-lethal damage equal to 1d10 + his or her Strength modifier.

Normal: See First Circle Initiate. **Special:** See First Circle Initiate.

Circle Initiate, Fourth (Combat)

See First Circle Initiate except for the below. **Prerequisites:** Third Circle Initiate, base attack bonus +9

Benefit: When making an unarmed attack, the brawler deals non-lethal damage equal to 2d6 + his or her Strength modifier.

Normal: See First Circle Initiate. **Special:** See First Circle Initiate.

Circle Initiate, Fifth (Combat)

See First Circle Initiate except for the below.

Prerequisites: Fourth Circle Initiate, base attack bonus +12

Benefit: When making an unarmed attack, the brawler deals non-lethal damage equal to 2d8

+ his or her Strength modifier.

Normal: See First Circle Initiate. **Special:** See First Circle Initiate.

Cleave (Combat)

The character can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, the character can

make a single attack at their full base attack bonus against a foe within reach. If they hit, the character deals damage normally and can make an additional attack (using their full base attack bonus) against a foe that is adjacent to the first and also within reach. The character can only make one additional attack per round with this feat. When they use this feat, you take a -2 penalty to their Armor Class until their next turn.

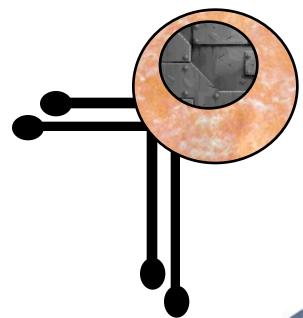
Combat Expertise (Combat)

Your character can increase his defense at the expense of accuracy.

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 attack roll and add the same number (up to +5) to his 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 (Combat)

The character can choose whether or not to deal out lethal damage with unarmed attacks.

Prerequisite: Base attack bonus +1

Benefit: With an unarmed strike, the martial artist deals lethal or non-lethal damage equal to 1d4 + the martial artist's Strength modifier. Their unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. He or she may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, the character deals only 1d3 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Special: If the martial artist also has any of the Circle Initiate feats, the amount of damage their unarmed strikes inflict increases. He or she can still choose to inflict either lethal or non-lethal damage.

Combat Reflexes (Combat)

The character can make additional attacks of opportunity.

Benefit: The maximum number of attacks of opportunity the combatant can make each round is equal to his or her Dexterity modifier + 1. They can still only make one attack of opportunity on a single opponent. With this feat, he or she can make attacks of opportunity even when flat-footed.

Normal: A combatant without the Combat Reflexes feat can make only one attack of opportunity per round and cannot make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow anyone with the agile riposte feat to use that feat more than once per round.

Common Model

The character is part of a mass produced line of artificial beings. The character has a large number of "identical twins."

Prerequisite: Android or Cyber-sapiens, this feat can only be taken during character creation. **Benefit:** The character is instantly recognizable as a member of their production run. It requires a DC 10 Knowledge (technical) check to identify the character's model.

Individual members of a common model are virtually identical. It requires a Spot (DC 25) check to notice any unique details of a character with this feat.

The character also receives a +2 situation bonus to Bluff checks while in an appropriate setting (an industrial android in a construction site, a service android in an office building.)

Being a common model is a double edged sword. Friends have as much trouble as enemies telling the difference between individuals. This can be fatal when examples of the same Common Model are on both sides of a conflict. Also, the character suffers a -5 penalty to Disguise checks when trying to pass as something other than his or her actual model.

Special: The character can use the Disguise skill can use it to hide his distinguishing features. This check receives the +5 bonus for changing only minor features. Use the result of the Disguise check as the new Spot DC to find distinguishing features, even if it is less than 25. If the character does a poor job of hiding his or her unique characteristics, they only draws attention to them.

If the character receives visible modifications is scared or otherwise marked, he or she looses the advantages of this feat for as long as the change is present.

Connections

The individual has established a number of useful and helpful contacts among a selected community of people. (Determined in agreement with the GM).

Benefit: Add +3 to all Diplomacy checks used to Gather Information checks when utilizing these contacts for information.

Special: This feat is specialized, meaning that it will normally specify what community or types of people the character has connections among. For example Connections (Law Enforcement) would mean the character had contacts among police and other law enforcement agencies, and be familiar with the type of people that are part of that community. Listed below are a number of different ideas that might be useful to characters.

The character is free to select from among them, or with your GM's permission come up with new ones.

Connections (Academia): The individual has contacts at various universities and research institutes.

Connections (Corporate): The individual has contacts within the business community.

Connections (Government): The individual has contacts with government bureaucrats, appointed and elected officials.

Connections (High Society): The character has contacts among the rich and famous.

Connections (Law Enforcement): The individual has contacts within law enforcement and investigative agencies.

Connections (Military): The individual has contacts in the military.

Connections (Streetwise): The individual has contacts with and knowledge of dealing with people from lower levels of society.

Connections (Underworld): The individual has connections and contacts within the criminal underworld and black markets, and is familiar with dealing with people from this element of society.

Special: This feat can be selected multiple times. The character must pick a new connection each time this feat is chosen.

Connections and Borderlines.

The connections feat works well for a campaign based in a single city or country. But in the future, traveling between continents or even planets is normal for adventurers. So the question becomes how far do a character's connections stretch? In most cases the speed of information is faster than the speed of travel, so that even when working in

far flung areas the character can look up friends-of-a-friend, business contacts, fellow members of an extended club, or so on. The GM should also realize that in addition to the literal contacts, this feat also represents a knowledge of the specialized etiquette of the subculture. A character with this feat knows how to act to be accepted as one of the in-crowd within these groups.

While physical difference is not a determining factor, cultural differences play a decisive roll in determining when this feat can be used. In exploration campaigns, new civilizations will not hold any connections. National boarders will play a larger role. To take 20th century Earth as an example; a character with Law Enforcement connections in the United States would have contacts in various local police departments, the CIA, and FBI. If the character traveled to Europe, he could probably get an introduction to Interpol agents, but they most likely won't appreciate the character acting on their turf. Behind the Iron Curtain, the character's connections become a detriment, and he would be wise to keep them secret. For another example, a Japanese character with High Society contacts will understand that it is polite to make a slurping sound when eating noodles in Japan; whether or not he knows this rule does not apply outside of Japan is up to the GM's discretion.

Critical Focus (Combat)

The character is trained in the art of causing pain.

Prerequisites: Base attack bonus +9. **Benefit:** The character receives a +4 circumstance bonus on attack rolls made to confirm critical hits.

Cyber Body

The character's body is exceptionally accepting of cybernetic implants.

Benefit: The cyborg's Body Tolerance (BT)

increases by 2 points.

Special: This feat can be selected multiple

times. The effects stack.

Cyber Identity

The character's psyche can cope with cyberware better than most people's.

Benefit: The cyborg's Identity Tolerance (IT)

increases by 2 points.

Special: This feat can be selected multiple

times. The effects stack.

Cyber Surgery

The character knows how to deal with cyberware.

Prerequisites: Medical 1 rank, Engineering 1

rank, Surgery

Benefit: The surgeon can use the Engineering and Medical skills on cyborgs without penalty. He or she can also use Surgery to implant cyberware in other characters. If the surgery roll fails the cyberware has not been implanted and the patient suffers fatigue for the next day. If the check fails by more than five points the cyberware that was to be implanted is ruined. Installing multiple pieces of cyberware at once requires one additional hour per device.

Normal: A medic without this feat has a penalty when using Repair or Treat Injury on a cyborg equal to the cyborg's total BC (rounded down.)

Deadly Aim (Combat)

The character can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1 **Benefit:** The shooter can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When the character's base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. The character must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Defensive Combat Training (Combat)

The character excels at defending from all manner of combat maneuvers.

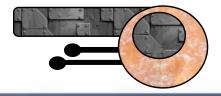
Benefit: The character treats their total Hit Dice as their base attack bonus when calculating your Combat Maneuver Defense (see Combat).

Diehard

The character is especially hard to kill. Not only do their wounds automatically stabilize when grievously injured, but he or she can remain conscious and continue to act even at death's door.

Prerequisite: Endurance.

Benefit: When the character's hit point total is below 0, but he or she is not dead, they automatically stabilizes. Constitution checks are not needed each round to avoid losing additional hit points. The character may choose to act as if they were disabled, rather than dying. The character must make this decision as soon as the character is reduced to negative hit points (even if it isn't their turn). If they do not choose to act as if the character is disabled, he or she immediately falls unconscious. When using this feat, the character is considered staggered.



The character can take a move action without further injuring himself, but if he or she performs any standard action (or any other action deemed as strenuous, including some swift actions) they take one point of damage after completing the act. If their negative hit points are equal to or greater than their Constitution score, the character immediately dies.

Normal: Anyone reduced to negative hit points without this feat is unconscious and dying unless they make their stabilization roll.

Special: An outlander with the stubborn survival ability and the Diehard feat can continue to take move, standard, and full round actions as normal, without fear of causing further damage to themselves.

Diplomatic Focus

The character can really hone his or her talent for Diplomacy in a particular direction.

Benefit: The character gains a +4 bonus to his or her Diplomacy skill under a certain set of circumstances.

Examples

Carouser: The character gains a +4 bonus on Diplomacy to gather information after spending one evening out drinking and enjoying fine dining.

Haggler: The merchant gains a +4 bonus on Diplomacy checks to determine the price of goods.

Teflon Coated: The character gains a +4 bonus on Diplomacy checks to avoid legal entanglements.



Dodge (Combat)

The character's training and reflexes allows them to react swiftly to avoid an opponent's attacks.

Prerequisite: Dexterity 13.

Benefit: During the character's action, he or she may designate an opponent and receive a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose their Dexterity bonus to Defense also makes him or her lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap (Combat)

The character can make a rapid attack against a single opponent in order to try and do more damage.

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 (Combat)

The character is skilled at making attacks on the move.

Benefit: A passenger with this feat 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 their attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, the 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 the character.

Benefit: The athlete sufferer gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold his breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. Also, he or she may sleep in medium or light armor without becoming fatigued.

Normal: Anyone who sleeps in armor without this feat is automatically fatigued the following day.

Exotic Weapon Proficiency (Combat)

Choose one type of exotic weapon. The character understands how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Special: A character can gain Exotic Weapon Proficiency multiple times. Each time this feat is taken, it applies to a new type of exotic weapon.

Far Shot (Combat)

The character can fire accurately at long ranges.

Prerequisites: Point-Blank Shot.

Benefit: The character suffers only a -1 penalty per full range increment between himself and the target when using a ranged weapon.

Normal: Normally every full range increment between the firer and the target incurs a -2 penalty.

Gray Genes

As a result of past experimentation, the character can use equipment that requires the genome code of a gray in order to be used.

Prerequisite: Must choose at character creation. Must be Cancarian, Human, Enigma, or Sokuja. **Benefit:** The character can use equipment fitted with a gray genelock.

Great Cleave (Combat)

The character can strike many adjacent foes with a single blow.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the attacker has no limit to the number of times he or she can use it per round.

Greater Bull Rush (Combat)

The character's bull rush attacks throw enemies off balance.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6, Str 13.

Benefit: The attacker receives a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever the character bull rushes an opponent, his or her movement provokes attacks of opportunity from all of your allies (but not you). **Normal:** Creatures moved by bull rush do not provoke attacks of opportunity.

Greater Disarm (Combat)

The character can knock weapons far from an enemy's grasp.

Prerequisites: Int 13, Combat Expertise, Improved Disarm, base attack bonus +6

Benefit: The character receives a +2 bonus on checks made to disarm a foe. This bonus stacks with the bonus granted by Improved Disarm. Whenever an opponent is successfully disarmed, the weapon lands 15 feet away from its previous wielder, in a random direction.

Normal: Disarmed weapons and gear land at the feet of the disarmed creature.

Greater Feint (Combat)

The character is skilled at making foes overreact to his attacks.

Prerequisites: Int 13, Combat Expertise, Improved Feint, base attack bonus +6

Benefit: Whenever a combatant uses feint to cause an opponent to lose their Dexterity bonus, he or she loses that bonus until the beginning of their next turn, in addition to losing his or her Dexterity bonus against the character next attack.

Normal: A creature the character feints loses its Dexterity bonus against the next attack from the character.

Greater Grapple (Combat)

Maintaining a grapple is second nature to the character.

Prerequisites: Improved Grapple, base attack bonus +6, Dex 13.

Benefit: The wrestler receives a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once he or she has grappled a creature, maintaining the grapple is a move action. This feat allows the character to make two grapple checks each round (to move, harm, or pin the opponent), but they are not required to make two checks. The character only needs to succeed at one of these checks to maintain the grapple.

Normal: Maintaining a grapple is a standard

Greater Overrun (Combat)

action.

Enemies must dive to avoid the character's dangerous moves.

Prerequisites: Improved Overrun, Power Attack, base attack bonus +6, Str 13.

Benefit: The character receives a +2 bonus on checks made to overrun a foe. This bonus stacks with the bonus granted by Improved Overrun. Whenever he or she overruns opponents, they provoke attacks of opportunity if they are knocked prone by their overrun.

Normal: Creatures knocked prone by the character's overrun do not provoke an attack of opportunity.

Feats

Greater Trip (Combat)

The character can make free attacks on foes that he or she knocks down.

Prerequisites: Int 13, Combat Expertise, Improved Trip, base attack bonus +6

Benefit: The character receives a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever he or she successfully trips an opponent, that opponent provokes attacks of opportunity. **Normal:** Creatures do not provoke attacks of

opportunity from being tripped

Greater Two-Weapon Fighting (Combat)

The character is incredibly skilled at fighting with two weapons at the same time.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11

Benefit: The character gets a third attack with his off-hand weapon, albeit at a -10 penalty.

Greater Sunder (Combat)

The character's devastating strikes cleave through weapons and armor and into their wielders, damaging both item and wielder alike in a single terrific strike.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +6

Benefit: The character receives a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever they sunders to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if they decide to leave the item with 1 hit point.

Greater Weapon Focus (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which the character has already selected Weapon Focus. The character is a master with the chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th level Trooper

Benefit: The trooper gains a +1 bonus on attack rolls he or she makes using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: A character can gain Greater Weapon Focus multiple times. Its effects do not stack, each time this feat is taken it applies to a new type of weapon.

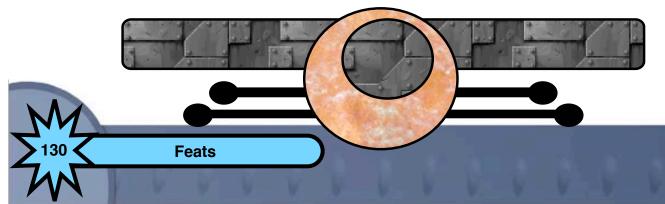
Greater Weapon Specialization (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which the character has already selected Weapon Specialization. The character's attacks with the chosen weapon are more devastating than normal.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th level trooper

Benefit: The character gains a +2 bonus on all damage rolls using selected weapon. This bonus to damage stacks with other damager roll bonuses, including any gained from Weapon Specialization.

Special: Greater Weapons Specialization can be taken multiple times. Its effects do not stack. Each time this feat is taken, it applies to a new type of weapon.



Heavy Weapons Proficiency (Combat)

The character is adept at gunnery and heavy weapons

Choose a weapon type with the Heavy weapons descriptor. The character understands how to use that type of weapon in combat.

Prerequisites: Personal Firearms Proficiency, Autofire Proficiency.

Benefit: The gunner makes attack rolls with the weapon normally.

Normal: If someone 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 a character takes the feat, he or she selects a different weapon group.

Hip Fire (Combat)

The character knows how to brace a machinegun against his hip for greater stability, and still point it in the right direction.

Prerequisite: Personal Firearms Proficiency, Autofire Proficiency

Benefit: When firing a machinegun in autofire mode, the character can elect to suffer up to a -2 penalty on the initial attack roll (against DEF 10) to target the desired area. If the attack is successful, use double his or her strength modifier when calculating the DC of the saving throw to reduce the damage. A character cannot use a bi-pod or other brace while hip firing.

Normal: The normal saving throw DC is 10 + the firer's strength modifier for automatic weapons.

Improved Bull Rush (Combat)

The character has extensively practiced this maneuver.

Prerequisites: Strength 13, Power Attack. **Benefit:** When the character performs a bull rush, he or she does not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts (Combat)

The character's blows are even deadlier.

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The martial artist's threat range on an unarmed strike improves to 19–20.

Normal: Without this feat, a character threatens a critical hit with an unarmed strike only on a 20.

Improved Critical (Combat)

Attacks made with the character's chosen weapon is quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, his threat range is doubled.

Special: The character can gain Improved Critical multiple times. The effects do not stack. Each time they take the feat, it applies to a new type of weapon. (See Trooper class description for weapons lists)

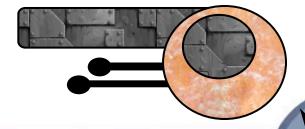
Improved Disarm (Combat)

The character is skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, the combatant receives a +2 bonus on checks made to disarm a foe. The character also receives a +2 bonus to his Combat Maneuver Defense whenever an opponent tries to disarm him or her.

Normal: Your character provokes an attack of opportunity when performing a disarm combat maneuver.



Improved Feint (Combat)

The character knows how to fool his or her opponent in combat.

Prerequisites: Int 13, Combat Expertise

Benefit: The attacker can make a Bluff check in combat as a move action. They receive a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Grapple (Combat)

The character is skilled at grappling opponents. **Prerequisite:** Dex 13, Combat Martial Arts **Benefit:** The wrestler does not provoke an attack

Benefit: The wrestler does not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, he or she receives a +2 bonus on checks made to grapple a foe. They also receives a +2 bonus to his Combat Maneuver Defense whenever an opponent tries to grapple them.

Normal: The character provokes an attack of opportunity when performing a grapple combat maneuver.

Improved Initiative (Combat)

The character gets off the mark quicker than others. **Benefit:** The character receives a +4 circumstance bonus on initiative checks.

Improved Overrun (Combat)

The character is skilled at running down foes. **Prerequisite:** Str 13, Power Attack, base attack bonus +1

Benefit: The character does not provoke an attack of opportunity when performing an overrun combat maneuver. In addition he or she receives a +2 bonus on checks made to overrun a foe. The character also receives a +2 bonus to his Combat Maneuver Defense whenever an opponent attempts to overrun them. Targets of the overrun attempt may chose to avoid the character.

Normal: Performing an overrun combat maneuver provokes an attack of opportunity.

Improved Precise Shot (Combat)

The character's ranged attacks ignore anything but total concealment and cover.

Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefit: The sniper's ranged attacks ignore the DEF bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against their ranged attacks.

Normal: See the normal rules on the effects of cover and concealment in Combat.

Improved Save Enhancement

The character can draw upon inner reserves to resist harm.

Prerequisites: Save Enhancement.

Benefit: Once per day, the character may re-roll a save already affected by Save Enhancement. They must decide to use this ability before the results are revealed. They must take the second roll, even if it is worse.

Special: This feat may be chosen up to a total of three times. The limit is equal to that of the number of times Save Enhancement has been chosen. Increase the number of times of day the re-roll may be done by one for every time this feat was chosen.

Improved Sunder (Combat)

The character is skilled at damaging his or her foes' weapons and armor.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: The combatant does not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, the character receives a +2 bonus on checks made to sunder an item. He or she also receives a +2 bonus to his Combat Maneuver Defense whenever an opponent tries to sunder his gear.

Normal: The character provokes an attack of opportunity when performing a sunder combat maneuver.

Improved Trip

The character is skilled at sending his or her opponents to the ground.

Prerequisites: Intelligence 13, Combat

Expertise.

Benefit: The martial artist does not provoke an attack of opportunity when he or she tries to trip an opponent. In addition, they receive a +2 bonus on checks made to trip a foe. The character also receives a +2 bonus to his Combat Maneuver Defense whenever an opponent tries to trip them.

If the character trips an opponent in melee combat, he or she immediately gets to make a melee attack against that opponent as if they have not used his attack action for the trip attempt.

Improved Two-Weapon Fighting

The character is skilled at fighting with two weapons.

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The dual-wielder gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows them 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).

Information Station

The character knows who to contact when he or she needs information.

Prerequisite: Connections Feat

Benefit: When researching a topic (ie, taking 20 on a knowledge check), the character gains an additional +4 bonus if he can communicate with his connections.

Leadership

The character attracts followers to their cause and a companion to join them on their adventures.

Prerequisite: Character level 7th

Benefits: This feat enables the character to attract a loyal cohort and a number of devoted subordinates who assist them. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs.

Leadership Modifiers: Several factors can affect the character's Leadership score, causing it to vary from the base score (character level + Cha modifier). The leader's reputation (from the point of view of the cohort or follower his or her is trying to attract) raises or lowers their Leadership score:

Leader's Reputation Modifier

Great renown +2
Fairness and generosity +1
Special power +1
Failure -1
Aloofness -1
Cruelty -2

Other modifiers may apply when they try to attract a cohort, as listed below.

The Leader Modifier

Has a familiar, special mount or animal companion -2Caused the death of a cohort -2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When you try to attract a follower, use the following modifiers.

The Leader Modifier

Has a stronghold, base of operations guild house, etc. +2

Moves around a lot −1

Caused the death of other followers –1

Leadership Score: A character's base Leadership score is equal to his or her level plus their Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 7th level or higher in order to gain the Leadership feat. Outside factors can affect their Leadership score, as detailed above.

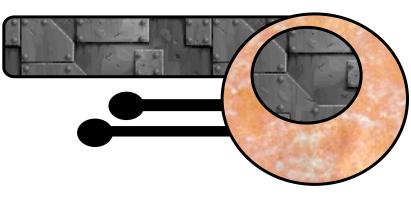
Cohort Level: A character can attract a cohort of up to this level. Regardless of their Leadership score, he or she can only recruit a cohort who is two or more levels lower than the leader's level. The cohort should be equipped with gear appropriate for its level. A cohort can be of any race or class. A cohort does not count as a party member when determining the party's XP. Instead, divide the cohort's level by the character's level. Multiply this result by the total XP awarded to the leader, then add that number of experience points to the cohort's total. If a cohort gains enough XP to bring it to a level one lower than your level, the cohort does not gain the new level? Its new XP total is one less than the amount needed to attain the next level.

Number of Followers by Level: A character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're usually five or more levels behind the leader, they're rarely effective in combat.

Leadership Cohort Number of Followers by Level Score Level 1st 2nd 3rd 4th 5th 6th							
1 or lo		_	_	_	_	_	_
2	1st	-	-	-	_	_	-
3	2nd		-	-	_	_	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25	17th	135	13	7	4	2	2

Followers don't earn experience and thus don't gain levels. When a character gains a new level, consult Table to determine if he or she acquires more followers, some of whom may be higher level than the existing followers. Don't consult the table to see if their cohort gains levels however, because cohorts earn experience on their own.

or higher



Lead Hose (Combat)

The character can wield a machinegun to maximum lethality.

Prerequisite: Trooper Level 2, Personal Firearms Proficiency, Autofire Proficiency, Heavy Weapons Proficiency

Benefit: This feat applies to attacks made with weapons like autofire and flamethrowers which force targets to make a saving throw in a line effect. Add 1/2 the attacker's trooper level to the saving throw to reduce the damage.

Normal: The normal saving throw DC is ten + the firer's strength modifier for automatic weapons. The DC for flamethrowers is listed in each weapon's description.

Lead Rain (Combat)

The character can blanket an area with bullets, rather than firing them all in the same direction. **Prerequisite:** Personal Firearms Proficiency, Autofire Proficiency, Heavy Weapons Proficiency, Lead Hose

Benefit: This feat applies to attacks made with weapons like autofire and flamethrowers which force targets to make a saving throw in a line effect. Instead of a straight line, the firer can expand the area of effect into a cone 25 foot (five squares) wide at its far end. When blanketing an area like this, reduce the DC to avoid damage by two.

Normal: Normally these weapons affect only a straight line.

Lethal Burst (Combat)

A burst fire attack is intended to hit with at least one bullet; there's no reason why only one has to hit.

Prerequisite: Personal Firearms Proficiency **Benefit:** When using burst fire to attack a target at short range, double the critical threat range of the weapon.

Lock'n Load (Combat)

The character isn't slowed down by carrying a bulky weapon.

Prerequisite: Personal Firearms Proficiency, Autofire Proficiency, Heavy Weapons Proficiency **Benefit:** A character with this feat does not include the weight a single heavy weapon carried when determining if their speed is reduced due to encumbrance. This feat does not allow a character to carry more than his maximum load, including the weight of the weapon.

Martial Arts Weapons Proficiency (Combat)

The attacker can use martial arts weapons. **Benefit:** The character takes no penalty on attack rolls when using any kind of martial arts weapon. **Normal:** A character takes a –4 non-proficient penalty when making attacks with weapons that they are not proficient with.

Mechanical Miracle

The character repairs extra damage when working on machines.

Prerequisite: Lesser Mechanical Miracle **Benefit:** When using the Engineering skill to repair damage, the character restores 2d8 points of damage.

Normal: Normally repairing damage restores 1d4 points of damage.

Mechanical Miracle, Greater

The character repairs even more damage when working on machines.

Prerequisite: Lesser Mechanical Miracle, Mechanical Miracle

Benefit: When using the Engineering skill to repair damage, they restores 3d8 points of damage.

Normal: Normally repairing damage restores 1d4 points of damage.

Mechanical Miracle, Lesser

The character repairs extra damage when working on machines.

Benefit: When using the Engineering skill to repair damage, they restores 1d8 points of damage.

Normal: Normally repairing damage restores 1d4 points of damage.

Medical Miracle

The character restores extra damage when treating deadly wounds.

Prerequisite: Lesser Medical Miracle **Benefit:** When using the Medical skill to treat deadly wounds, they restores 2d8 points of damage.

Normal: Normally treating deadly wounds restores 1d4 points of damage.

Medical Miracle, Greater

The character restores extra damage when treating deadly wounds.

Prerequisite: Lesser Medical Miracle, Medical Miracle

Miracle

Benefit: When using the Medical skill to treat deadly wounds, they restores 3d8 points of damage.

Normal: Normally treating deadly wounds restores 1d4 points of damage.

Medical Miracle, Lesser

The character restores extra damage when treating deadly wounds.

Benefit: When using the Medical skill to treat deadly wounds, they restores 1d8 points of damage.

Normal: Normally treating deadly wounds restores 1d4 points of damage.

Metal Body Style (Combat)

This is a martial arts technique developed to get maximum advantage from a cybernetic body.

Prerequisite: Combat Martial Arts, Special: Character must have at least one cybernetic limb, or be an android.

Benefit: The character receives a +2 bonus damage rolls with unarmed attacks and melee cyberweapons.

Mobility (Combat)

The character can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: The combatant gets a +4 dodge bonus to Defense against attacks of opportunity provoked when they move out of a threatened square.

Special: A condition that makes the character lose their Dexterity bonus to Defense also makes him or her lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Mystic Talent

Your character has latent mystic abilities.

Prerequisites: Wis 13

Benefit: He or she knows two 0 level mystic powers and a single 1st level mystic power. The 1st level power is usable twice per day; the character does not gain extra uses of the power for having a high wisdom.

Special: If the character has levels in the Mystic class, add the powers gained from this feat to their list of known powers. The two uses per day are added to their normal allotment of 1st level powers per day.

Nightvision

The character has better nightvision than those of his or her own race.

Prerequisite: This feat can only be taken during character creation. Must be one of the following races: Cancrian, Enigma, Gray, Human, Sokuja.

Benefit: The quality of the character's nightvision improves. Exactly how good it becomes will depend on the character's race. Consult the table below to find the character's new class of nightvision.

Cancrian: Darkvision 60 ft Enigma:Low-light vision Gray: Darkvision 120 ft Human: Low light vision Sokuja: Darkvision 60 ft

Nimble Moves

The character can move across a single obstacle with ease.

Prerequisites: Dex 13.

Benefit: Whenever the character moves, he or she may move through five feet of difficult terrain each round as if it were normal terrain. This feat allows him to take a five foot step into difficult terrain.

Paragon

Prerequisites: This feat can only be taken during character creation.

The character represents the best among their race. He or she receives a +2 racial bonus to Diplomacy when dealing with their own race. In addition, each race receives its own bonus as listed below.

Android, Industrial: Due to the trend of retrofitting androids for a wide variety of jobs, there have been recent cybernetic advances. Therefore, the penalty for Identity tolerance is reduced by one (to a total of -3). The increased utility is a source of respect for other androids in this class.

Android, Service: This class of androids enjoys having a +4 bluff bonus to pass for human/cyber-sapiens. User friendly models are considered more advanced, even if their abilities are no better than standard androids. (Consider the effects if flesh skin is added; the android becomes more human than human.)

Cancrian: There are those that possess superior health when compared to ordinary Cancrians. They receive a +2 on all saving throws against diseases and their racial bonus to poison increases from +2 to +3. The cancrians with the Paragon feat are desirable among their own due to their superior genes.

Cyber-sapiens: Their will is constantly tested just by the presence of cyberware. They gain a free Will Save re-roll everyday. However, if they fail their check for mental disruption they have to use their Will re-roll right away. Their enhanced sense of self appeals to other cyber-sapiens.

Enigma: The enigma can chose to make someone else re-roll and take the worse of the two rolls instead of using their re-roll on themselves. Fate rewrites itself even more for Enigma with the Paragon feat. Other Enigmas sense this and give their paragons respect.

Gray: The paragon's curiosity has helped them acquire an odd assortment of obscure trivia. When making a knowledge check untrained, the gray paragon is not limited to only 'basic' knowledge about the subject; there is a chance they picked up specialist trivia at some point. When making a knowledge check untrained, rolling a 20 is not an automatic success. The paragon's collection of trivia is random, so you must roll for each new question.

Human: Humans are the ultimate adaptors. Human paragons learn to not only advance in their own culture, but to deal with alien cultures as well. The paragon chooses one additional race; his or her bonus to diplomacy checks when dealing with members of that race as well.

Sokuja: Their body is even more sinuous and reminiscent of boa constrictors than most sokuja. The paragon gains +3 bonus to (instead of the normal +2) Combat Maneuver Bonus for the purposes of grappling. In addition, during a grapple, a sokuja can choose to make a constriction attack which deals (1d6 + 2x Str bonus...instead of 1d6 +1.5x Str bonus) normal damage. This is a mark of attractiveness among Sokuja. Therefore, this is the reason for their Diplomacy bonus.

Personal Firearms Proficiency

The character knows to use firearms.

Benefit: The character can fire any personal

firearm without penalty.

Normal: Shooters without this feat take a -4 penalty on attack rolls made with personal

firearms.

Pinpoint Targeting (Combat)

The character can target the weak points in his or her opponent's armor.

Prerequisites: Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

Benefit: As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Defense, or any damage reduction from armor. The character does not gain the benefit of this feat if he moves this round.

Point Blank Shot (Combat)

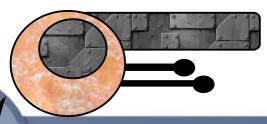
The character is especially accurate when making ranged attacks against close targets.

Benefit: The character receives a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack (Combat)

The character can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisite: Str 13, base attack bonus +1 **Benefit:** On the character's action, before making attack rolls for a round, he or she may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed their base attack bonus. The penalty on attacks and bonus on damage applies until their next action.



Precise Shot (Combat)

The character is adept at firing ranged attacks into melee.

Prerequisite: Point Blank Shot.

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

Normal: The character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Psychic Talent

The character has latent psychic abilities.

Prerequisite: Cha 13

Benefit: The character knows two 0 level psychic powers and a single 1st level psychic power. The 1st level power is usable twice per day; he or she does not gain extra uses of the power for having a high charisma.

Special: If they have levels in the Psychic class, add the powers gained from this feat to their list of known powers. The two uses per day are added to his normal allotment of 1st level powers per day.

Quick Draw (Combat)

The character can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action. Anyone with this feat may throw weapons at their full normal rate of attacks.

Normal: Anyone can draw a weapon as a move action. If they have a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload (Combat)

The character can reload firearms faster than most. **Prerequisite:** Personal Firearms Proficiency, 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.

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.

Rock'n Roll (Combat)

The character is a walking death machine.

Prerequisite: Personal Firearms Proficiency, Autofire Proficiency, Heavy Weapons Proficiency, Lock'n Load

Benefit: The character knows how to use their weapon with maximum lethality. When rolling damage for heavy weapons they may roll an extra die of damage and then take out the one with the lowest roll.

Run

The character is swift of foot.

Benefit: When running, the athlete moves a maximum of five times their normal speed instead of four times. If they are in heavy armor, he or she can move four times their speed rather than three times. If they make a long jump, they gains a + 2competence bonus on their Jump check.

Save Enhancement

The character becomes harder to kill or damage.

Benefit: The character gets a +2 bonus to either his or her Fortitude, Will or Reflex save. Pick one of the three and increase it by +2.

Special: This feat can be chosen up to three times. Each time pick a different saving throw as listed above.

Shot on the Run (Combat)

The character can move, fire a ranged weapon, and move again before their foes can react.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, they can move both before and after the attack, provided that his or her total distance moved is not greater than their speed.

Simple Weapons Proficiency

The character is trained in the use of basic weapons.

Benefit: The character makes attack rolls with simple weapons normally.

Normal: Anyone without this feat takes the -4 non-proficient penalty when making attacks with simple weapons.

Skill Focus

Choose a skill. The character is particularly adept at that skill.

Benefit: He gets a +3 bonus on all checks involving the chosen skill. If he or she has ten or more ranks in that skill, this bonus increases to +6.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the feat is taken, it applies to a new skill.

Skip Shot (Combat)

The character can use trick shots to bypass cover. Prerequisites: Point Blank Shot, Precise Shot. **Benefit:** If the shooter has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within ten feet of that surface, he or she may ignore cover between the character and the target. However, they receive a -2 penalty on their attack roll, and their attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for the character to attempt a skip shot.

Sniping (Combat)

The character knows how to aim correctly. Prerequisites: Wisdom 13, Point-Blank Shot, Far Shot.

Benefit: Before making a ranged attack, the shooter may take a full-round action to line up his shot. This grants him a +2 circumstance bonus on their next attack roll. Once aiming has commenced, he or she can't move, even to take a 5-foot step, until after they make their next attack, or the benefit of the feat is lost. Likewise, if the shooter's concentration is disrupted or if he is attacked before his or her next action, they lose the benefit of aiming.

Spring Attack (Combat)

The character can deftly move up to a foe, strike, and withdraw before the target can react.

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 his or her speed.

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

A character can't use this feat if they are carrying a heavy load or wearing heavy armor.

Stand Still (Combat)

The character can stop foes that try to move past them.

Prerequisites: Combat Reflexes.

Benefit: When a foe provokes an attack of opportunity due to moving through the character's adjacent squares, the character can make a combat maneuver check as their attack of opportunity. If successful, the enemy cannot move for the rest of their turn. An enemy can still take the rest of their action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to him or her if such movement provokes an attack of opportunity.

Step Up (Combat)

The character can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from the character, he or she may also make a 5-foot step as an immediate action so long as they end up adjacent to the foe that triggered this ability. If the character takes this step, he or she cannot take a 5-foot step during his next turn. If they take an action to move during their next turn, subtract five feet from your total movement.

Surgery

The character is a skilled Surgeon.

Prerequisite: Medical 1 rank

Benefit: The surgeon can use the Medical skill to perform surgery without penalty. See the Medical skill description.

Normal: Characters without this feat take a -4 penalty on Medical checks made to perform surgery.

Throw Anything (Combat)

The character is skilled at throwing what ever is on hand.

Benefit: The thrower does not suffer any penalties for using an improvised ranged weapon. They receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: A character without this feat takes a -4 penalty on attack rolls made with an improvised weapon.

Toughness

The character has enhanced physical stamina. **Benefit:** He gains +3 hit points. For every Hit Die

he possesses beyond 3, he gains an additional +1 hit point. If they have more than three Hit Dice, he or she gains +1 hit point whenever they gains a Hit Die (such as when he gains a level.)



Two-Weapon Fighting (Combat)

The character can fight with a weapon wielded in each of their hands. They can make one extra attack each round with the secondary weapon.

Prerequisite: Dexterity 15.

Benefit: The dual-wielder's penalties for fighting with two weapons are lessened by two for the primary hand and six for the off hand. The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Normal: If a character wields a second weapon in their off hand, they can get on extra attack per round with that weapon. When fighting in this way a character suffers a -6 penalty with the regular attack or attacks with the primary hand, and a -10 penalty to the attack with the off hand. If the off hand weapon is light, the penalties are reduced by two each. An unarmed strike is always considered light.

Vehicle Dodge

The character's training and reflexes allows them to maneuver away from attacks.

Prerequisites: Dexterity 13, Drive 3 ranks. **Benefit:** When driving a vehicle, during the character's action the driver designates an opposing vehicle or a single opponent. Their vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

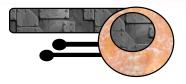
Vehicle Operation

Select a class of vehicles (fixed wing aircraft, heavy wheeled, helicopter, hovercraft, powerboat, sailboat, ship, spaceship, tracked). The character is proficient at operating that class of vehicle.

Prerequisite: Drive 1 rank.

Benefit: The pilot takes no penalty on drive checks or attack rolls made when operating a vehicle of the selected class.

Normal: Anyone without this feat takes a -4 penalty on Drive checks made to operate a



vehicle that falls in any of these classes, and on attacks made with vehicle mounted weapons. There is no penalty when the driver operates a general-purpose vehicle.

Special: The character can gain this feat multiple times. Each time the feat is taken, they select a different class of vehicle.

Walk Fire (Combat)

The character can swing a machinegun while firing it, spraying hot-lead-death over wide swaths of the battlefield.

Prerequisite: Heavy Weapons Proficiency, Lead Hose, Lead Rain

Benefit: This feat applies to attacks made with weapons like autofire and flamethrowers which force targets to make a saving throw in a line effect. Instead of a straight line, the firer can expand the area of effect into a 90 degree cone. When blanketing an area like this, reduce the DC to avoid damage by five.

Normal: Normally these weapons affect only a straight line.

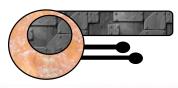
Weapon Finesse (Combat)

The character is trained in using their agility in hand-to-hand combat, as opposed to brute strength. Choose one light melee weapon or unarmed combat.

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

Benefit: With the selected weapon, the attacker may use their Dexterity modifier instead of their Strength modifier on attack rolls.

Special: The character can gain this feat multiple times. Each time they take the feat, they select a different weapon.



Weapon Focus (Combat)

Choose a specific weapon. A character can choose unarmed strike or grapple for their weapon for purposes of this feat.

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

Benefit: The combatant gains a +1 bonus on all attack rolls he makes using the selected weapon. **Special:** A character can gain this feat multiple times. Each time you select the feat they must select a different weapon.

Weapon Specialization (Combat)

The character is skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which the character already has the Weapon Focus Feat. He or she deals extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, 4th level trooper

Benefit: The character gains a +2 bonus on all damage rolls made using the selected weapon. **Special:** This feat can be taken multiple times. Its effects do not stack. Each time this feat is taken, it applies to a new type of weapon.

Well Versed

The character has a broad background of experience.

Benefit: When you select this feat choose two skills. The character gains a +2 bonus to those skills. If they have ten or more ranks in either of the skills, the bonus to that skill increases to +4. **Special:** This skill may be taken more than once. Each time it applies to a different two skills.

Xeno-Biology

The character is skilled at treating alien patients. **Prerequisites:** Knowledge (Earth and Life Sciences) 3 ranks, Medical 3 ranks, Surgery **Benefit:** When using the Medical skill to treat a patient of a different species, the character does not suffer a penalty so long as he or she can identify the patient's species. For the standard races, this is automatic, for rarer alien races, it might require a Knowledge (Earth Life Sciences) check with the DC set by the GM based on how rare and unusual the race is. At the GMs digression, this feat cannot be used on previously unknown species.

Normal: Characters without this feat take a -4 penalty on Medical checks to treat a patient of a species different from himself. When performing surgery, the penalty increases to -8 (-4 if he has the Surgery feat) when performing surgery on creatures of a different species.

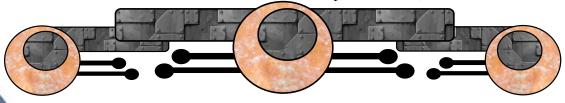
Special: This feat does not allow the character to repair damage to no organic characters such as androids and cyber-sapiens. In addition this feat does not offset the penalties for treating an enigma.

Zero-G Training

The character knows how to maneuver in zero-G environments.

Prerequisites: Dex 13, Acrobatics 1 rank. **Benefit:** The character takes no penalty on attack rolls in low-gravity environments. In addition, he or she does not suffer the debilitating effects of space sickness.

Normal: Without this feat, characters 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 there is the possibility of being disabled by Space Adaptation Syndrome (aka space sickness).





Chapter 6: Equipment

Glitch

Anytime you roll a natural "1" on a D20 for a skill check, or attack, while your character is using a technological piece of equipment, there is a chance the equipment will suffer a glitch.

Immediately make another roll with the same target number and roll modifiers as the roll that came up a natural "1." If this roll succeeds, no glitch occurs. If the second roll fails, the piece of equipment used to make the attempt suffers a glitch.

A glitch is a jam, stall, freeze, dead battery or other problem which renders the equipment or weapon unusable until the error has been corrected. Resetting a piece of equipment requires a DC 15 Engineering skill check. Normally this requires one minute of work, but an engineering techie can make the skill check as a full round action.

Only equipment with electromechanical parts has a chance of suffering a glitch. This is why primitive weapons such as bows and knifes remain popular in science fiction (particularly as backup weapons.)

Only the pilot of a vehicle has a chance of stalling the vehicle with a glitch result. Other characters might disable other components (such a sensors or weapons) with a glitch. A ground vehicle which stalls will roll to a stop in 2d6 round unless restarted. An aircraft will start a nosedive. A spaceship or watercraft will float in same direction it was last headed.

Starting Equipment

Each character class starts with an amount of SBC (Standard Banking Credits) as listed in the class description. The character can use these funds to buy starting equipment as they see fit. Only in

extreme cases should the GM veto a players choice of starting equipment. The GM can call for players to roll randomly for their starting funds, or he can assign them average or maximum starting funds.

Starting Funds

Class	Random Amount	Average	Max
Charmer	$(2d4+4) \times 100 \text{ sbc}$	900 sbc	12000 sbc
Infiltrator	$(2d6+3) \times 100 \text{ sbc}$	1000 sbc	15000 sbc
Outlander	$(2d6+3) \times 100 \text{ sbc}$	1000 sbc	15000 sbc
Techie	$(2d6+3) \times 100 \text{ sbc}$	1000 sbc	15000 sbc
Trooper	$(2d8+3) \times 100 \text{ sbc}$	1200 sbc	19000 sbc
Mystic	$(2d4+4) \times 100 \text{ sbc}$	900 sbc	12000 sbc
Psychic	$(2d4+4) \times 100 \text{ sbc}$	900 sbc	12000 sbc

Free Starting Equipment

Every character starts with the cloths on his or her back at no charge. Otherwise some player's would spend all of their character's starting money on weapons and let the character walk around naked. (This lesson has been learned painfully through years of gaming experience.)

In addition to these starting funds, the GM can assign free equipment to starting characters. There are some rules which must be adhered to for this free starting equipment. First, the free equipment must be given equally to all characters. This free equipment cannot be sold or traded before the start of play. Character's cannot use their starting funds to upgrade or change the free equipment before the start of game play.



The first type of free equipment is universal items. The GM can declare that some other equipment such as cel phones are so universal or so necessary, that a character can start play with one at no cost. The GM should be careful when assigning this kind of free equipment. The equipment should be truly common place, moreover, it should only be assigned if it will help the flow of the game. (Giving the characters free celphones example, helps to speed game play if the characters have quick reliable way to contact each other. Giving them free spacesuits, allow the characters to travel across airless worlds to reach the sight of the adventure.) Under no circumstances should the GM assign free weapons or armor (other than space suits.

If the campaign involves the characters being part of a military or paramilitary unit, the organization can change the equipment it issues the characters on a mission by mission basis. However, these organizations are notoriously underfunded and characters would be wise to invest in personal equipment.

Vehicles are another type of free equipment. If the campaign calls for the party to travel between star systems, the GM can assign the group a starship at the beginning of play. Every player character is a part owner in the ship.

For a final example, if the campaign focuses on mecha combat, then it would be reasonable for the GM to allow each character to choose a free mecha at the start of game play.

Balancing the Budget

Simply put, some character concepts are more expensive than others. A cancrian outlander and a gray psychic are virtually self subsistent, but a machinegun totting android trooper will require not only ammunition but also frequent repairs. In other games these differences are handled by simply making magic so expensive that normal upkeep becomes small change in comparison. As a Sci Fi game, IF does not have the liberty of magically solving this problem.

This monetary imbalance has rich role playing potential. It is okay for characters to argue over money but under no circumstances should the argument be allowed to spread to the players.

Having a good techie in the group who can perform repairs and home build spare parts is an important role for reducing the monetary imbalance, but even a techie cannot entirely eliminate it.

The simplest method to balance the character's budgets is for the GM to arrange so that when the party works for an employer, they are paid "X + expenses." This way, all characters walk away with the same profit, regardless of the amount they expended on the mission. If the characters are employed by a military or paramilitary group, that group automatically covers expenses.

In many cases, the "X + expenses" solution will not work, such as when the party is following their own goals. In these cases, the party first needs to cover their own expenses, ammunition, repairs, bribes and legal fees. Then they can divide whatever's left over equally between them.

In high adventure settings like space opera, the GM may wish to turn a blind eye to upkeep expenses. But only an experienced GM, familiar with how players like to abuse generosity, should consider this option.

Whatever the solution, players with characters who do not require much money need to realize and accept that they are in fact being rewarded less than characters with higher expenditures. But role playing is about working together as a team. If one of the characters can accept making himself the preferred target, to draw fire away from the others; then the other characters need to accept shelling out to get the 'meat shield' character healed.

The Tech Curve

Infinite Futures is a role playing game for the infinite variety of Sci Fi. Therefore we list a variety of weapons and equipment. Not all equipment will be available in all game settings. For example, energy weapons have not been invented yet in most postapocalyptic and cyberpunk settings. Conversely, space opera uses exclusively energy weapons and it is the bullet firing guns which are not available.

Readers familiar with the similar Sci Fi RPGs will remember the idea of Progress Levels to describe the level of technology available in a campaign. IF categorically rejects the idea that the infinite possible futures of Sci Fi can be broken up into well defined progress levels. Ask yourself, in what order were the following technologies invented:

Lifelike androids, free willed machines, energy guns, plasma swords, interstellar travel, force fields, techno-organic devices, mecha.?

Or are these technologies even possible? Obviously the answer varies not only from one genera to nother but from one Sci Fi author to another. Rather than impose an artificial hierarchy of technology, which most GM's would just ignore anyways, IF presents a variety of weapons and the GM is free to choose those he feel fit the feel for his setting.

The GM can also include the Tech Curve as an element in the campaign. What happens if during a war, the PCs enemies start deploying powered armor or laser weapons? An entire campaign could focus on operating behind enemy lines, trying to steal/destroy their technological secrets and regain the tech advantage. When introducing new cutting edge technology into a campaign, the GM should stick to equipment explicitly described in this chapter. Introducing seemingly harmless technology, like a teleporter, can get out of hand as characters start teleporting bombs into enemy strongholds.



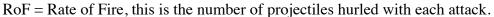
Land Warrior Armor



Heavy Weapons

The use of heavy weapons were made during the 20th century to counteract the then novel use of motorized armored vehicles. Previous to their development, any attacks on an armored vehicle had to be made within mere yards of the tank. Other heavy weapons were made to deal with massive number of troops entering an area. Their effectiveness rapidly prompted in every conflict thereafter.

Weapon Type	Damage	Critical	Range Increment	RoF* A	Ammo	Size Weight	Cost
Grenade Launcher	Varies	_	70 ft.	1	1	Large 7 lb	600 sbc
Flamethrower	3d6	_	30 ft. max	1	10	Large 50 lb	300 sbc
LAW	10d6	_	150 ft	1	1	Large 5 lb	500 sbc
Heavy Machine Gun	2d12	20	110 ft.	A	Belt	Huge 75 lb	7,000 sbc



- 1 One projectile is expended per attack roll
- S Semi Automatic. Normally only one projectile is expended per attack roll, but since the weapon automatically loads and cock's itself, these weapons can be used with the double tap feat. This also describes energy weapons which run off of power packs instead of firing bullets.
- B Burst Fire. When used in burst fire mode, each squeeze of the trigger (attack roll) expends three rounds.
- A Full Automatic. As long as the trigger is depressed, the weapon continues to launch rounds.

Guns and other ranged weapons. Using auto fire is a full round action and expends 10 shells per attack from pistols and 25 from machine guns. The typical rate of fire for these weapons is ten shells a second or higher, pistols don't actually fire the full six seconds of a combat round. Belt feed weapons can have the belts linked together to provide continuous fire.

Flamethrower

The flamethrower consists of a pressurized backpack of fuel connected to a nozzle by a hose. It shoots a 5 ft wide by 30 ft long jet of flame that deals 3d6 points of damage (Ref save DC 15 for half damage). Like an autofire weapon, this jet of flame persists until the firer's next action, and any creature moving into the space will also need to make a reflex save. An object or creature which fails the save, catches fire, and takes an additional 1d6 points of damage each round until the flames are extinguished (see Catching on Fire, under Heat Dangers in the Environments section.)

LAW

The LAW (Light Antitank Weapon) is a disposable, one shot rocket launcher. It comes as a short, telescoped tube. Before firing the weapon, the character must first arm and extend the tube. This takes a move action. When the LAW strikes a the target, it explodes, dealing 10d6 points of damage to everything in a 10 ft radius (Ref save DC 18 for half damage). Because the LAW uses a shaped charge, it bypasses up to 10 points of damage reduction against a target when it makes a direct hit. Other objects and characters within the 10 ft. gain the full benefit of their damage reduction.

Firearms

The history of chemically based projectile weapons and energy weapons is over a thousand years long and started with the invention of gunpowder. The first guns would be considered hand cannons instead of a proper firearm. The bamboo of the fire-lance was quickly replaced with metal. The cannons shrunk in size until they took the form of the flinklock. From there, they became breech loaders thanks to the introduction of the bullet.

Once this development came about, the next innovation is the speed of which the ammunition came out the gun. Breech loaders became semiautomatic to automatic. The introduction of automatic projectile weapons revolutionized warfare. The last major innovation before the advent of energy was the use of electromagnetism to propel bullets instead of chemical based propulsion. Guns became safer to fire due to elimination of unstable chemicals and the occasional explosion.

The next development was the use of energy instead of matter as the deliverer of damage. The energy first came from amplified light, then plasma and finally esoteric forms of energy are now used. The advent of energy really developed once the revelation of other intelligent species became public to the Earth. The sharing of technology created increases in the rate of innovation. The present day grants anyone the ability to get a weapon for a relatively cheap price and to suit nearly any purpose.

Weapon Type	Damage	Critical	Range Increment	RoF*	Ammo	Size	Weight	Cost
			Archaic					
Bow	1d8	20	40 ft.	1	_	Large	3 lb	500 sbc
Crossbow, Med	1d10	19–20	40 ft.	1	1 int.	Med.	7 lb	250 sbc
			Slug Throwers					
Light Pistol	2d6	20	40 ft.	S, B	15/clip	Small	3 lb	300 sbc
Heavy Pistol	2d8	20	40 ft.	S 8	3 revolver	Med	4 lb	450 sbc
Machine Gun	2d10	20	100 feet	B,A	50/belt	Huge	42 lb	3,000 sbc
Rifle	2d10	20	80 ft.	S	5 int.	Large	8 lb	200 sbc
Shotgun	2d8	20	40 ft.	S	7 int	Large	8 lb	200 sbc
SMG	2d6	20	40 ft.	S, B, A	30/clip	Large	8 lb	500 sbc
			Laser Weapons					
Laser Pistol	2d8	20	40 feet	S 50)/battery	Med.	3 lb	1,500 sbc
Laser Rifle	2d8	20	80 feet	S	50/battery	Large	8 lb	2,500 sbc
Laser, Sniper Rifle	3d8	20	120 feet	S	50/battery	/Large	14 lb	3,000 sbc
Laser, Assault Rifle	3d8	20	80 feet	S, B	50/battery	Large	15 lb	4,000 sbc
Pulse Laser	3d8	20	60 feet	S, B, A	50/battery	Large	40 lb	6,000 sbc

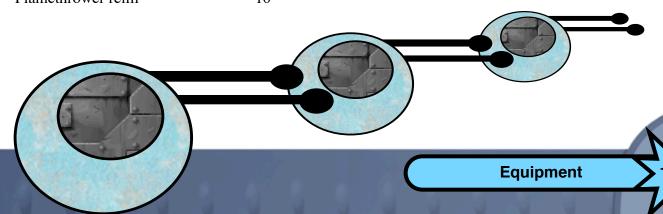
Weapon Type	Damage	Critical	Range Increment	RoF*	Ammo	Size	Weight	Cost
			Energy Weapons					
Concussion Beamer	2d10 + speci	al 20	20 feet	S	_	Large	6 lb.	1,500 sbc
Cryo Ray	3d6	20	20 feet	S	10/pack	Large	8 lb	3,000 sbc
Maser	2d6	20	60 ft.	S	50/battery	Med	3 lb	1,500 sbc
Plasma Pistol	2d10	20	40 feet	S	50/pack	Med	3 lb	3,000 sbc
Plasma Rifle	3d10	20	80 feet	S	50/pack	Large	8 lb	4,000 sbc
Pulse Rifle	3d10	20	80 feet	B,A	50/pack	Large	11 lb	4,500 sbc
Rail Gun	3d12	20	100 feet	S	20/pack	Large	18 lb	5,500 sbc
Sonic Beamer	2d6 + specia	1 20	40 feet	S	50/battery	Med	3 lb	1,500 sbc
			Exoctic Weapons					
Spirit Zapper	2d8	20	40 feet	S	50/battery	Med.	3 lb	2,000 sbc

RoF = Rate of Fire, this is the number of projectiles hurled with each attack.

- 1 One projectile is expended per attack roll
- S Semi Automatic. Normally only one projectile is expended per attack roll, but since the weapon automatically loads and cock's itself, these weapons can be used with the double tap feat. This also describes energy weapons which run off of power packs instead of firing bullets.
- B Burst Fire. When used in burst fire mode, each squeeze of the trigger (attack roll) expends three rounds.
 - A Full Automatic. As long as the trigger is depressed, the weapon continues to launch rounds.

Guns and other ranged weapons. Using auto fire is a full round action and expends ten shells per attack from pistols and 25 from machine guns. While the typical rate of fire for these weapons is ten shells a second or higher, weapons don't actually fire the full six seconds of a combat round. Belt feed weapons can have the belts linked together to provide continuous fire.

Ammunition Arrows (quiver of 10)	Cost 10	Ammunition Powerpack	Cost
Belt ammo (100 rounds)	100	0.5 lbs	15
Belt ammo,	300	1 lbs	20
heavy machine gun (100 rounds)		1.5 lbs	25
Bullets (Box of 100)		5 lbs	40
assault rifle, light pistol, SMG	30	Plasma pistol pack	20
heavy pistol, rifle, shotgun	40	Plasma rifle pack	25
Crossbow bolt	10	Rail gun pack	30
Cryonic rifle refill	10	Spare clip	5
Flamethrower refill	10	Spare onp	2



Ammunition Weight

The weight of the weapons given above includes one full clip/battery. These weights are for extra ammunition.

Assault Rifle (100 loose rounds)*	2 lbs
Bow (10 arrows)	1.5 lbs
Crossbow (10 bolts)	1 lbs
Cryonic rifle (10 shot pack)	0.5 lbs
Laser Pistol (50 shot battery)	0.5 lb
Laser rifle (50 shot battery)	1 lbs
Laser sniper rifle (50 shot battery)	1.5 lbs
Light Pistol (100 loose rounds)*	2 lbs
Lightning gun (30 shot battery)	5 lbs
Heavy Pistol (100 loose rounds)	2.5 lbs
Machine gun (100 round belt)	3 lbs
Machine gun, heavy (100 round belt)	10 lbs
Maser (50 shot battery)	0.5 lbs
Plasma pistol (50 shot gas & battery pack)	1 lbs
Plasma rifle (50 shot gas & battery pack)	1.5 lbs
Pulse rifle (50 shot battery)	1.5 lbs
Rail gun (20 shot pack)**	2 lbs
Rifle (100 loose rounds)	3 lbs
Shotgun (100 loose rounds)	3 lbs
SMG (100 loose rounds)*	2 lbs
Sonic beam (50 shot battery)	1.5 lbs
Spirit Zapper (50 shot battery)	1 lbs
Spare clip	0.5 lbs

^{*}This weight is for loose rounds, if the rounds are carried in spare magazines, be sure to include the weight of the magazines as well.

Swapping Ammo

For ease of logistics, weapons powered by batteries can trade batteries, provided the batteries are the same size (e.g. weight). There are 0.5, 1, 1.5 and 5 lbs batteries.

Assault Rifle

Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire. Rather than attacking a target, the firer can make an attack roll (DEF 10) to blanket an area. The area is 5' wide x 80' long. All characters within that area must make a Ref save or take the weapon's damage. The DC is equal to 10 + firer's Str.

Bow

The bow is the epitome of modern advances. It still depends on the wielder's dexterity to aim the bow.

Concussion Beamer

A concussion beamer fires an energy pulse at the target with enough force to hurl it through the air (along a path away from the shooter). The pulse deals 2d10 points of concussion damage with a successful hit. In addition, the target is thrown back five feet for every five points of damage dealt by the weapon. The target must also succeed in a Fortitude save (DC = damage dealt) or be knocked prone. If the thrown target strikes a wall or other solid surface, it takes damage as though it had fallen from a height equal to the number of feet it was thrown back.

Crossbow

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

Cryo Ray

A cryo ray or freeze rifle as its sometimes called drawsthe heat from the air, which is transmitted, via an energy beam into the target. The cryo ray deals 3d6 points of cold damage. A target reduced to negative hit points by the weapon instantly stabilizes. Furthermore, if the ray deals sufficient damage to reduce the target to -10 or fewer hit points, the target instead drops to -9 hit points and

^{**}For logistics the rail gun included both the metal needles and batteries in a single package for ease of reloading.

stabilizes automatically (in other words, the target does not die). This weapon is used to capture verses killing a target.

Cryonic rifles do not use ammunition, but are instead powered by special power packs that allow 10 shots each.

Heavy Pistol

The heavy pistol fires larger rounds than other projectile pistols. This class of weapon is often to police in poorer areas.

Laser Weapons

Laser weapons come in many shapes and sizes, from pistols to rifles and other longarms. Many different forms of technology can be used to create laser weapons, resulting in many different forms of lasers; short, self-contained beams are as common as longer, solid stream lasers, while others produce spherical balls of energy and others fire laser rings. The coloration and noise created by the laser may vary, but the effect is the same. The DC to avoid autofire is 13.

Laser weapons do not use ammunition, but are instead powered by power packs.

Light Pistol

The light pistol is a small firearm used usually as a backup weapon or used in stealth situations.

Laser Assault Rifle

Military grade laser weapons, there are built to be tough, to carry a larger power supply, often in the form of a backpack battery, and to carry a heavier punch.

Pulse Laser

The machinegun version of laser, these weapons fire a repeating pulse of laser light, ding so in short, rapid fire bursts. They can lay down a field of fire which burns and kills with deadly affect.

Machine Gun

This weapon fire large numbers of rounds in a very short period of time. the firer can make an attack roll (DEF 10) to blanket an area. The area is 5' wide x 80' long. Of course, there are feats which can change the area covered as well. All characters within that area must make a Ref save or take the weapon's damage. The DC is equal to 10 + firer's Str. In addition, the machine gun is something of a collector's item.

Maser

Microwave Amplification through Synchronized Emissions of Radiation. This longarm produces a tight beam of microwave radiation. While damaging to living tissue, it is much more dangerous to electrical components. A character stuck by a Maser must make a Reflex save or take 2d6 hit points damage. The DC depends on the type of character struck.

For a human, alien or cyber-sapiens the Reflex save DC is 10 + Body Cost. For androids and computers the DC is 20. Vehicles and radiation shielded equipment (including most equipment for use in space) are not affected by masers. However, sensors or unshielded computers on the vehicles can be targeted.



Pulse Laser

Plasma Weapons

Plasma occurs when gases become electrically charged after losing electrons. Plasma weapons condense this electrically charged gas into a destructive force that can eat through solid objects and cause severe damage. Like laser weapons, plasma weapons come in many varieties. Most plasma weapons generate their destructive ammunition by superheating gasses held inside specialized power packs and then compressing those gasses into a focused plasma round. Plasma weapons do not use ammunition, but are instead powered by power packs.

Pulse Rifle

The pulse rifle is a fully automatic laser assault rifle capable of firing a rapid barrage of laser rounds. The pulse rifle is the standard issue weapon given to most heavy assault troopers. Pulse rifles do not use ammunition, but are instead powered by power packs. The DC to avoid autofire is 15.

Rail Gun

The rail gun uses magnets pulses to propel a projectile at high velocities. Metal shards are accelerated along the rail gun's length, leaving the barrel at an extremely high velocity.

Rifle

Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot.

Shotgun

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

Sonic Beam

The sonic blaster fires a pulse of destructive sound at the target, dealing 2d6 points of sonic damage. In addition, any creature damaged by the sonic pulse must succeed on a Fortitude save (DC 15) or be deafened and shaken for 1d4 rounds. This weapon is sometimes used first to disrupts groups of troopers, especially when they only have access to less advanced weaponry and armor.

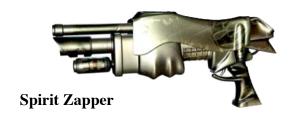
Spirit Zapper

In campaigns allowing supernatural elements in it, this weapon is designed to attack incorporeal creatures and to bypass supernatural DR. This weapon was developed at the same time as the energy weapons.





Laser Pistol





Weapon Type	Damage	AOE	RoF*	Ammo	Size Weight	Cost
		Grenades				
Acid	2d6 Acid	5 ft.	1	-	Small 2 lb	200 sbc
EMP	4d6 (*)	-	1	-	Small 2 lb	500 sbc
Gravity	6d6 Bludgeoning	10 ft.	1	-	Tiny 1 lb	500 sbc
Stun (**)	-	10 ft.	1	-	Tiny 1 lb	100 sbc
Shrapnel	5d6	20 ft.	1	-	Tiny 1 lb	100 sbc
Sonic	3d6 nonlethal(***)	15 ft.	1	-	Tiny 1 lb	100 sbc
Cryo	8d6 Cold	10 ft.	1	-	Tiny 2 lb	500 sbc

* EMP grenades produce an Electro Magnetic Pulse, which is harmless to living creatures but highly destructive to electrical devices. Characters with no cybernetic implants are not affected by an EMP grenade. Characters with Cybernetic implants and androids take damage when caught in an EMP blast. For cyborgs, including cyber-sapiens Reflex save DC = 10 + BC. For androids and computerized equipment the Reflex DC is 20.

Characters affected by an EMP grenade take 4d6 points of damage (save for half). Computerized equipment, including most surface vehicles but not spacecraft, shuts down and must be restarted. Radiation shielded equipment is not affected by EMP grenades.

The given cost if for a box of six grenades.

** A stun grenade deals no damage, but any creature within its 15-foot burst radius that fails a Reflex save (DC 18) must immediately make a Fortitude save (DC 15) or be stunned for 1d4 rounds. A creature that succeeds on the Reflex save is not required to make a Fortitude save and is unaffected by the grenade. A stun grenade has no effect on robots and other creatures immune to stunning effects.

*** A sonic pulse grenade deals 3d6 points of non-lethal sonic damage to any living creature in the burst radius. (Robots and other nonliving creatures are not affected.) In addition, creatures that take damage from the sonic pulse grenade must also succeed on a Fortitude save (DC 12) or be shaken for 1d4 rounds. Again, this weapon is used to disrupt groups of opponents and capture them, especially if the attacking side is only using androids.



Melee Weapons

Melee weapons come around at the same time as sentience or near-sentience. It would seem like melee weapons would have went obsolete centuries ago but there are circumstances where they are still useful. Ranged weapons always have a range in which it is faster to rush the wielder than to aim and then squeeze the trigger. Melee weapons do not run out of ammo. In addition, there have been advances in melee weapon which has allowed them to do as much potential damage as many of the ranged weapons available.

Damage	Critical	Range Increment	Size	Weight	Cost
3d6	20	-	Large	10 lb	1,000 sbc
1d6	20	10 ft.	Med	3 lb	Free
1d6	20	10 ft.	Small	4 lb	30 sbc
2d6	19–20	-	Large	6 lb	400 sbc
1d4	19–20	10 ft.	Tiny	1 lb	30 sbc
1d6	19–20	-	Small	2 lb	30 sbc
1d8	19–20	-	Med	4 lb	300 sbc
1d6	20	+	Small	2 lb	30 sbc
3d8	20	-	Large	6 lb	3,000 sbc
1d6/1d6	20	-	Large	_	Free
1d6	18–20	+	Med	3 lb	200 sbc
1d6 Non-lethal	20	-	Small	3 lb	Free
1d6	19–20	-	Med	2 lb	1,000 sbc
1d4	20	-	Med	2 lb	30 sbc
	3d6 1d6 1d6 2d6 1d4 1d6 1d8 1d6 3d8 1d6/1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d6 1d6	3d6 20 1d6 20 2d6 19-20 1d4 19-20 1d6 19-20 1d8 19-20 1d6 20 3d8 20 1d6/1d6 20 1d6 18-20 1d6 Non-lethal 20 1d6 19-20	3d6 20 - 1d6 20 10 ft. 1d6 20 10 ft. 2d6 19-20 - 1d4 19-20 10 ft. 1d6 19-20 - 1d8 19-20 - 1d6 20 - 1d6/1d6 20 - 1d6 Non-lethal 20 - 1d6 Non-lethal 20 - 1d6 19-20 -	3d6 20 - Large 1d6 20 10 ft. Med 1d6 20 10 ft. Small 2d6 19-20 - Large 1d4 19-20 10 ft. Tiny 1d6 19-20 - Small 1d8 19-20 - Med 1d6 20 - Small 3d8 20 - Large 1d6/1d6 20 - Large 1d6 18-20 - Med 1d6 Non-lethal 20 - Small 1d6 19-20 - Med	3d6 20 - Large 10 lb 1d6 20 10 ft. Med 3 lb 1d6 20 10 ft. Small 4 lb 2d6 19-20 - Large 6 lb 1d4 19-20 - Small 2 lb 1d6 19-20 - Small 2 lb 1d8 19-20 - Med 4 lb 1d6 20 - Small 2 lb 3d8 20 - Large 6 lb 1d6/1d6 20 - Large - 1d6 18-20 - Med 3 lb 1d6 Non-lethal 20 - Small 3 lb 1d6 19-20 - Med 2 lb

^{*} This weapon is designed to work on ghosts and other supernatural creatures. This weapon hits incorporeal creatures and bypasses supernatural DR.

Chain-Sword

The blade of a chain-sword has a revolving chain which works much like chainsaw except it is much easier to wield.

Club

This item is a blunt object used to inflict damage on others.

Hatchet

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

Katana

The katana is the traditional Japanese samurai sword.

Knife

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

Machete

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

Long Sword

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

Nunchaku

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

Plasma Sword

This sword emits a beam of plasma anywhere from 2 to 4 ft which can do quite a bit of damage to an opponent.

Quarterstaff

A quarterstaff is a simple piece of wood, about 5 feet in length.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Sap

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

Shuriken

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

Spirit Baton

This weapon is used to attack incorporeal creatures and to bypass supernatural DR.

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals.

Weapon Accessories

Combi Weapon

Some weapons are capable of serving multiple purposes by integrating two types of weapon into one. This can encompass everything from having a bayonet installed on a rifle to allowing a weapon to switch between two different energy types at any given time. When selecting the alternate weapon gadget, choose a second weapon. That weapon is integrated into the base weapon and can be used at any time. Additionally, you must choose whether or not the alternate weapon may be physically separated from the base weapon or if the two are integrated into one housing. This gadget may be selected multiple times, each time adding a single additional weapon to the base model.

Restrictions: The character must also purchase the weapon to be integrated separately from the primary weapon, before the gadget modification is made. **Cost:** Cost of secondary weapon plus 10%

Autofire Module

Some firearms and energy weapons are capable of firing in single shot or semiautomatic forms only. The autofire module gadget allows these weapons to be fired on autofire.

Restrictions: Ranged weapon without autofire only. **Cost:** 100 sbc

Weapon Security system: Any weapon with this security system targets unauthorized users. This trap requires that the weapon make use of the alternate weapon gadget (see above) and is typically used to trigger an explosive device (1D8 damage), or an electrical shock (1D6 non-lethal damage)

Restrictions: None.

Cost: 50 sbc

Collapsible

In situations that call for stealth and deception, it is of great value to be able to separate an item into its parts and transport them in their broken down state. A weapon that makes use of the collapsible gadget is easily disassembled and reassembled at a moment's notice. Breaking down a weapon into its individual parts requires a full-round action, while reassembling them in the correct order requires another full-round action. Obviously, the weapons must be fully assembled to be used. In its disassembled state, a weapon is not easily identified; a Knowledge (technology) check (DC 17) is required to identify a collapsed weapon for what it really is.

Restrictions: None. Cost: 250 scb



Maser

Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing weapons far smaller than their standard counterparts. Any weapon that makes use of the compact gadget is one size smaller than normal, to a minimum size of Diminutive.

This gadget can only be added to ranged weapons, as most melee weapons rely on size and mass to deliver damage.

Restrictions: Ranged weapons only. Cost: 250 sbc

Gray Genelock

This marvel keeps anyone who is not a Gray (or possesses Gray Genes) from using an item with this feature. Weapons with a genelock will not activate and any attempts to bypass the genelock will cause the weapon to explode. The explosion has a radius of 10ft. and deals damage equal to twice the damage dealt by the weapon.

Restrictions: Energy Weapons Only

Cost: 1,000 sbc

Integrated Equipment

A particular piece of non-weapon equipment has been integrated into the weapon and can be used by the weapon's bearer at any time. This gadget is often used to give ranged weapons features like glow-lamps or flares, though it is not limited to those applications. Some weapons may use the integrated equipment gadget to incorporate a small computer or sensor module, reducing the amount of equipment the character has to carry.

When selecting the integrated equipment gadget, choose a piece of equipment. That equipment is integrated into the base weapon and can be used at any time. Additionally, you must choose whether or not the equipment may be physically separated from the base weapon or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base model.

Restrictions: The character must also purchase the piece of equipment to be integrated separately from the weapon, before the gadget modification is made.

Cost: Cost of integrated equipment plus 10%

Miniaturized

By eliminating wasted space and using microscopic components, some engineers are capable of producing weapons vastly smaller than normal. Any weapon that makes use of the miniaturized gadget is two size categories smaller than normal, to a minimum size of Diminutive.

A weapon to which the miniaturized gadget has been added cannot fire standard ammunition. It must fire appropriate ammunition modified by the miniaturized universal equipment gadget.

This gadget can only be added to ranged weapons, as most melee weapons rely on size and mass to deliver damage.

Restrictions: Ranged weapons only.

Cost: 500 sbc

Scope, Rangefinding Laser

One of the most valuable additions to any weapon is a scope, allowing the bearer to target opponents farther away than normal. What makes the rangefinding laser scope gadget so valuable is that it serves two purposes. First, a weapon with this gadget increases its range increment by one-half (multiply by 1.5).

Additionally, the scope also sends out an invisible laser that can determine the exact range to a target, and then relay that information via a computer link. If that information is relayed to another weapon with the rangefinding laser scope gadget targeting the same character or object, the second attacker gains a +1 equipment bonus on his first attack roll against the target. This allows multiple characters with rangefinding laser scope gadgets to triangulate the exact position of a target and ensures greater accuracy.

Restrictions: Ranged weapons only.

Cost: 400 sbc

Scope, Video

The video scope is a special modification to ranged weapons that provides an easier way to survey remote portions of the battlefield from the comfort of a safe haven. The video scope is a

three-inch-by-three-inch viewscreen attached to the rear of a standard scope. It allows the weapon's user to sit back and examine the details in the image rather than having to press his eye against the scope. Additionally, the viewscreen can be used to freeze-frame and take still images and boasts zoom and image enhancement software, allowing on-the-fly computer analysis and dissection of battlefield images. Some video scopes are capable of receiving broadcast images from remote locations, allowing the screen to be used for video communication (by jacking in an optional earpiece and microphone) or to transmit maps and movement orders with visual aides.

Restrictions: Ranged weapons only.

Cost: 600 sbc

Sensor Negative

From simple metal detectors to advanced x-ray scanners, there's a way to detect every weapon. As the detection technology improves, so does the process of deception. The ability to confuse these sensors can be invaluable, especially when smuggling weapons past security. Any weapon with the sensor negative gadget grants a +4 bonus on any checks made to conceal the weapon from sensors or other detection devices.

Restrictions: None. Cost: 500 sbc

Sound Suppressor

Similar to the technology that produced the silent suit, the sound suppressor gadget is the replacement for the silencers of the modern era. Since energy weapons cannot make use of the traditional silencers found on most ballistic weapons, the sound suppressor takes over this function.

The sound suppressor generates a field of sonic energy that cancels sound produced within field, reducing weapon firing noise to a mere whine of sonic energy discharge. The sound suppressor adds +10 to the DC of Listen checks made to hear the weapon firing.

Restrictions: Ranged weapons only.

Cost: 450 sbc

Spring-Loaded

Some weapons are designed to be concealed from sight and then quickly drawn into the hand at a moment's notice. The spring-loaded gadget ensures that small weapons can remain hidden under layers of clothes or armor and still be called to action at any time. The bearer of a weapon with this gadget automatically gains the benefits of the Quick Draw feat with this weapon only, even if the weapon is hidden from sight on that character's person.

Restrictions: Weapons of size Small or smaller

only.

Cost: 200 sbc

Stun Setting

One advantage of energy weapons over their ballistic and physical counterparts is that they are capable of altering their own output on the fly. With the stun module gadget, this means that an energy weapon can be used to apply non-lethal force. The stun module is an alternate firing mode; switching to or from stun mode is a free action (just like changing a weapon's rate of fire). Whenever a character fires a weapon set to stun and successfully hits the target, the target must make a Fortitude save (DC determined by cost of the gadget) or be stunned for 1d4 rounds.

Restrictions: Energy weapons only.

Cost: 1.000 sbc

Organic

Some alien cultures may have developed technology based on living organisms working in harmony for an intended purpose. Additionally, advanced civilizations may make use of certain biological forms of technology integrated with their own mechanical devices to form a organic hybrid capable of performing certain tasks with increased efficiency.

A weapon with the organic makeup gadget is composed of living tissue or a biological/mechanical hybrid material. Unlike normal weapons, the weapon with this gadget heals itself

at a rate of one hit point per hour when damaged. Additionally, weapons with this gadget are susceptible to diseases and poisons specifically designed to target organic material.

In addition the device may be sentient, and possible even be mobile or psychic in nature.

Restrictions: None. **Cost:** 1,000 sbc or more

Voice Recognition System

A countermeasure commonly built into weapons is the voice recognition system gadget. It requires any user to speak a command word to unlock the weapon before it can be used. Some weapons couple the voice recognition system with the security system gadget to require a voice command to reset the weapon to its previous state. Any weapon with the voice recognition system gadget will not fire or activate unless the owner (or designated group) gives the command word to the weapon.

Restrictions: None. Cast: 300 sbc





Armor

Armor has been used throughout recorded history, from leather to elaborately shaped metal. There has always been a race between weaponry and armor. In addition, the weapon isn't always man-made. Nature can easily crush a single man as a well as a shot from a plasma rifle.

Armor Type D	DEF/DR Bonus	Max Dex Bonu	s Armor Penalty	Speed	Weight	Cost					
Light											
Flight Suit and Helmet	+1/1	+6	-0	30 ft./20 ft.	2 lb	250 sbc					
Light Combat Armor	+2/1	+5	-2	30 ft./20 ft.	6	300 sbc					
Scout Armor, Tactical	+1/1	+6	-1	30 ft./20 ft.	4 lb	300 sbc					
Survival Suit, Concealal	ble +1/1	+7	-0	30 ft./20 ft.	3 lb	450 sbc					
		N	Medium								
Medium Combat Armor	+2/2	+4	-2	20 ft./15 ft.	8 lb	700 sbc					
Stealth Suit	+1/1	+8	-0	30 ft./20 ft.	1 lb	10,000 sbc					
	Heavy										
Heavy Combat Armor	+3/3	+3	-3	20 ft./15 ft.	10 lb	1,500 sbc					
Space Suit	+4/3	+0	-10	15 ft./10 ft.	50 lb	2,000 sbc					
Zone Trooper Armor	+5/5	+1	-6	20 ft./15 ft.	30 lb	3,000 sbc					
		P	owered								
Powered Armor	+3/4	+4	-3	20 ft./15 ft.	20 lb	2,500 sbc					
Power Loader	-1/+10	+0	-7	20 ft	1 ton	15,000 sbc					
Space Combat Suit	+4/4	+1	-7	15 ft./10 ft.	40 lb	3,000 sbc					
Speed Suit	+1/1	+8	-7	60 ft	25 lb	3,000 sbc					
		Personal	Defense Shields								
Energy Shield, Personal	Special	-	-	-	0.5 lbs	2,000 sbc					
Force Field, Personal I	DR5/-	-	-	-	0.5 lbs	4,000 sbc					
Force Field, Personal II	DR10/-	-	-	-	0.5 lbs	8,000 sbc					
Matter Shield	DR5/-	-	-	-	0.5 lbs	2,000 sbc					
Projectile Deflector	+4	-	-	-	0.5 lbs	1,000 sbc					

Powered Armor

Powered armor is armor that augments the character's physical abilities. A character wearing powered armor is stronger, faster, and more nimble than ever before. Special mechanisms augment physical strength, granting a +4 bonus to the character's Strength score. Sensors can detect incoming attacks and augment reaction times, granting a +2 bonus on all Reflex saves.

Additionally, powered armor can improve traction and augment the ability to move quickly, increasing the character's movement speed by ten feet. Powered armor is massive but form-fitting, and provides less protection than heavier combat armors. In most cases each suit of armor must be tailored made for the user.

Flight Suit And Helmet

The flight suit and helmet combination worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit contains kevlar-lined pouches on the chest, back, arms, legs, and abdomen, into which armor plates are inserted. The helmet protects the head.

Heavy Combat Armor

Heavy Combat Armor system was a major step in the ongoing effort to increase the efficiency of the individual solder. The primary benefits of this armor is found in its communications and sensor gear; each suit of armor has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor). Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see, allowing the wearer to fire around corners with ease. In addition to the communications and data equipment, the armor functions as standard infantry battle armor complete with bullet-resistant plating and kevlar protective gear. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of soldiers to communicate and coordinate with ease and efficiency.

Light Combat Armor

Light combat armor provides less protection than later, heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

Medium Combat Armor

Designed for heavy warfare and dangerous situations, medium combat armor covers the user almost head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldier's field of vision.

Power Loader

A power loader appears to be a large but squat humanoid made of segmented metal. It is 12 feet tall and occupies an area two squares wide and two squares long. The pilot rides completely encased in the torso. A monitor provides visual data from cameras mounted in the eyes. A heads up display allows coordinated users to share target and terrain data, as well as audio communication. These functions are physically isolated from the suit's controls, making it impossible to take control of the assault suit by hacking the computer.

While piloting a power loader the character is considered a Large creature. As such, he suffers a -1 penalty to attack rolls and DEF, but gains a natural reach of 10 feet. A power loader has a Strength score of 26. The limited sensor feed back reduces the pilot's effective Dexterity by half (round down) for performing actions with the suit. The pilot can not use his natural limbs, or vision while encased in a power lifter.



When a power loader is attacked, it is treated as a vehicle rather than as armor. It has an Armor Value of 10, 40 hit points and provides the pilot with total cover. When unattended it has a Defense of six.

The power loader can be equipped with air tanks and an environmental seal which allow the wearer seal the suit against airborne poisons or airless environments. Fully charged, the tanks can supply air for up to six hours.

Scout Armor

Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +2 bonus on Stealth checks.

Additionally, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival gadgets as fits the terrain for which it is designed.

Space Combat Armor

Space combat armor is the first true powered armor to reach common use. Space combat armor consists of heavy body armor with an environmental seal and built-in communications gear. Additionally, space combat armor boasts a jetpack specifically designed to function in space, allowing the user to maneuver in zero-g conditions. Space combat armor can be difficult and unwieldy, but makes even individual soldiers a threat in ship-to-ship combat.

Space Suit

The standard space suit is a completely enclosed environment suit capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is large and bulky, composed of a

thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Inside the suit, internal air tanks and environmental filters maintain temperature and pressure. Additionally, a communications system not only allows for radio transmissions to the space shuttle but also allows internal sensors to monitor biological functions that can be observed from mission control. The space suit is poor combat armor, but allows for movement and action in space.

Speed Suit

A speed suit is a lightweight power frame which fits around the pilot. Unlike other powered armor, this frame is not covered with metal plates. The speed suit is an open frame which leaves most of the body exposed. The suit deduces what the pilot is about to do, from information provided by the inner suit, and executes the maneuver faster than humanly possible.

For example, when the pilot throws a punch, the suit detects the first twitch of the shoulder muscles. The speed suit pulls back the arm and flings it forward, connecting with the target faster than a natural human could hope to. If the pilot wants to avoid an attack, the suit throws him out of the way as soon as he starts to move.

The hardest part about piloting a speed suit is keeping the muscles relaxed as the suit throws the body through acrobatic motions.

This instant reaction time grants the wearer a +1 bonus to attack rolls and a +2 dodge bonus to Defense and Reflex saves. Because attacks have a higher speed at impact, the wearer gains a +1 bonus to melee damage rolls.

The wearer's base land movement increases by +30 feet up to a maximum of twice his normal base land speed. This affects running and jumping speed as well.





Stealth Suit

The ultimate in camouflage, the stealth suit prototype was developed at the University of Tokyo in 2004 AD. The stealth suit consists of pants, shoes, gloves and a hooded overcoat composed of tiny beads which reflect light only in the same direction it came from. This means than it projects the image of whatever is behind it, effectively making the wearer transparent.

All Perception checks to notice the character made from more than 10 ft away suffer a -20 penalty. If the character is in water, a dense crowd or carrying any gear outside the stealth suit. The penalty does not apply.

The Stealth suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Sonic dampening field generators are built into the suit, reducing to a minimum the noise made by movement.

Survival Suit

The survival suit is the natural evolution of wilderness survival gear popularized in the Information Age. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of

partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to eight hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another eight hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

Zone Trooper Combat Armor

The ultimate step in the creation of the one-soldier army, Zone Trooper heavy combat armor is an all-in-one package that makes the wearer a formidable opponent in combat. The wearer is covered from head to toe. The helmet includes a built-in heads-up display and a visor that changes tint to dampen the effects of sudden bright lights, making flash-bang grenades useless against the wearer. Additionally, the armor usually has built-in slots for the addition of onboard computer systems, though not all armors make use of the option.

Personal Defense Systems

Note that none of these systems may be used with other armors.

Energy Shield, Personal

The energy shield is a potent defense mechanism that protects the user from dangerous energy.

An energy shield grants its wearer one of the following types of energy resistance, as determined by the wearer upon activation: cold resistance 5, electricity resistance 5, fire resistance 5, or sonic/ concussion resistance 5. As a move action, the wearer can adjust the shield to provide a different type of energy resistance, selected from the list above.

Force Field, Personal

The most reliable and powerful personal defense mechanism in the future, the personal force field projects a defensive bubble around a single Medium-size or smaller character or item. The personal force field comes in two varieties, one that provides a DR of 5/— and another that provides DR 10/-. The device contains a power pack that provides up to two hours of use. A power backpack may be used to extend this duration to eight hours.

Matter Shield

Designed to protect off-world miners from micrometeorites and the debris of mining explosions, matter shields were quickly adapted for military and law enforcement use.

The matter shield grants its wearer DR 5/- against ballistic, bludgeoning, piercing, and slashing attacks.

Projectile Deflector

A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a +4 equipment bonus to Defense against ranged attacks. Melee attacks are unaffected by this device.

Armor Accessories

Chameleonic Surface

Chameleonic materials are the end result of the marriage of sensor technology and nanotechnology. Similar in many ways to the painton LCD of the Information Age, the chameleonic surface armor gadget allows any armor to remake its own image to better blend in with the background. Microsensors on the surface

of the armor detect surrounding imagery and project it from the opposite side, in effect coloring the wearer to look just like whatever is behind him. The armor blends in with any background.

This gadget provides the armor's wearer a bonus on Hide checks. For light armor, this bonus is +4; for medium, +6, for heavy, powered, and environmentally sealed armor, +10.

Restrictions: None. **Cost:** 350 sbc

Environment Seal

Since many armors are designed with a particular environment in mind, this gadget provides the wearer protection from harsh conditions.

The environment seal gadget transforms any armor into a stable and insulated artificial environment. This provides the wearer with the right amount of breathable air and external pressure to assure comfort and survival for up to eight hours, ensuring that the armor can function in the extremes of the deep sea or deep space, along with any environment in between. Only certain types of armor can handle this modification and those that do usually integrate a sealed helmet, body glove, and emergency air tanks to generate internal atmosphere.

Restrictions: Medium, heavy, or powered armor only. **Cost** 100 sbc

Gray Genelock

This marvel keeps anyone who is not a Gray (or possesses Gray Genes) from using an item with this feature. Armor with a genelock that is not deactivated will cause the armor to only have 1/2 the defense bonus and damage reduction.

Restrictions: Powered Armor Only

Cost: 1.000 sbc



Gravity Anchor

With space combat almost as common as ground combat in the future, armor manufacturers seek to make their armor more useful in both space and atmospheric combat. One such enhancement is the gravity anchor gadget, which generates a field of artificial gravity around the armor's wearer. In low gravity and zero gravity conditions, the gravity anchor can be activated to give the wearer the benefits of full gravity in any situation. Characters with this gadget are unaffected by low gravity and zero-g conditions.

Restrictions: None. Cost: 500 sbc

Integrated Equipment

A particular piece of non-weapon equipment has been integrated into the armor and can be used by the armor's wearer at any time. This gadget is often used to add features such as glow-lamps or duracable to armor, though it is not limited to those applications. Indeed, some armors are intended to make their wearers into independent one-person armies, and sport a dozen or more such equipment integrations.

When selecting the integrated equipment gadget, choose a piece of equipment. That equipment is integrated into the base armor and can be used at any time. Additionally, you must choose whether or not the equipment may be physically separated from the base armor or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional piece of equipment to the base model.

Restrictions: The character must also purchase the piece of equipment to be integrated separately from the armor, before the gadget modification is made. **Cost:** Cost of integrated equipment plus 10%

Integrated Weapon

Some armors are designed with specific combat purposes in mind and build in certain weapons as standard equipment. Examples run from a pair of pop-out wrist blades to shoulder-mounted plasma cannons. Additionally, many armors link their weapons to integrated heads-up displays, turning the user into a walking combat machine.

When selecting the integrated weapon gadget, choose a single weapon. That weapon is integrated into the base armor and can be used at any time. Additionally, you must choose whether or not the weapon may be physically separated from the base armor or not at the time of purchase. This gadget may be selected multiple times, each time adding a single additional weapon to the base armor.

Restrictions: The character must also purchase the weapon to be integrated separately from the base armor, before the gadget modification is made. **Cost:** Cost of integrated weapon plus 10%

Nano-Morphic Metal Alloy

A combination of nanotechnology and armor engineering, nano-morphic metal alloy is a special material used in the construction of armor to enhance the user's ability to move freely. When activated, nano-morphic metal bends and shapes itself to the contours of the wearer's body, giving it both a snug fit and increased mobility. An armor with the nano-morphic metal alloy gadget reduces its armor check penalty by one and increases the maximum Dexterity bonus by one as well.

Restrictions: None. Cost: 1.000 sbc

Neg-Grav Boosters

Similar in design to the gravity anchor, but with an opposite purpose, neg-grav boosters can be installed into any armor to give the wearer the benefits of low gravity conditions. Neg-grav boosters create a low-gravity field around the user and counteract the effects of gravity, allowing the character to jump to incredible heights. Any armor with this gadget grants a +10 bonus on all Jump checks in any situation where gravity is a factor. This gadget has no function in zero-g environments.

Restrictions: None. Cost: 500 sbc

Self-Repairing

The self-repairing gadget implements nanotechnology in its infancy to repair minor damage to armor. Whenever the armor is damaged, the self-repairing gadget immediately issues commands to a set of nanites that move to the problem spot and begin making repairs. The gadget repairs one point of damage per minute to the armor.

Restrictions: None. Cost: 750 sbc

Storage Compartment

A simple but often overlooked modification that can be of great benefit in almost any situation is the ability to store and carry small items in a safe place. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried by the wearer with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the armor. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

Restrictions: None. Coat: 100 sbc



Organic Armor

Some alien cultures may have developed technology based on living organisms working in harmony for an intended purpose. Additionally, advanced civilizations may make use of certain biological forms of technology integrated with their own mechanical devices to form organic hybrid capable of performing certain tasks with increased efficiency.

An armor with the organic makeup gadget is composed of living tissue or a biological/mechanical hybrid material. Unlike normal armors, armor with this gadget heals itself at a rate of one hit point per hour when damaged.

Additionally, armor with this gadget is susceptible to diseases and poisons specifically designed to target organic material.

The Armor may have other abilities, such as intelligence or even limited mobility **Restrictions:** None. **Cost:** 600 sbc or more

Ultralight Composition

The development of new and experimental alloys constantly allows armor technology to advance to the point where once bulky and heavy armors become as easy to carry as lighter models. Any armor with the ultralight composition gadget weighs significantly less than similar pieces of armor and is more easily used and worn. The armor reduces its Armor Check Penalty (if any) by one. Furthermore, the armor's speed limitation is increased by 5 feet (to a maximum of the user's normal speed). So, for example, an armor with an Armor Check Penalty of -2 and a speed limitation of 20 feet now has an Armor Check Penalty of -1 and a speed limitation of 25 feet.

Restrictions: None. Cost: 1.000 sbc

Laser Sniper Rifle



Utility Equipernt

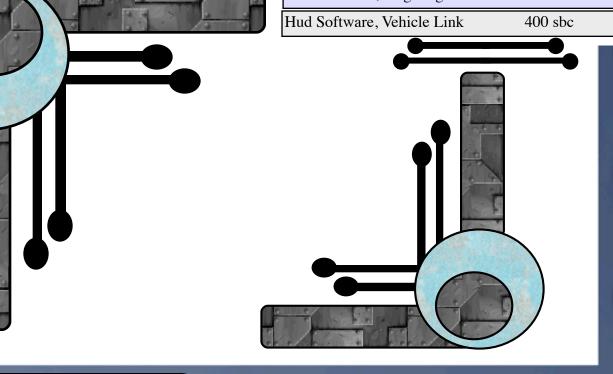
There is a large collection of futuristic pieces of gear and equipment that character can buy and use. Feel free to add to this list and to look to future product releases for added gear.

Туре	Size	Weight	Cost
Chemical	and Medica	l Equipn	nent
Chemical, Antitox	Diminutive	_	50 sbc
Chemical, Combiheal	Diminutive	_	50 sbc
Chemical, Notrad	Diminutive	_	100 sbc
Chemical, Plastiflesh	Tiny	0.5 lb	250 sbc
Chemical, Anitspore	Diminutive	_	100 sbc
Chemical, Truthtell	Diminutive	_	200 sbc
Medkit, Advanced	Small	3 lb	300 sbc
Medkit, Fast Use	Small	3 lb	300 sbc
Regen Wand	Small	1 lb	400 sbc
Com	puter Equipi	nent	
Bracer of Computing	Medium	1.5 lb	1,000 sbc
Computer, Card	Diminutive	_	500 sbc
Display Contacts	Fine	_	1,000 sbc
Display Glasses	Tiny	1 lb	750 sbc
Gamedress	Small	2 lb	1,500 sbc
Hackcard	Diminutive	_	300 sbc
Internal Computer Li	nk Fine	_	Special
Neural Network Jack	Fine	_	1,500 sbc
Scroll Computer	Tiny	2 lb	1,500 sbc
Virtual Domain	Small	10 lb	4,000 sbc
Misce	llaneous Equ	ipment	
Disguise Kit, Nano-M	Iorphic Tiny	1 lb	200 sbc
Duracable	Medium	3 lb 40	per 100 ft
Everwear Clothing	Small to Larg	ge 1 lb	50 sbc
Explorer Outfit	Medium	2 lb	50 sbc
Flash-Seal	Tiny	1 lb	100 sbc
Fusion Torch	Medium	3 lb	200 sbc
GalPos Device	Small	3 lb	200 sbc
Grappler Tag	Tiny	1 lb	25 sbc

Туре		Size	Weight	Cost
Heads-Up Display		Tiny	1 lb	400 sbc
Hologram Player		Small	2 lb	200 sbc
Hologram Recorder	Di	minutive	_	400 sbc
Hologuise		Small	1 lb	5,000 sbc
Jetpack		Large	22 lb	1,000 sbc
Laser Tripwire	Dir	ninutive	_	200 sbc
Lockpicks	Dir	ninutive	_	50 sbc
Micro-Aural Commu	nica	tor Fine	_	200 sbc
Nanite Repair Kit		Fine	_	200 sbc
Nanobeacon		Fine	_	100 sbc
Power Backpack		Medium	3 lb	350 sbc
Spray LCD		Tiny	0.5 lb	100 sbc
Tool Kit		Small	5 lb	200 sbc
Universal Communica	ator	Tiny	0.5 lb2	200 sbc
S	enso	or Equip	ment	
Sensor, Armacomp		Small	1 lb	500 sbc
Sensor, Chemicomp		Small	1 lb	500 sbc
Sensor, Democomp		Small	1 lb	500 sbc
Sensor, Electricomp		Small	1 lb	500 sbc
Sensor, Geocomp		Small	1 lb	300 sbc
Sensor, Mechanicomp)	Small	1 lb	500 sbc
Sensor, Medicomp		Small	1 lb	500 sbc
Sensor, Motion		Tiny	0.5 lb	250 sbc
Sensor, Robocomp		Small	1 lb	500 sbc



Туре	Size	Weight	Cost	Туре	Size	Weight	Cost
	Survival Ge		Map				
Aquaconverter	Medium	4 lb	50 sbc	Road Atlas	Tiny	1 lb 1	10 - 40 sbc
Backpack	Medium	3 lb	50 sbc	Tactical Map	Tiny	0.5 lb	Various
Binoculars				Mesh Vest	Medium	7 lb	20 sbc
Standard	Small	2 lb	100 sbc	Portable Glow Lamp	Tiny	0.5 lb	25 sbc
Rangefinding	Small	3 lb	100 sbc	Puritizer	Small	2 lb	50 sbc
Electro-Optical	Small	4 lb	150 sbc	Rope (150 ft.)	Large	12 lb	20 sbc
Chemical Light Stick	ts (5) Tiny	1 lb	10 sbc	Sleeping Bag	Medium	4 lb	20 sbc
Climbing Gear	Large	10 lb	100 sbc	Soother Pulse	Diminutiv	e —	100 sbc
Compass	Diminutive	0.5 lb	10 sbc	Tent			
Fire Extinguisher	Medium	3 lb	20 sbc	2-person Dome	Medium	4 lb	50 sbc
Flash Goggles	Tiny	2 lb	100 sbc	4-person Dome	Medium	7 lb	100 sbc
Flashlight				8-person Dome	Large	10 lb	200 sbc
Penlight	Diminutive	0.5 lb	10 sbc	Trail Rations (12)	Tiny	1 lb	50 sbc
Standard	Tiny	1 lb	50 sbc	Violet Rations (1 Week	Fine	_	100 sbc
Battery Flood	Small	2 lb	100 sbc		Softwar	re	
Gas Mask	Small	5 lb	200 sbc	Hud Software, Ammunit	tion Tracker	r 200 sł	ЭС
•		-		Hud Software, Biosenso	r	200 sł	ос
				Hud Software, Sensor L	ink	100 sl	oc
				Hud Software, Targeting	5	400 sl	oc



Equipment

Ammunition

To simplify logistics, IF ignores the matter of weapon caliber, and the question of which powerpacks fit in which weapons. Only weapons with special requiring special materials, like the flamethrower, cryonic rifle and belt fed machineguns are listed separately.

Backpack

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

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

Binoculars

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

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

Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

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

Chemical Light Stick

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

Climbing Gear

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

Compass

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

Fire Extinguisher

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

Flash Goggles

These eye coverings provide total protection against blinding light.

Flashlight

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

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

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

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

Gas Mask

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

GPS Receiver

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

Map

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

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

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

Mesh Vest

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

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

Portable Stove

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

Rope

Climbing rope can support up to 1,000 pounds.

Sleeping Bag

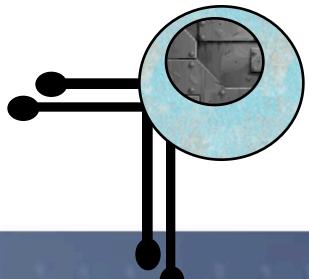
This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent

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

Trail Rations

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



Chemical and Medical Equipment Chemical, Antitox

A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. This gives the medic a +4 bonus to the medical skill if the poison is known or to Knowledge: Earth and Life Sciences if the poison is unknown.

Chemical, Combineal

Combiheal is a unique chemical compound that enhances the human body's natural ability to heal. Combiheal pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate. Any character injected with Combiheal heals at twice the normal rate for a 24-hour period.

Chemical, Notrad

A chemical found in many first aid kits, notrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each notrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. This gives the medic a +4 bonus to the medical skill when treating radiation sickness.

Chemical, Plastiflesh

Contained in a small spray can, plastiflesh bonds with human skin on contact and accelerates the healing process by providing a layer of artificial skin to seal the wound. The target of the spray immediately recovers 1d4 hit points. No medical check is required to use plastiflesh.

Chemical, Anitspore

A chemical found in many first aid kits, antispore is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each antispore injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. This gives the medic a +4 bonus to the medical skill when treating diseases.

Chemical, Truthtell

Truthtell is a specially formulated chemical that targets areas of the brain that handle creativity and, particularly, lying. By temporarily neutralizing these areas of the brain, truthtell makes it impossible for a character to lie while under the drug's influence.

A character injected with truthtell may make a Will save (DC 18) to negate its effects. On a failed save, the character is compelled to speak truthfully for the next 3d10 minutes. A subject under the effect of truthtell is aware of its influence and may still refuse to answer questions.

Bracer of Computing

The Bracer of computing is large tight-fitting wristband which houses a computer processor. It projects a 6 inch high holographic image which floats above the user's arm. Cameras monitor the image and allow the user to interact with it by "touching" the projected objects. These cameras and a microphone array allow the Bracer of Computing to be used as a holo-phone.

The bracer sports a network jack and wireless modem.

Bracers of Computing have a Security DC of 20.



Computer, Card

As has been the case since the invention of the computer, the miniaturization of technology is most often seen in the area of computer size. The card computer functions as a standard computer but is no bigger than most credit cards or hackcards. The card computer may be hooked into any computer interface or display (including paint-on LCDs) and functions exactly like a personal computer. If not attached to an outside device, data can be displayed on the surface of the card. The card also acts as a touch pad user interface.

Card Computers have a security DC of 20. Because of the diminutive user's interface, Computer skill checks made with a card computer suffer a -4 penalty.

Disguise Kit, Nano-Morphic

Most people forced to work undercover for extended periods rely on the nano-morphic disguise kit. The kit features a programable injection of nano-bots which can alter for brief periods of time, the features of the user. Skin color eye color, hair color and length can all be altered, even the pitch of the users voice. it cannot though add features such as extra limbs or long ears. The nano-morphic disguise kit grants a +6 equipment bonus on all Disguise checks while in use.

Display Contacts

Like the previous era's display glasses, display contacts are part of the further miniaturization of computers. These contact lenses fit perfectly over the eye and project a semitransparent image that appears to be roughly three feet from the user and comparable to a 52-inch monitor. This can be used to show the character any computer display it is linked to, and is also frequently implemented into the heads-up display device (using the multiple use item gadget) to provide real-time data on objects and people in the character's field of vision.

Display Glasses

A logical advancement of video display and VR technology, display glasses provide on-the-go monitors that can be hooked up to everything from computer systems to televisions and other audiovideo equipment. Each pair of display glasses looks like a darkened pair of sunglasses and features one or two earpieces that wrap around the back of the ear. The glasses are semitransparent and allow the wearer to see both the display and the user's surroundings simultaneously.

Duracable

Strong as steel, flexible as rubber, and almost as light as normal rope, duracable replaces most cables and ropes as the standard device for lifting, pulling, and support. Duracable is made of lightweight and durable wiring wrapped hundreds of times in a swirl that reinforces itself as more stress is placed on the coil. Duracable is able to support up to 10 metric tons of weight.

Everwear Outfit

The Everwear is wrinkle free and stain resistant, the fabric having metallic fiber woven in which prevents any bacteria clinging to them. Not only does this make them healthier for wearing in environments where unknown alien microbes may be lurking, the character can wear an Everwear outfit until it is literally caked with salt from sweat, and it still will not smell.

The only maintenance an Everwear Outfit requires is to be rinsed off about once a week. If the character does this before taking a shower, her cloths will be dry and ready when she's done.

Normal clothing, fatigues, swimming suits (see below) and uniforms can be made from Everwear material. Dress clothing can not be made from Everwear.

Explorer Outfit

The explorer's outfit is the standard uniform for bold adventurers taking their first steps into the unknown. It includes a set of cargo pants and a utility vest, each covered in numerous pockets and pouches for holding miscellaneous gear. Additionally, the explorer outfit features a pair of durable all-weather boots with a built-in knife sheath, as well as a neck-shading cap, a pair of utility sunglasses, and a belt that holds pouches of all kinds. The chief premise of the explorer's outfit is versatility, giving the explorer a basic set of clothing that can be added to and augmented for each particular mission.

Flash-Seal

Flash-seal looks like a block of metal roughly the size of a thin brick. It attaches to any door frame. When activated, chemical compounds inside the block of metal burn fast and hot enough to melt the metal into a liquid form. Almost instantaneously, a second chemical compound freezes the molten metal back into its solid state. The result is that the metal melts, sinks into the space between the door and its frame, and then solidifies again, essentially welding the door shut. A door that has been flash-sealed may not be opened by normal means and must be destroyed or cut through as though it were a wall.

Fusion Torch

The fusion torch is the future's equivalent of a blowtorch. The fusion torch produces a small, thin gout of flame that burns with such intensity that it creates temporary blobs of plasma all around it. The fusion torch consists of a small fuel canister attached to the torch generator. The torch deals 3d10 points of damage each round to immobile objects. Due to the nature of the fusion torch, a character using the torch must be meticulous in the way he cuts to maximize damage to whatever he is slicing through. If used as an improvised weapon, the fusion torch deals only 1d10 points of damage since it is being wielded in a more haphazard fashion.

GalPos Device

The GalPos device is the future equivalent of the GPS system. Equipped with star charts and a link to the galactic satellite network, the GalPos device (known also as a GPD) triangulates its own position based on distance between satellite relays and its knowledge of stellar cartography. If the GalPos is taken to a region of space where it cannot contact the galactic satellite network, or to a region of space not included in its star charts, it does not function. Otherwise, the GPD can be used to indicate what planet the is on, or what star system she is in (if not on a planet).

A GalPos device with the satellite uplink gadget can function as a GPS receiver on worlds where such systems are available.

Gamedress

The Gamedress computer system consists of a pair of sunglasses, a pair of gloves, and ear pieces. The glasses project a three dimensional image onto the user's retina and track eye movement. The gloves map all hand movements and store the processing power on the back of the hands. The ear pieces gives the user audio feedback and listens to the users voice through the top of the jaw bone. These components working together give the user a virtual reality experience, second only to connecting via an internal computer. The Gamedress itself is difficult to detect (Perception DC 25), but the hand and head movements necessary to operate one are fairly obvious (Perception DC 10).

Online, the Gamedress user's icon can speak and move naturally.

A game dress is user interface and must be connected to a computer (Bracer of computing, card computer, or scroll computer) to function.

True to its name, the Gamedress is optimized for computer gaming. It grants the character a +2 equipment bonus on all VR game skill check.



Grappler Tag

Often used in conjunction with duracable, the grappler tag is a small disc roughly six inches in diameter. When placed against a solid surface, the grappler tag attaches to that surface by magnetism (if the surface is ferrous) or by an array of nearly microscopic metal barbs (if not). The tag can then be attached to duracable and used as an anchor for climbing, pulling, or any other purpose. A button on the top of the disc releases the grappler tag's hold.

Hackcard

A marvel of computer technology, the hackcard is a disposable, one-use item designed to allow those who are not computer savvy to bypass technological and computer barriers or perform computer-related tasks. Each hackcard is an individual data-carrying card roughly the size of a credit card with a hole in its center and a magnetic strip on one side. Each hackcard carries a single program designed for a single purpose; this may be to open doors, bypass security restrictions, crash a computer, or even to modify information. Almost any task that can be performed by using the Computer Use skill can be encoded into a hackcard. Hackcards can be swiped in magnetic keycard readers and can be inserted into disc drives on computers with the same ease.

When a character uses a hackcard for its designated purpose, the hackcard's Computer Use onus (+15) is used in the place of the character's. After a single use, the card triggers small fibers of combustible material and the hackcard self-destructs, leaving behind no trace of tampering.

Heads-Up Display (HUD)

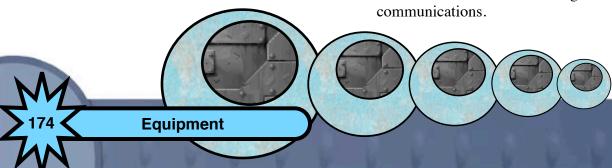
One of the most valuable innovations in portable information technology is the personal heads-up display (HUD). A HUD is composed of optical sensors for taking in data and a display device that projects an overlay in the user's field of vision. A HUD also typically incorporates some sort of communications link or data link to allow another person or computer to see what the wearer sees and transmit valuable information back to the HUD.

Over the years, the HUD display device transforms from a simple eyepiece worn on a headband to contact lenses that can display data, all the way up to a neural interface that simply taps into the bearer's optical nerve and tampers with the signals sent to the brain.

The standard HUD can be used to highlight the outline of a person or object on voice command, granting a +2 bonus on Perception checks when pursuing a specific target. Additionally, a person with a link to the HUD can freely send data and images to the wearer at any time. Individual software packages (represented as gadgets) can further augment the abilities of a HUD.

Hologram Player

A hologram player is a small disc with several small light projectors arranged around its outer edge. When activated, the device projects a three-dimensional image in full color as small as three inches in height or as large as a Medium-size character. The hologram player can be hooked into a hologram recorder (capable of storing three-dimensional images), or even to a unicom to receive three-dimensional images for real-time communications.



Hologram Recorder

A hologram recorder is a cylinder no larger than a pen with a bulbous, transparent cap on one end. The device can make a three-dimensional recording of anything within its cone-shaped recording area. Hologram recorders can store up to one hour of three-dimensional images to be played back on a hologram player or transferred to a computer as video data. Most hologram recorders can also be attached to a unicom to serve as a video input device for real-time holographic communications. The hologram recorder is commonly carried by law enforcement agents, as it allows for the accurate collection of evidence and can prevent abuse on the part of the authorities.

Hologuise

The hologuise is a combination hologram projector and digital imaging computer system that is worn like a headband over the forehead. When activated, the hologuise projects a three-dimensional image over the face that completely obscures the character's natural features. This image is commonly a different face, but can be a black veil or some other decorative image instead. With practical and fashionable uses, hologuises are employed by the wealthy elite as well as by criminals and spies. An active hologuise grants the wearer a +10 equipment bonus on all Disguise checks.

Hud Software, Ammunition Tracker

A piece of software for the heads-up display device, the Ammunition Tracker is able to keep track of exactly how many shots have been expended from a particular weapon. Additionally, when a character starts to get low on ammunition, a warning flashes on the HUD indicating that a reload must occur soon.

Restrictions: Heads-up display only, requires a weapon with an integrated computer.

Hud Software, Biosensor

A piece of software for the heads-up display device, biosensor software allows the wearer of the HUD to identify potential weaknesses in enemies. When worn, the biosensor software integrates elements of the medicomp sensor (though the sensor itself is not required) and can identify exactly how many hit points a target has left. Initiating this scan requires a full-round action, however, as the target must be kept precisely within the sensor's range for the duration of the scan.

Restrictions: Heads-up displays only.

Hud Software, Sensor Link

A piece of software for the heads-up display device, the sensor link allows the user to directly link any computer sensor to the HUD. As a result, any sensor can be used hands-free as a free action, provided they are present on the character's person.

Restrictions: Heads-up display only.

Hud Software, Targeting

A piece of software for the heads-up display device, targeting software links directly to a ranged weapon's video scope. This allows the character to see exactly what the video scope displays without having to look at the weapon. The character may fire around corners without exposing himself as normal. The software also grants a +1 equipment bonus on ranged attacks using the weapon to which it is connected.

Restrictions: Heads-up display only, requires weapon with video scope gadget.

Hud Software, Vehicle Link

A piece of software for the heads-up display device, the vehicle link allows the onboard computer system of any vehicle to be displayed on the HUD. This grants a +1 equipment bonus on all Drive or Pilot checks made on a vehicle linked to the device.

Restrictions: Heads-up display only, requires vehicle with onboard computer system.

Laser Tripwire

The laser tripwire is a simple device that replaces the standard physical tripwire. A single focused beam of light is projected out from the tripwire generator until it hits a solid surface. If the beam is broken by, for example, a person passing through the beam, the tripwire generator immediately sends out a signal from its data port. This can be used to activate an alarm, trigger an explosive device, or even just turn on the lights in a particular room, depending on what event the signal is set to trigger.

Lock picks

Lock picks are a collection of thin, flat metal strips, which in the right hands can be used to spring a lock.

Micro-Aural Communicator (Microcom)

The micro-aural communicator consists of three components. A tiny earpiece transmits incoming communications directly into the ear, at a volume far too low to allow others to hear. A small node placed on the inside of the lip allows the user to broadcast while speaking no louder than a whisper. Finally, a wristband functions as the input/output port for hooking other devices into the microcom.

Using a microcom does not provoke a normal Listen check and cannot be heard by any normal means.

Medkit, Advanced

The advanced medkit functions as a combined first aid kit, medical kit, and surgery kit. It also grants its user a +2 equipment bonus on all Medical checks.

Medkit, Fast-Use

The fast-use medkit functions as both a first aid kit and a medical kit. In addition, specialized computers and sensors prepare exactly what is needed to restore a character's hit points, treat a disease, stabilize a dying character, or revive a dazed, stunned, or unconscious character. A character may use the Medical skill with the fast-use medkit as a move action.

The fast-use medkit cannot be used as a surgery kit.

Nanite Repair Kit

The self-repairing gadget implements nanotechnology in its infancy to repair minor problems with any piece of equipment. Whenever the equipment is damaged, the self-repairing gadget immediately issues commands to a set of nanites that move to the problem spot and begin making repairs. The gadget repairs one point of damage per minute to the equipment.

Nanobeacon

An invaluable device used in tracking and search and rescue, the nanobeacon is a small microchip that is placed on a target's body (or on an object). It sends out a pulse every second that can be detected by sensors attuned to the beacon's frequency. The nanobeacon projects its pulse at up to a 500 mile radius, each nanobeacon with its own unique identification code. Nanobeacons are often used to coordinate combat squads, track wanted criminals, and even to help recover kidnapped or lost children. A beacon can be placed on any character or object by making a simple touch attack against the target.

Internal Computer

Cybernetically implanted internal computers are dealt with in the Cyberware section.

Portable Glow Lamp

The portable glow lamp is the most efficient and beneficial form of lighting equipment known to man. It can function as a directional lighting device (like a flashlight) or as an area-covering lantern. Glowlamps have long-lasting power cells and bulbs that never need to be replaced, and can be adjusted to provide light in any radius up 50 feet.

Power Backpack

The power backpack is essentially a portable generator. While worn, the power backpack can replace the power packs used by laser and plasma weapons, granting an infinite supply of ammunition while attached. Additionally, the power backpack can provide energy to almost any device requiring electrical power.

Puritizer

The puritizer is a small, semitransparent cylinder roughly one foot tall that removes impurities from water food. The puritizer's onboard computer recognizes chemicals that can be harmful to the human body and separates them from the food and drink.

Regen Wand

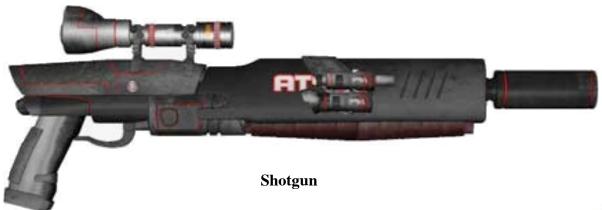
A regen wand is a tubular device roughly fifteen inches long. It emits waves of energy that promote cellular growth and healing. A character can use a regen wand as a first aid kit or medical kit. Because of the device's simplicity, Medical checks made with the regen wand gain a +4 equipment bonus.

Scroll Computer

A scroll computer is just one of the plethora of computing options available to characters. Its ease of use, durability and computing power make it a favorite among adventures. The outer casing is a polymer tube 16" long and 2" in diameter. A sheet of smart plastic rolls out of the case like parchment out of a scroll tube. The plastic is touch sensitive, and can change its color to emulate any keyboard pattern. A holographic array of bioluminescence diodes projects a 3-D display above scroll computer. The casing houses the processors, memory, and power supply. One end has a recharge socket and the other has a data port.

The scroll computer is designed for durability in the field. When rolled closed, it is water tight, radiation shielded and has a hardness of 10, and 5 hitpoints

Holographic and audio sensors allow the Scroll computer to be used as a holo-phone. A typical Scroll Computer has a security DC 0f 20.



Sensor, Armacomp

The armacomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types. It grants a +6 equipment bonus on Perception checks when searching for weapons. Additionally, the armacomp sensor's advanced data on weapons of all types makes it a valuable resource when repairing weapons, granting a +4 equipment bonus on all Repair checks made on weapons. This does not include explosives and other demolitions devices, which are covered under the democomp sensor.

Sensor, Chemicomp

The chemicomp sensor computer is a handheld computer or computerized gauntlet designed to find individual chemical compounds. Chemicomps can locate a specific chemical, providing a +10 equipment bonus on Perception checks when attempting to find chemical compounds.

Sensor, Geocomp

The geocomp sensor computer is a handheld computer or computerized gauntlet designed to find individual minerals. Geocomps can locate a specific mineral, providing a +10 equipment bonus on Perception checks when attempting to find minerals.

Sensor, Democomp

The democomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate explosives of all types. It grants a +6 equipment bonus on Perception checks when searching for explosives. Additionally, the democomp sensor's advanced data on explosives of all types makes it a valuable resource when planting them, granting a +4 equipment bonus on all Disable Device checks made involving explosives.

Sensor, Electricomp

The electricomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate electronic devices of all types, including computers. It grants a +6 equipment bonus on Perception checks when searching for electronics of a specific type. Additionally, the electricomp sensor's advanced data on electronics of all types makes it a valuable resource when repairing computers and other electronics, granting a +4 equipment bonus on all Engineering checks made to repair them. Additionally, the electricomp can be used to identify any flaws in cybernetics. Sensor, Mechanicomp

Sensor, Mechanicomp

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of mechanical devices. The mechanicomp can identify a vehicle's, starship's, or mecha's current and maximum hit points. Additionally, thanks to the mechanicomp's extensive library of mechanical blueprints, any repairs made using the mechanicomp as a reference are more efficient, granting a +4 equipment bonus on all Engineering checks made to repair vehicles, starships, and mecha.

Sensor, Medicomp

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the human body. The medicomp can identify a creature's current and maximum hit points. Additionally, thanks to the medicomp's extensive library of medical records and biological knowledge, any treatments administered using the medicomp as a reference are more efficient, granting a +4 equipment bonus on all Medical checks.

Sensor, Motion

The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces, indicating the location of any moving object within 100 feet.



Sensor, Robocomp

The robocomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of robots and robotic life forms. The robocomp can identify a robot's current and maximum hit points. Additionally, thanks to the robocomp's extensive library of robotic blueprints, any repairs made using the robocomp as a reference are more efficient, granting a +4 equipment bonus on all Engineering checks made to repair robots.

Soother Pulse

A small box that fits in one hand, the soother pulse emits sub-audible noises and subtle vibrations that can soothe almost any animal. It carries in its memory banks the codes of pulses to soothe almost every animal on the planet, and new pulses can be loaded into the device whenever they are discovered. A character using the soother pulse gains a +6 equipment bonus on all Handle Animal checks when dealing with an animal identified in the soother pulse's database.

Spare Clip

Spare clips can be used with assault rifles, light pistols, and SMGs.

Spray LCD

The rise to prominence of paint-on LCDs allowed many people freedom and portability with computing never before felt. The spray LCD is the logical extension of this technology. A pressurized canister similar to a can of spray paint, it can spray an LCD onto almost any surface. Any object coated with spray LCD automatically gains the paint-on LCD gadget for one hour. After that hour, the spray begins to dissolve and no longer functions. Each canister of spray LCD is enough to produce one working LCD.

Tool Kit

This kit includes all the tools needed to make an Engineering skill check without penalty. The equpiment come in an easy to carry tool box. Exactly what kinds of tools the kit contains will depend on the technology of the setting.

Universal Communicator (Unicom)

The unicom is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicom has its own frequency and can send transmissions both directly to another individual unicom as well as to an entire group of unicoms. The unicom also has a data port so that it can be linked to a computer system and receive data as well as audio and visual communications. In later eras, the unicom also frequently incorporates the hologram recorder and projector devices (via the multiple use item gadget).

Violet Rations

The standard rations of future militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the consumer's daily supply of nutrients and vitamins. Each violet ration is the equivalent of a single meal and is nutritious, filling, and relatively appetizing.

Virtual Domain

A virtual domain is a box, roughly the size of an ice cooler, with blinking lights. It boasts 12 data ports and more computing power than Player Characters will ever need (unless they are trying to crack government codes, model galactic drift or calculate π). The most common use for a virtual domain is to provide the characters with a virtual meeting place for times they can't meet face to face.

The VR architecture of the domain can be literally anything the characters can dream up.

Virtual domains have an initial Security DC 25. If outfitted with a wireless modem, it can provide wireless access to all devices within 100 ft. Normally it operates plugged into a power supply, but it can operate off internal power for up to 24 hours.

Equipment Modifications

Compact

By eliminating wasted space and using smaller components, some engineers are capable of producing equipment far smaller than its standard counterparts. Any piece of equipment that makes use of the compact gadget is one size smaller than normal, to a minimum size of Diminutive.

Restrictions: None.

Miniaturized

By eliminating wasted space and using microscopic components, some engineers are capable of producing equipment vastly smaller than normal. Any weapon that makes use of the miniaturized gadget is two size categories smaller than normal, to a minimum size of Diminutive.

Restrictions: None.

Paint-On LCD

One of the most revolutionary advances in computer technology during the Information Age and beyond is the paint-on LCD gadget. This allows almost any surface to be used as a computer display, as it grafts the color-changing pixels common to all display devices onto another surface.

Any piece of equipment with the paint-on LCD gadget can be used as a display for any piece of computer or communications equipment. Additionally, weapons and armor may make use of the paint-on LCD gadget at the normal cost, but gain no special benefit from the modification other than being able to display data.

Restrictions: None.

Satellite Datalink

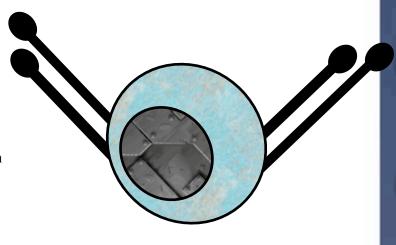
At the dawn of the Information Age, the value of knowledge and accurate intelligence became a crucial aspect of warfare. The ability to connect to a global communications network was critical to the success of any army, as intelligence traveled at the speed of light across the globe to command centers safe behind defended battle lines. The satellite datalink gadget enables any piece of equipment, from computer to communication device to heads-up display, to connect to a global (or, if in place, galactic) satellite network and communicate with computer systems in far remote areas.

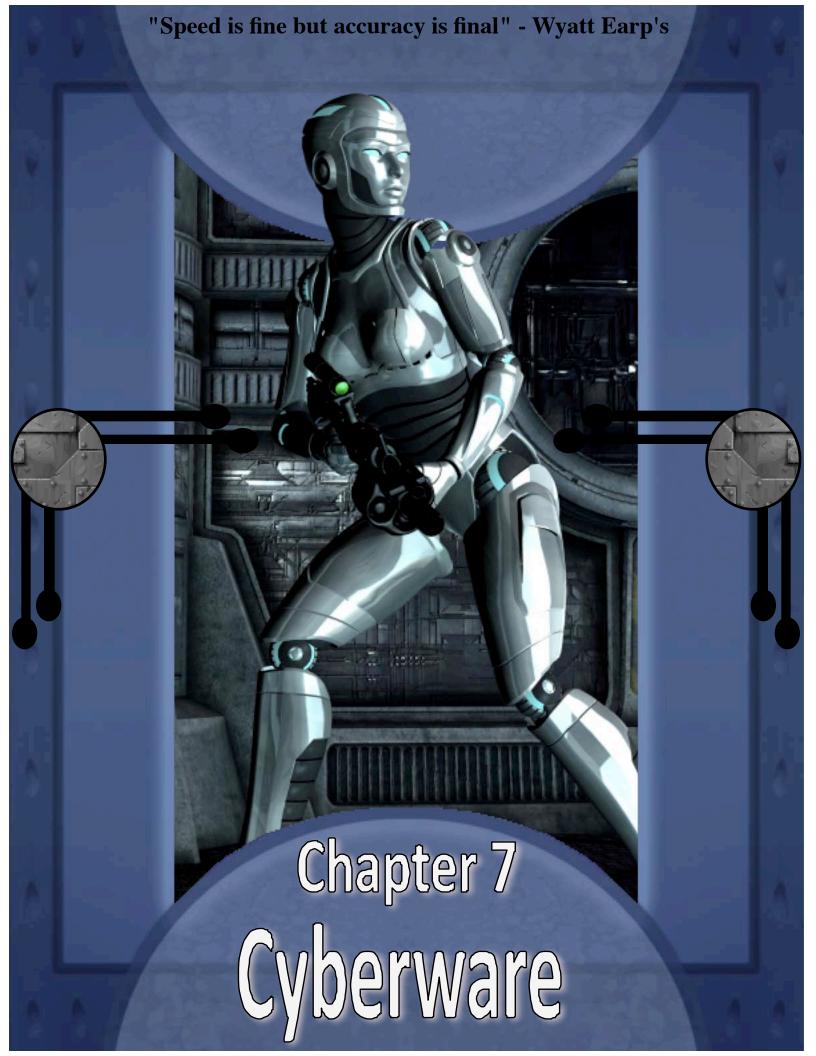
Restrictions: This gadget may only be used with gear containing computerized communications equipment.

Storage Compartment

Like the gadget used for armor, the ability to store and carry small items in a safe place can sometimes be of critical importance. The storage compartment gadget accomplishes just that, incorporating an empty space where other objects can be carried with relative ease. Each storage compartment gadget allows the wearer to carry two items of size Small or smaller in a container built into the piece of equipment. This gadget may be taken multiple times, each time providing another compartment where small items may be carried.

Restrictions: None.





Chapter 7: Cyberware

Cyberware is any type of equipment which connects computerized components to a biological nervous system. The brain-computer connection is vital. Virtual reality goggles provide the user with virtual sights and sounds, and an automated prosthetic hand of the early twenty first century can decide for itself how tightly to grab a coffee cup. But neither of these devices ever integrate into the psyche and become part of the "self." They are always external equipment. The mind must subconsciously draw conclusions from data provided to it by the eyes and ears to use VR goggles, or from the shifting of the weight at the end of an amputated arm in the case of the prosthetic hand.

Cyberware is different because when the brain can communicate directly with the device, it becomes part of the mind. Cyberware is every bit as much a part of the character as his or her natural limbs. In esoteric terms, cyberware becomes part of the soul.

Examples of cyberware include artificial arms, legs, and eyes, as well as more exotic devices such as internal computers and armored skin.

Out of Character

In reality, Cyberware has existed since the 1970's, in the form of cybernetic ears developed by Huntington Medical Research Institutes and House Ear Institute. Eyes, muscles, computer-brain connections, every year brings new breakthroughs and new examples. Replacing our bodies with machines and controlling computers with our minds is a matter of science fact, not science fiction.

That being said, the while devices described below are technologically plausible, and many of them have been prototyped, it will be years before they are available on the open market.

Androids and Cyberware

Android characters lack biological components so by definition, they cannot have cyberware installed. However, they can have their artificial components replaced with nonstandard items. Androids use the same lightweight, low-power consumption technologies as a cyberware, and they have been modeled to move like humans. Even their nanoware hard drives (ie artificial brains) incorporate architecture found in humans. This explains why android parts and cyberware are disturbingly similar.

The equipment detailed in this chapter and the Identity Cost rules mechanics provide an excellent paradigm for "after market" modifications to androids. Since androids can never heal naturally, they do not need to keep track of the Body Cost of cyberware. Effects which depend on BC, such as a maser rifle, have separate rules for androids. When performing an after market modification to androids, use the rules for surgically implanting a similar device in a human. Simply substitute the Mechanics skill for the Medical skill. Please use common sense with androids and the equipment in this chapter.

The Hidden Price of Cyberware

Cybernetic heroes can perform super human feats, but their abilities come at a cost. Building a cyborg takes as much money as equipping a small squad. Money isn't the only restricting factor, there are limit to the amount of cyberware a character can have and consequences for pushing these boundaries.

The body can only stand to loose so much flesh, before it starts to malfunction. Disrupting the blood flow with a cybernetic implant can cause hemorrhaging or clotting. Cybernetic joints never move exactly like the originals, putting stress on the surrounding ligaments. The body starts to have trouble healing, and eventually looses the ability to self repair.

The mind is also affected by cybernetic implants. The subconscious is never entirely fooled into believing that replacement limbs are real. The

contradiction of a cyberlimb which is part of the "self" and "other" at the same time strikes at the very heart of personal identity. Modifications which exceed human abilities must misuse neural pathways intended for other purposes. Eventually these factors can turn cyborgs into soulless machines.

The character's base Body Tolerance (BT) is equal to his or her Constitution. Body Tolerance can be raised through the Cyber Body feat. Temporary and permanent changes in the character's Constitution score changes his BT. Each piece of Cyberware has a Body Cost (BC) indicating how disruptive it is to the body. When a character's total BC is greater than one half his Body Tolerance (don't round fractions), his natural healing has been compromised. Each day that the character would heal naturally, he must make a Fortitude save (DC 5+ BC) to recover hit points that day. When a character's BC total is greater than his Body Tolerance, he can no longer heal naturally. All hit points must be restored through surgery.

A character with a cyber-sapiens body is so far from human, that the Medical skill no longer applies. Instead all damage must be restored using the Engineering skill.

Identity Tolerance (IT) is the average of the Wisdom and Charisma attributes (include fractions).

Temporary or permanent changes to either of these attributes affect the IT score. Identity Tolerance can be raised through the Cyber Identity feat. Each piece of Cyberware has an Identity Cost (IC) to represent its detrimental effects on the character's sanity.

When a character's IC total is greater than half of his IC (including fractions), he or she has become mentally disrupted. Each day the character must make a Will save (DC 5+ IC). If the save is successful, he suffers no penalties that day. If the character fails the Will save, they are disrupted for the entire day.

A disrupted character suffers a -1 penalty to initiative, attack rolls, Defense, Will saves, Ref saves, and Charisma based skills. The role playing

symptoms of mental disruption vary from character to character. Sample symptoms include: nightmares, nervous shakes, blank stares, hallucinations, mood swings, and philosophical ponderings.

If a character's total IC ever exceeds his IT, the character has lost their sense of Identity. They are unable to remember friends and enemies. A character with no sense of identity lacks volition, and will not act without direct orders from his or her current leader. This included self defense, so the character is considered helpless until he or she is told to defend themselves. Sometimes a final shred of humanity will reassert control. If the character is given suicidal commands, or commands diametrically opposed to his or her personality they are allowed a Will save DC 25 to disobey the orders. A DC 20 will save is allowed to act without orders in situations where the character would normally act.

Cyberware

Each piece of cyber ware has the following stats:

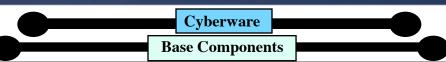
BC - Body Cost

IC - Identity Cost

Surgery DC - The DC for implanting the cybernetic device. You don't have to worry about finding a qualified surgeon at character generation. Cyberware acquired in play must be implanted. For androids and cyber-sapiens, use this number as the DC for the Repair skill check to install the device.

Cost: The price of the cyberware.





Base Components	Body Cost	Identity Cost	DC	Cost
Arm	1	0.75	24	1.5 x (Str) x2 sbc
Camoderm, Grade I	1.5	0.75	26	720 sbc
Camoderm, Grade II	1.5	0.75	26	1,400 sbc
Cyber-Sapien Body	10	5	30	1,500 sbc
Ears (Pair)	0.25	1	20	80 sbc
Eye	0.25	1	22	80 sbc
Skin (Flesh looking)	0	0	20	Varies
Gills	1.5	0.75	26	300 sbc
GPS System	0.25	0.25	20	300 sbc
Insulate Skin	0.25	0	26	250 sbc
Internal Computer	1	4	30	800 sbc
Leg	2	0.25	24	1.5 x (str) x 2 sbc
Life Support	5	1	28	720 sbc
Rhino Skin	Varies	0	Varies	Varies
Sex Wiring	0.5	1	24	300 sbc
VAC Treatment	2	1.25	28	2,500 sbc
Wings, Flying	5	2	28	2,500 sbc
Wings, Gliding	4	1.5	26	500 sbc
Wireless Modem	0.25	0.5	20	100 sbc

Cyber Armor	

Туре	Body Cost	Identity Cost	DC	Def Bonus	Max Speed	Cost
Light	1	1	20	+2	30 Ft	350 sbc
Medium	2	3	24	+3	20 ft	800 sbc
Heavy	4	4	26	+4 / 2 DR	20 ft	1,000 sbc

Limb Enhancements

Base Components	Body Cost	Identity Cost	DC	Cost	
Concealed Compartment	0.5	0.5 0.25		175 sbc	
Cyberblade, Fixed	0	0	18	125 sbc	
Ctyberblade, Retractable	0.5	0.5	20	175 sbc	
Cybercannon	0.5	1.5	24	1,400 sbc	
Cybergun	0	1	22	720 sbc	
Extendable Arm	+2	+1	+1	X2 base cost	
Jumpers	0.5	0.25	22	500 sbc	
Retraceable Arm	+1	0.5	+2	X3 base cost	

Cyber Weapons

Type:	Damage:	Critical:	Range Increment:
Cyberblade, Fixed	1d6	19-20	n/a
Cyberblade, Retractable	1d6	19-20	n/a
Cybercannons	2d10	20	15 ft
Cybergun	2d6	20	20 ft

Optical Enhancements

Base Components	Body Cost	Identity Cost	DC	Cost
Binocular Magnification	0	0.25	20	420 sbc
Built in Shades	0	0	20	350 sbc
Cybercamera	0	0	20	420 sbc
Darkvision	0	0.5	20	720 sbc
Extra Eye	0.25	1.5	26	350 sbc
Gunslight Magnification	0	0.25	20	600 sbc
Microscope Magnification	0	0.25	20	500 sbc

Auditory Enhancements

Base Components	Body Cost	Identity Cost	DC	Cost		
Audio Link	0	0.75	15	300 sbc		
Filter	0	0.75	15	350 sbc		
High Frequency	0	0.25	15	300 sbc		
Improved Hearing	0	0.25	15	350 sbc		
Recorder	0	0	15	300 sbc		

Arm

Cyberarms can be purchased in a variety of strengths, but to make use of an arm with a Strength higher than the character's natural ability score the body requires reinforcement (raising the BC of the arm). Additional limbs beyond the normal ones may be purchased, but the Body Cost and Identity Cost of the arms are double normal, and the price increases by 50%.

Extra arms can include traditional cyberarms, specialized cybergun mounts, back-mounted tentacles a prehensile tail. The cyborg can wield weapons in these extra arms, or use them for unarmed attack, but without the Two-Weapon (Multi-Weapon)fighting feat, each additional arm is considered 'off hand,' and thus suffers a -10 penalty to attacks (-8 if using a light weapon). Likewise he or she can use any two arms to wield a weapon two-handed.

The cyborg receives a +2 bonus to grapple checks for each arm they have more than htheir opponent.

Camoderm

The character's skin and hair is covered with a layer of tiny beads which reflect light only in the same direction it came from. Normally, they are slightly recessed, so that they transmit light to and from the skin. As a free action the character can tense up and push the beads out to the surface. When the beads are fully exposed, they project the image of whatever is behind the character, effectively making them transparent. It is another free action to become visible again.

When Camoderm is activated, all Spot checks to notice the character from more than two meters away are made at a -20 penalty. A character with active Camoderm is treated as invisible for game mechanics. If the character is in water, a dense crowd, carrying or wearing any gear, this penalty does not apply.

Camoderm is incompatible with flesh skin, Rhino Skin, sensor skin and VAC treatment. Camoderm comes in two grades. Grade I provides camouflage against normal and lowlight vision. Grade II provides camouflage against normal, lowlight, and darkvision.

Cyber-sapiens Body

A cyber-sapiens body is a complete artificial human body. The only thing missing is the brain. In game terms a cyber-sapiens body is the equivalent of cybernetic replacements for both ears, both eyes, both arms and legs, and the Life Support System. The difference is: if each of this pieces of equipment was installed separately, there would still be bits of flesh between the metallic components, interfering with their operation. Sex wiring is optional at no additional cost.

Ears

Ears are always replaced in pairs. Cyberears have existed since the late 1970's. In the Infinite Futures, enhancements to exceed the human normal are available. See Auditory Enhancements for more details.

Eye

Eyes are commonly replaced for a variety of reasons ranging from cosmetic modification to curing certain types of blindness. An early version appeared in 1996 when Harold Chuchey had a chip implanted in his eyes to perform the function of his photo receptors which had been damaged by retinitis pigmentosa.. See the Optical Enhancements section for options for eyes.

Flesh Skin

Flesh skin is a substance which mimics human skin. A character which has flesh skin on cyberlimb or other external cyberware receives a +10 equipment bonus on attempts to conceal the cyberware. The bonus only applies to the cyberware it covers, not other pieces which appear artificial. ndroids or Cyber-sapiens with flesh skin receive a +10 equipment bonus when trying to pass as human. This bonus is lost if the character takes any physical damage.

Flesh skin is incompatible with camoderm, Rhino Skin, and VAC treatment.

Flesh skin costs 50 sbc per piece of cyberware covered, or 500 sbc for an entire body of flesh skin.

Gills

These allow the character to breath water. Gills must be uncovered while being used. If a character is submerged while unconscious, he or she will reflexively close their lungs and start breathing thought the gills. Gills do not help a character in liquids other than water. A character cannot speak while using gills.

GPS

Global Positioning tells the character his location and elevation to within one yard on the surface of the globe. If the character has an internal computer or artificial brain, the GPS information appears at the corner of his or her vision whenever the character wants. Otherwise they must press a subdermal button which causes an implant of programmable, bioluminescent cells under the skin of the forearm to light up with the information. A character using an artificial brain or internal computer can compare their location to known locations such as a downloaded map or information hacked from an opponent's internal computer and GPS system. While conscious a character can choose to log his or her GPS path in an internal computer.

Insulated Skin

A thin layer of smart insulation is grafted under the skin. Insulated skin adjusts automatically to maintain optimal body temperature, providing a +4 equipment bonus on fortitude saves vs. exposure to heat and cold. This bonus does not stack with the bonus for appropriate clothing. Wearing heavy clothing or any form of armor (including Rhino Skin) prevents insulated skin from functioning in hot environments.

Internal Computer

An internal computer is a thin layer of metal and silicon circuits which surround the brain like a second skull under the natural one. From this shell hundreds of wires extend down into the brain, to form neuron-metal synapse.

When using an internal computer, images from the computer appears in the character's normal field of vision, but this is an illusion achieved by stimulating the optical centers of brain directly. If the character has an alternate source of visual images, such as a hacked security camera, he or she may use that point of view instead of their own eyes.

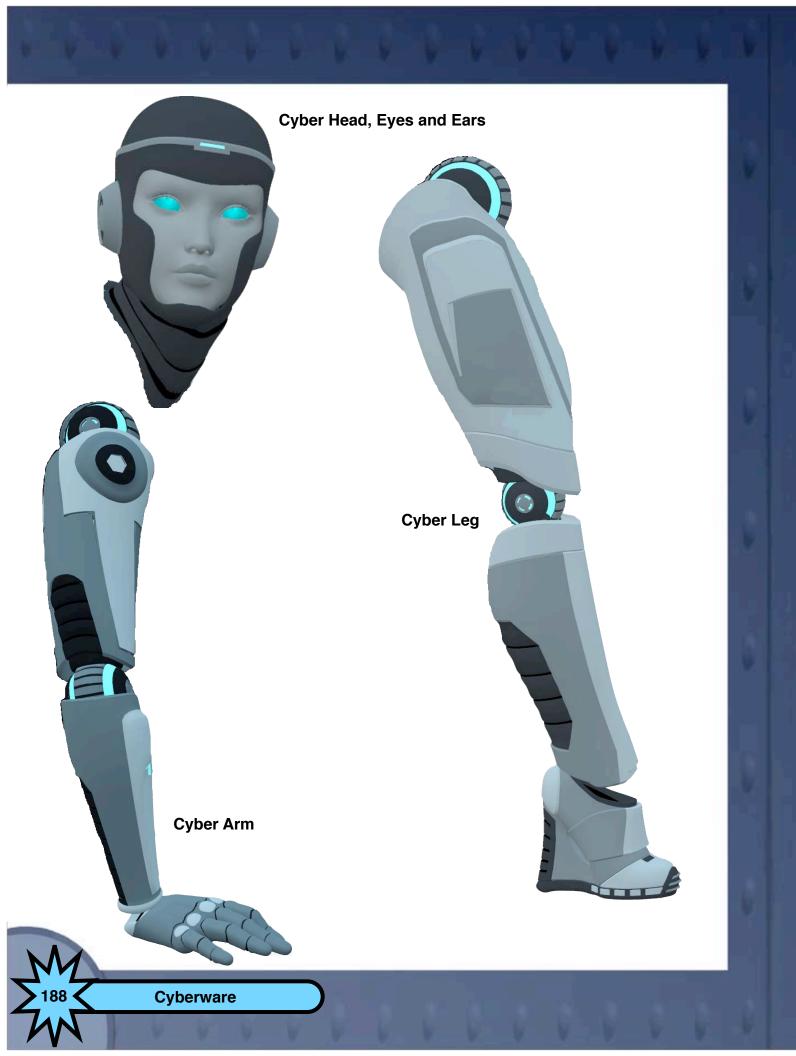
Computer operation works on the same principle, the character must learn mental commands for the internal computer. The experience has been likened to suddenly growing a new arm and having to learn how to use it. Aside from "zoning out" from time to time, there are no external signs of using an internal computer. The cyborg can make Computer Use checks as a move equivalent action.

The internal computer comes with a single data port, recessed plug on the neck, temple or forearm. Some people like to leave a cable permanently plugged into their data port and braid it into a hairstyle or other fashion accessory.

The internal computer has a base Security DC 25. Add the character's Wil save bonus to this to determine the DC for brain hacking.

Leg

The legs have few nerve endings compared to other parts of the body, making it less traumatic to replace them. The loss of the blood producing marrow in the long bones is a serious blow to the body's recuperative abilities. Cyberlegs can be purchased in a variety of strengths, but to make use of a leg with a strength higher than the character's natural attribute the body requires reinforcement (raising the BC of the leg). See Limb Enhancements for more details.



Life Support System

Life support requires replacing all of the character's pulmonary, respiratory, and digestive organs with machines. This massive rebuild is usually only undertaken to save accident victims (or people who have been thrown into volcanoes during duels). The life support system Body Cost is given only for determining effects based on BC. Characters with life support can never heal naturally. Sometimes characters voluntarily accept a life support system because it makes them immune to contact poisons and all diseases.

A life support system has a radically different effect in androids. The nanotech lining of the digestive tract turns organic molecules into electricity. An android with a life support system no longer needs to plug into a power source to recharge his batteries, instead it must eat and sleep as much as a human.

Rhino Skin

The lowest layers of the dermis are replaced with armor. Rhino Skin comes in three grades: Light, Medium, and Heavy. It requires a DC 20 spot check to notice someone with light Rhino Skin, and DC 15 to spot someone with medium Rhino Skin. Heavy Rhino Skin is immediately obvious. A character must have the corresponding Armor Proficiency (Light, Medium, Heavy) feat to receive the equipment bonus for their Rhino Skin.

Sex Wiring

This is far more complicated than simply attaching new genitals. In cyborgs, the endocrine system is extensively modified to control the hormones released into the blood. In cyber-sapiens and androids, the entire system of glands must be modeled on a computer chip, and then attached to the brain.

A few human patients receive sex wiring because they are dissatisfied with their performance or experience, but for the most part, this is a modification to service androids.



VAC Treatment

To make use of VAC treatment, both eyes and ears must be cybernetic and the character can't have camoderm or flesh skin. VAC treatment replaces the cyborg's skin with an air tight membrane with pores for skin respiration. At a mental command, the pores seal and the character can switch over to using an internal air supply which lasts up to six hours. This allows the character to function normally in poisonous atmospheres, areas lacking oxygen, and even the extraplanetary vacuum.

Wings, Flying

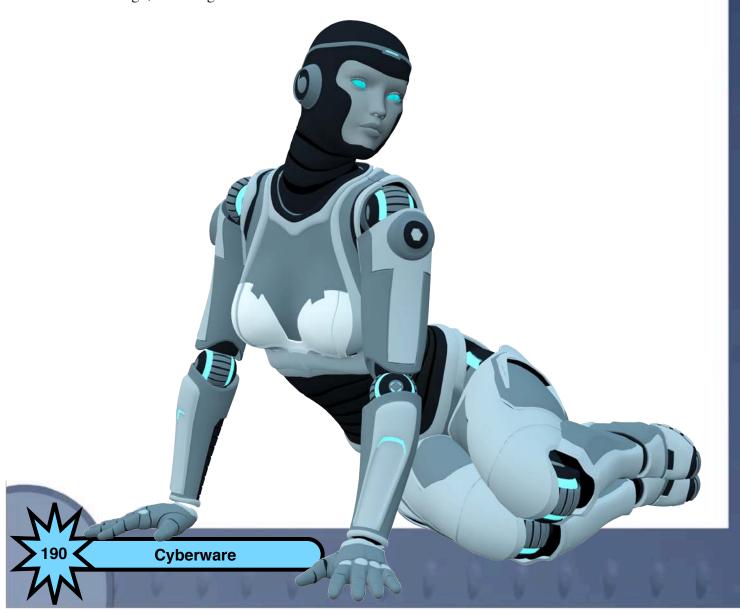
These massive wings have a span at least four times as wide as the character is tall. They allow the cyborg to fly with a speed of 60 ft, in addition to the benefits granted by gliding wings, below.

Wings

Wings allow the character to glide, negating the damage for a fall and to travel up to 40 ft for each 10 ft drop in altitude.

Wireless Modem

A character with a wireless modem and an internal computer or artificial brain does not need to physically connect to a computer. He or she can communicate with any computer or wireless relay willing to make contact within range, including another character with a wireless modem.



Limb Enhancements

Cyber limbs can be purchased with various strengths. If a cyberlimb's Strength is higher than that of the character, increase the Body Cost by an extra 0.5 for every four points higher (round up). In most circumstances a character has to use his or her lowest Strength modifier for checks. If there is a case where only one limb is used (such as crushing a lock in a cybernetic hand) use the Strength of that limb. When a character is using a melee weapon in a cybernetic hand, use the lowest strength for the attack roll, but the Strength of the limb for damage adjustments. The following enhancements can be added to cybernetic limbs. Unless the description states otherwise, any modification can be added to any limb. They can not be placed in natural limbs.

Concealed Compartment

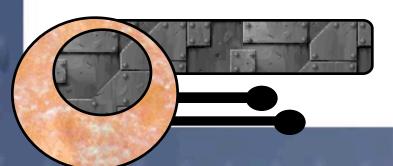
Part of the cyberlimb is left hollow to allow an object of up to diminutive size (about the size of a gun clip) to be hidden inside. Each forearm and each bicep can house one concealed compartment. The thighs and shins can hold two apiece or can be combined to hold a tiny object (about the size of a large pistol). These compartments are water tight. The character can mentally unlock and open the compartment as a free action.

Cyberblade, Fixed

This includes a variety of styles of blades attached to the hands, forearms or feet. Cyberblades deal 1d6 points of slashing or piercing damage. Simple Weapons Proficiency, is required to use the weapons without a -4 penalty.

Cyberblade, Retractable

As above except the weapon can be drawn into the body. The Identity Cost represents the stress of learning to use "muscles" which don't actually exist.



Cybercannon

One of the cyborg's arms is replaced with a covert long-gun. The entire body must be reinforced to absorb the shock of firing. It takes a standard action to lock the elbow joint into position and transform the arm into the gun. Another standard action is required to transform the arm back. The cybercannon holds three rifle rounds.

Exotic Weapon Proficiency: Cybercannon, is required to use the weapons without a -4 penalty.

Cybergun

This is a small concealable firearm, mounted in the forearm or designed to fire out of the palm. It has an internal magazine of six rounds.

Exotic Weapon Proficiency: Cybergun, is required to use the weapons without a -4 penalty.

Extendable Arm

An extendable cyberarm increases the characters reach to 10 ft instead of the normal 5 ft. The costs listed are added to the cost of getting the normal cybernetic arm.

Jumpers

This is a system of springs and pneumatic pistons installed in both legs. Jumpers grant a +10 bonus to Jump skill checks. In addition the character receives a +4 bonus to Tumble checks to land softly.

Retractable Arm

This enhancement is usually applied to limbs beyond the character's normal two. It allows the character to collapse his limps into his body so that they cannot be noticed without scanning equipment. Any number of retractable arms can be drawn in or extended as a move action. The costs listed are in addition to the normal cost of getting a cybernetic arm.

Optical Enhancements

Vision enhancement modifications can be added to cybereyes. The abilities are divided into three categories: Continuous, Magnification, and Vision. A character can only use one Magnification and one Vision setting at a time. If the character has only one cybereye, the natural one must be closed when using enhancements. It is a free action to switch between different optical modifications and standard vision.

ontinuous eye adjustments are cyberware components which are always active, or can be activated at any time.

Binocular Enhancement

Objects within 30 ft can't be seen in focus. Binocular enhancement provides a +4 equipment bonus to any Spot checks for objects more than 30 ft away.

Built-in Shades

Built-in Shades prevent temporary blinding from bright lights, like flash grenades.

Cybercamera

This isn't a physical camera, it is a relay that saves what the character sees on his internal computer. The recording stage is after all vision modifications and enhancements. If a character switches vision types (from lowlight to darkvision) or switches perspectives (uses extra eyes), the log shows what the character was actually seeing. Once an image is stored it can be played back like any other file on the internal computer. The internal computer can also transmit the images over a wireless connection or satellite uplink with a split second delay from real-time.

An internal computer is required to use a cybercamera.

Dark Vision

This modification grants the character darkvision. A character can not perceive color while using this enhancement, even if the area is lit.

Extra Eyes

The character can have eyes in the back of his or her head or anywhere else. The character must close his or her normal eyes to activate extra eyes. All eyes have all of the optical enhancements the character has purchased. Extra eyes don't allow a character to look in two directions at once.

Gun Sight

This modification only affects one eye. When the character spends an action to aim, he or she will see red crosshairs that track where he is aiming. Multiply the range increment of any ranged weapon they fire in the next round by 1.5 for the first shot.

Low-light Vision

This enhancement grants the character low-light vision. Exposure to bright light while low-light is activated blinds the character for one round.

Microscope

The character receives a +4 equipment bonus on Search checks. However, the character must be with in arm's length of the area he or she is searching.

Auditory Enhancements

These abilities can be added to normal cyberears at no additional Body Cost.

Audio Link

This is a wireless, verbal-only communication device connected to the character's cyberear and a small microphone in the throat. This allows the character to communicate wirelessly with other characters without having to open themselves up to brain hacking. The character must physically speak in at least a whisper to talk over an audio link, but the incoming messages are completely silent.

Filter

By making a successful DC 10 Perception check, a character can filter out all noises except the one upon which he is focusing on. After one round of concentration, the character has 'locked' onto that specific sound. As long as the character continues to concentrate, he or she can hear the chosen sound, but only that sound. A filter does not amplify the sound in any way, it simply eliminates other noises. While using a filter the character eliminates up to four points of penalties to Perception checks due to background noise, but suffers a -8 penalty to hear anything other than the stated sound. This bonus stacks with the bonus from improved hearing.

High Frequency

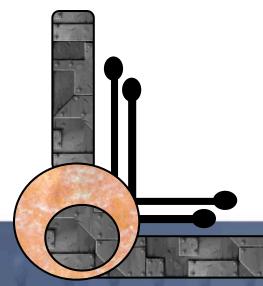
This enhancement allows the character to hear in the range audible to dogs but silent to humans. High frequency hearing operates continuously.

Improved Hearing

The character receives a +2 equipment bonus to Perception checks to hear noises.

Recorder

This enhancement requires a internal computer to store audio recordings. Because recording takes place at the internal computer, only sounds that the character actually hears are captured (for example, it will not reveal what was said while a character was unconscious) Once recorded the sound files can be played back or analyzed like any other on the internal computer. The internal computer can also transmit the recordings over a wireless connection or satellite uplink with a split second delay from real-time.





Cyberware





Chapter 8: Vehicles

Vehicle Movement and Combat

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Pilot: The pilot of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be controlled, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his attack action. There can be only one driver in a vehicle at one time.

If a vehicle has multiple helms (a jet fighter or large spaceship for example) a co-pilot may use the aid another action to assist the driver. The co-pilot can also take control in the event the driver is disabled or preoccupied.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Sensors: Depending on the size a complexity of the vehicle, additional personnel may be required to handle the vehicle's sensor systems. The pilot has at least minimal access to the sensors (his own eyes if nothing else) but if the vehicle has a separate, more complex sensor system, a dedicated sensors operator can use the aid another action to assist either the pilot or all gunners attacking a specific target painted by the operator.

Communications: Screaming into a radio is a free action no different from screaming across the room. However, encrypting, intercepting and jamming communications require standard actions (see the Computer Skill.) A communications officer cannot aid the pilots or gunners directly; however the information he can provide is vital.

Navigation: Since navigation involves moving long distances, it is normally irrelevant in the heat of combat, however, if the need arises to escape by taking a ship to faster-than-light-speed, it is the roll of the Navigator to provide the pilot with directions. Also, for long distance chases through dense urban streets, a Navigator familiar with the city can use the aid another action to help the pilot, but only on checks for catching a fleeing vehicle or loosing a pursuer.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Scale

All rules mechanics are stated in integrals of 5 ft, the same as for pedestrian characters. This is useful for combat involving both infantry and cavalry. However, for battles which include exclusively vehicles and large distances, changing to a 50 or 500 ft grid scale might be advantageous.



Vehicle Sizes

Vehicles use the same size categories as characters and creatures. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics)

Size						
Size	Modifier	Examples				
Colossal	-8	Yacht, semi with trailer				
Gargantuan	-4	Tank, limousine				
Huge	-2	Luxury car, SUV, armored car				
Large	-1	Economy car, Harley				
Medium-size	+0	Racing bike, dirt bike				

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can by mounted to fire in one of four directions, forward, aft (rear), right, or left, or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Getting Started

How long it takes to start each vehicle is given in the description for that vehicle.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for

each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.



Every vehicle has 3 numbers listed for its speed: Acceleration, Tactical, and Maximum.

Acceleration (Acc): This is how quickly the vehicle changes speed. Each round the pilot may increase or decrease the vehicles speed by an amount equal to or less than the Acc as a part of the move action required to control the vehicle. Changing the speed by more than the Acc in a single round requires a stunt.

Tactical Speed (Tac): Tactical speed is the normal safe operating speed. Piloting a vehicle at or below its tactical speed incurs no penalty. Traveling between tactical speed and twice tactical speed imposes a -2 penalty on all Driving checks. Each additional multiple of the tactical speed which the vehicle exceeds imposes an additional -2 to penalty (x2 to x3, -2; x3 to x4, -4; x4 to x5, -6 etc.). These penalties also apply to attacks made from the vehicle.

Note, for surface vehicles, the Tactical Speed is normally about 1/2 the highway speed.

Maximum (Max): This is the maximum speed a vehicle can attain, although an Engineering Techie might be able to push the vehicle beyond its redline. A '--' for this number indicates the vehicle travels in space. Scientifically, there is virtually no limit to how fast a ship can travel in empty space. It is only a matter of how much time the pilot can spend accelerating, and how much he is willing to trust his reflexes. Remember it takes a spaceship just as long to slow down to a stop as it did to speed up.

Moving

On his action, the driver moves the vehicle a distance equal to the vehicle's current speed. Since accelerating or decelerating can be done as a simple maneuver, the driver can adjust the vehicle's speed before making it's movement. Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

Driving a Vehicle

The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple maneuvers do cost movement, so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change his or her vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

Accelerate/Decelerate: As part of the normal movement, the driver can adjust the vehicle's speed by an amount equal to or less than the acceleration.

45-Degree Turn: Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least 1/5 its current speed between turns. Making a 45-degree turn costs 5 feet of movement.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle one square forward and one square to the right or left, and costs three squares of movement

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the pilot must succeed on a Drive check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

Hard Turn: A hard turn allows the vehicle to change its facing by more than 45-degrees. The DC for a hard turn depends on the change in facing.

Facing Change	DC
90 degrees	10
135 degrees	15
180 degrees	20

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45-degrees. Make a Drive check to retain control against a DC equal to the DC for the hard turn attempted (see Losing Control).

Mash the Pedal: This is the term for changing a vehicle's speed by more than the Acc in a single round. Changing by the value the Acc, can be

done as part of the normal vehicle operation. Greater changes of speed can be accomplished with a stunt. To change by up to twice the Acc in a single round requires a DC 15 Drive Check, changing by up to triple the Acc is in a single round requires a DC 20 Drive Check. A vehicle can not change its speed by more than (Acc x2) with a single stunt. However, if the pilot has multiple move actions available, he can attempt this stunt multiple times in a single round.

Losing Control

A collision or a failed stunt can cause a pilot to lose control of his vehicle. In these cases, the pilot must make a Drive check to retain control of the vehicle. If this check is successful, the pilot maintains control of the vehicle. If it fails, the vehicle goes out of control.

An out of control vehicle travels straight forward for the remainder of its movement that round and ends facing in a random direction. If the pilot does not regain control next round, the vehicle will travel in the new direction. Even when fighting to regain control, the pilot can reduce the vehicle's speed by up to the Acc without penalty to stop the vehicle and bring it back under control.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, below).

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon (if the windows can be opened), and pilots and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he can't take a full-round action unless he starts it in one round and completes it on his next turn (see Start/ Complete Full-Round Action).

A techie with the No Hands talent receives an extra move action when controlling a vehicle, thus can take a full round action as normal.

Attack Options

Firing a vehicle's weapon requires an attack action and uses the pilot's or gunner's ranged attack modifier. If the attacker has an attack bonus of +6 or higher and can take a full round action, he can make a full attack.

Driving Defensively: Just as in melee combat, one can fight defensively while Driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a –8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to zero hit points, it is disabled. Although it might be repairable, it ceases functioning. A disabled vehicle comes to as stop. This can have disastrous consequences in the case of an airborne vehicle.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.



Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle When a vehicle takes damage from a collision, its collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

Ramming: Ramming is treated as a melee touch attack, except that the pilot can substitute his Drive skill, for his attack bonus. On a failed attack roll, the vehicle continues on past the target without effect.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the relative speed (the difference between speeds) and smallest size of the two colliding objects and refer to Table: Collision Damage.

Object Size	Damage
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

This damage is the same as for falling objects. If the relative speed of the two objects is less than 200 ft per round, half the values shown. If the two vehicles are traveling side-by-side (relative speed of zero) and side swipe one another, use 1/2 the values shown on the table. If the relative speed is greater than 400 ft per round, multiple the damage for each multiple of 400 ft (rounded up.)

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. If the ramming vehicle can careen past the target and has movement remaining, it continues forward, otherwise it comes to a stop.

The pilot of a vehicle involved in a collision must immediately make a Drive check (DC15) or lose control of the vehicle.

Damage to Vehicle Occupants

occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters	None
or more	

Each of the occupants may make a Reflex save (DC 15) to take half damage.



Vehicles Civilian Class

Name	Crew	Pass	Cargo	Init	Speed* (Acc/Tac/Max)	Defense	Hardness	HP	Size
Motorcycle	1	1	0	-1	65/70/275	9	5	22	L
Family Car	1	4	L	-2	50/60/245	8	5	34	Н
Pickup Truck	1	2	L	-2	40/50/175	8	5	36	Н
Helicopter	1	4	F	-4	50/60/245	6	5	28	G

M:1:4 Cl	
Military Class	
_	

Name	Crew	Pass	Cargo	Init	Speed* (Acc/Tac/Max)	Defense	Hardness	HP	Size
Tracked Tank	4	0	M	-4	20/20/80	6	20	64	G
Heavy APC	3	7	M	-4	14/20/70	6	15	58	G
Hover-Tank	4	0	M	-4	30/30/120	6	20	62	G

^{*}Every vehicle has three numbers listed under speed. These are the vehicle's acceleration, tactical speed and maximum speed. These number are given in terms of 5 ft. squares per combat round. To convert to approximate mph, divide by 1.75. (To be exact, divide by 1.76.) See the vehicles section for more information about how these speed affect game play.

Military Vehicles Weapon Systems Tracked Tank

Weapons	Damage	Critical F	Range Increment	RoF A	Ammo	Size	Weight
Tank Cannon	10d12	20	400 ft.	Single	1	Huge	1 Ton
Machine Gun	2d12	20	110 ft.	A	Belt	Huge	75 lbs

Heavy APC

Weapons	Damage	Critical F	Range Increment	RoF	Ammo	Size	Weight
25mm cannoi	1 4d12	20	350 ft.	A	Linked	Huge	500 lbs

Hover Tank

Weapons	Damage	Critical Range Increment		RoF	Ammo	Size	Weight
Chain Gun	7d6	20	60 feet	S,A	Linked	Huge	300 lbs
Mass Cannon	8d12	20	100 feet	S	_	Huge	1 ton





Veh	icle Prices	
Vehicle Type	Cost	DC to Purchase
Motorcycle	5,000 sbc	10
Family Car	15,000 sbc	12
Pickup Truck	15,000 sbc	12
Helicopter	30,000 sbc	20
Military Vehicle		
Tracked Tank	1,000,000 sbc	26
APC	750,000 sbc	28
Hover-Tank	3,000,000 sbc	30
Vehicle Modifications		
Anti-Accident System	1,000 sbc	10
Autocomp, Driver	1,000 - 5,000 sl	bc 12
Autocomp, Gunner	1,000 - 5,000 sl	bc 20
Remote Shutdown System	1,000 sbc	10
Mecha		
Myrmidon	250,000 sbc	25
Manticore	250,000 sbc	25

Vehicle Modifications

Anti-Accident System

Anti-accident systems use airbags, fire-retardant foam, no-skid brakes, gyroscopic stabilizers, and other safety features to improve a driver's chances of surviving or averting accidents.

The system reduces collision damage by half, though this only applies to the vehicle equipped with an anti-accident system.

Further, the operator of a vehicle so equipped gains a +2 equipment bonus on Drive or Pilot checks to make hard brake or hard turn maneuvers.

Autocomp, Driver

A driver autocomp consists of an onboard computer with AI software capable to operating a vehicle, thereby removing the need for a driver or pilot. Most vehicles equipped with a driver autocomp still retain a driver's seat, allowing the vehicle to be controlled manually if the autocomp is deactivated or disabled. Disabling a driver autocomp requires a successful Disable Device check (DC 15).

The driver autocomp's modifier on all Drive or Pilot checks, as well as its purchase DC, depends on the quality of the system's AI software.

Driver Autocomp	Drive Check Modifier
Roadlord AI-DA	+0
Pegasus AI-200	+2
Dervish AI-400	+4
Twister AI-800	+8
Zephyr AI-1200	+12

Autocomp, Gunner

A gunner autocomp is an onboard computer with AI software capable of automatically aiming and firing all of a vehicle's mounted weapons, thereby removing the need for one or more gunners. Most vehicles equipped with a gunner autocomp still allow the vehicle's weapons to be controlled manually if the autocomp is deactivated or disabled. Disabling a gunner autocomp requires a successful Disable Device check (DC 15).

The gunner autocomp's attack bonus, as well as its purchase DC, depends on the quality of the system's AI software.

This system is installed on all civilian vehicles. Acquiring a civilian vehicle without a remote shutdown system or acquiring a vehicle with an altered code (so that the owner can shut it down, but no one else can) is treated like buying an illegal item. Removing the system, an illegal act, requires a successful Disable Device check (DC 15). Changing the code, also an illegal act, requires a successful Computer Use check (DC 30).

Gunner Autocomp	Attack Bonus
Marksman AI-GA	-2
Rattlesnake AI-GX	+0
Adder AI-G2	+2
Deadeye AI-G4	+4
Hotshot AI-G8	+8/+3

Remote Shutdown System

This public safety feature is required by law on all civilian vehicles. The remote shutdown system consists of a microcomputer attached to the vehicle's electrical system plus a microantenna. At a coded signal from an authorized law enforcement officer (via a dashboard-mounted unit installed in most police cruisers), the remote shutdown system switches off the vehicle, bringing it to a slow, safe stop (and, in the case of flying or hovering vehicles, a safe descent).

Law enforcement agencies maintain huge databases of codes for civilian vehicles, enabling officers to quickly determine the code for a vehicle by make, model, year, or license plate. Searching for a code requires a full-round action. Entering the code to shut down the vehicle is an attack action.



Mecha

Mechas are tall, walking robotic war machines. There are several different types and configuration, and a whole genre of Sci Fi dedicated to their use in battle. We will provide you with a few examples in this core set of rules with more to come in future products. Note that Mecha's require a drive skill to use and act like vehicles in all ways, but they add to the character's stats when used in combat.

Myrmidon

The Myrmidon primarily serves as a light infantry support mecha, replacing an armored vehicle on the battlefield. It has also proven effective in close-combat situations, particular in urban arenas.

Size: Large (-1 size) Bonus Hit Points: 100 Superstructure: Duralloy

Hardness: 15 Armor: Duralloy Bonus to Defense: +8 Armor Penalty: -8 Reach: 10 ft.

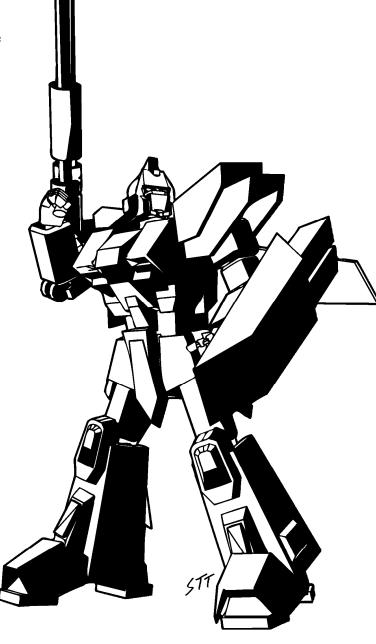
Strength Bonus: +8
Dexterity Penalty: —

Speed: 20 ft., fly 90 ft. (clumsy)

Base Purchase DC: 40

Standard Equipment Package: Pilot's cockpit (torso and back), Class II sensor system (helmet), M-9 Barrage chaingun (left arm), 6 50-round ammo belts for M-9 Barrage chaingun (shoulders), PS-15 Panther claws (right arm), jetpack (boots), comm system (no slots).

1 mile scan radius, +2 bonus to perception skill rolls.



Weapons	Damage	Critical I	Range Increment	RoF	Ammo	Size	Weight
M-9 Barrage	5d6	20	60 ft.	S, A	Linked	Huge	100 lb
Panther Claws	2d6	19–20	_	_	_	Med.	_

Manticore

The Manticore is a flying quadrupedal assault mecha designed to take out enemy infantry units with a hailstorm of large-caliber shells. The Manticore has a special tail slot that replaces its belt equipment slot; the tail incorporates a deadly Chrysanthemum laser array.

Size: Huge (-2 size) Bonus Hit Points: 200

Superstructure: Neovulcanium

Hardness: 20

Armor: Crystal carbon Bonus to Defense: +10 Armor Penalty: -8

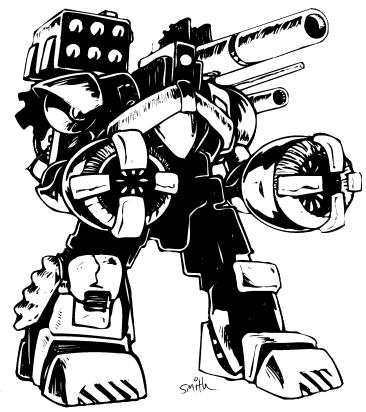
Reach: 10 ft.

Strength Bonus: +16 Dexterity Penalty: —

Speed: 50 ft., fly 100 ft. (poor)

Base Purchase DC: 44

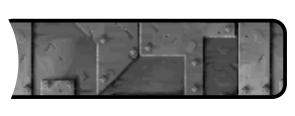
Standard Equipment Package: Pilot's cockpit (torso and helmet), Class IV sensor system (visor), T-95 Cavalcade chaingun (right arm), 6 extra 50-round ammo belts (left arm), Chrysanthemum laser array (tail), jet-assist wings (shoulders), jetpack (back), comm. system (no slots).



Weapons	Damage	Critical Rang	e Increment	RoF	Ammo	Size	Weight
Chaingun	7d6	20	60 ft.	S, A	Linked	Huge	80 lb
Chrysanthemum	16d6	_	_	Single	1 int.	Huge	50 lb







Starships

Realistic Space Travel

When speaking of space travel, it is important to distinguish interplanetary travel from interstellar travel. Travel between planets is within the grasp of modern technology and is likely to become easier as science develops new fuel sources or new ways to maximize existing fuel sources. Travel between stars, on the other hand, calls for some truly radical leaps in a number of different fields.

Hazards of Space Travel

Space travel is nowhere near as easy as books and movies make it seem. Foreign objects are a constant danger; even a micrometeoroid traveling at a high enough velocity can punch a hole through a starship's hull and expose the entire crew to the vacuum of space. Ionizing radiation also poses a serious threat. Finally, characters must adapt to the weightlessness of space or suffer the effects of space adaptation syndrome (SAS), referred to colloquially as "space sickness."

Meteoroids

Meteoroids are small rocks that travel through space at a speed of seven miles per second. They can be as small as a grain of sand or as big as a mountain. Although they generally burn up in a planet's atmosphere before reaching the ground, meteoroids in space aren't likely to suffer such a fate. Instead, they slam into other objects, including starships and space stations, like volleys of rifle or artillery fire.

Unarmored starships and space stations can easily survive impacts from the smaller meteoroids, but larger ones can punch lethal holes in such fragile vessels. Fortunately, large meteoroids are rare and easier to detect before they can get too close to cause any real damage.

Meteoroid Encounters can be determine to see whether a meteoroid threatens a given starship or space station. Each roll represents one 24-hour period.

Meteoroid Size: The size of the meteoroid.

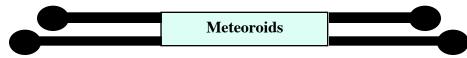
Collision Damage: When a meteoroid collides with a starship, space station, or other object, both the meteoroid and the object it strikes take damage.

Computer Use Check DC: A starship or space station equipped with a sensor system can detect an incoming meteoroid; doing so requires a successful Computer Use check. A starship or space station cannot attempt to avoid or destroy a meteoroid it fails to detect.

Pilot Check DC: Avoiding a meteoroid requires a successful Pilot check. Only starships or space stations that move are capable of avoiding meteoroids.

Defense: The meteoroid's defense. **Hardness:** The meteoroid's hardness.

Hit Points: The meteoroid's total hit points.



d% Roll	Meteoroid Size	Collision Damage	Computer Use Check DC	Pilot Check DC	Defense	Hardness	Hit Points
01-75	No meteoroid	-	-	-	-	-	-
76-80	Diminutive	1d6	35	5	9	8	15
81-85	Tiny	2d6	30	10	7	8	30
86-88	Small	3d6	25	15	6	8	90
89-91	Medium-size	4d6	20	20	5	8	225
92-94	Large	1d6 x5	15	25	4	8	1,250
95-97	Huge	3d6 x5	10	30	3	8	4,500
98-99	Gargantuan	6d6 x5	5	35	1	8	9,000
100	Colossal	12d6 x5	0	40	-3	8	36,000

Vacuum Exposure

Beings exposed to the airless cold of space are not immediately doomed. Contrary to popular belief, characters exposed to vacuum do not immediately freeze or explode, and their blood does not boil in their veins. While space is very cold, heat does not transfer away from a body that quickly. The real danger comes from suffocation and ionizing radiation.

For rules on vacuum exposure and the effects of weightlessness, see Atmospheric Conditions and Gravity in the Environments section.

Re-Entry

Anything that travels too fast in an atmosphere generates an enormous amount of friction, which produces tremendous heat. (Temperatures of 2,280 degrees Fahrenheit have been recorded.) Objects trying to enter a planetary atmosphere safely must shed velocity. However, decelerating consumes large amounts of fuel, and some ships simply don't have enough. As an alternative, scientists have developed ways to slow ships in reentry by using the atmospheric friction itself. Ablative shielding or ceramic tiles take care of any excess heat. Even so, entering a planet's atmosphere is a tricky business; the angle of entry is precise, and deviation either way causes the heat to build up too quickly for the heat shields to reflect away from the ship. Worse yet, during the most intense heating, the ship is surrounded by a thin layer of plasma that blocks radio signals, and the crew have no contact with ground control.

Entering planetary atmosphere safely requires a Pilot check (DC 20) each round for the 1d10+20 rounds it takes to slow the ship using friction alone. Success means that the ship takes only 3d6 points of fire damage each round. Failure means that the ship's angle is too low, and that it is not shedding velocity fast enough; the ship takes 6d6 points of fire damage each round until the pilot succeeds at the Pilot check to correct the angle of

descent. If the check fails by five or more, the angle is too steep, and the ship takes 10d6 points of fire damage each round until the pilot succeeds at the Pilot check to correct the angle. Each round spent at too low an angle does not count toward the number of rounds required to land the ship; the ship isn't making any downward progress. Conversely, each round spent at too steep an angle counts as two rounds, indicating that the ship is descending much faster than it should.

Space Travel

What Sci-Fi epic doesn't have space ships and space travel? Be it a rocket ship like those used in Buck Rogers or Warp Drives as seen in Star Trek, all have the same goal in mind, to get the characters from one exciting encounter to the next.

There is no way that Infinite Futures can hope to cover all the different types of planetary and interplanetary travel in this short section, so we will just provide an simple system of movement between planets and stars.

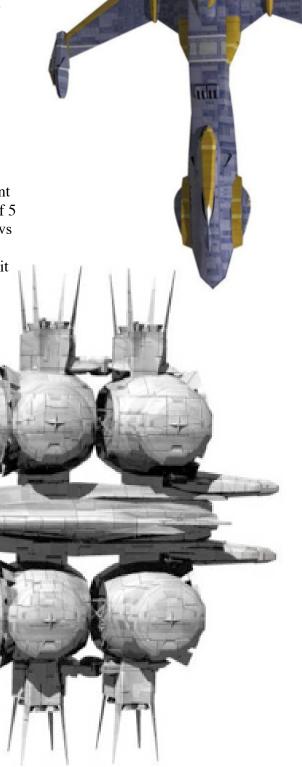
With that said it should be understood that science today generally says that useful interstellar travel is both impracticable and near impossible with any great distance. Traveling at the speed of light it takes years to reach the closest star system, so meaningful interstellar travel is out of the question, for now at least. Sci-Fi though has often just either ignored this difficulty or out right avoided it by just making up some strange science to cover over the effects of relativity and the light speed barrier. Infinite Future has no intention of giving you a science lesson in the physics of these issues, but rather like most Sci-Fi, we will just gloss over the science and give you the GM, and players, a system that allow fast, easy playability.

Space Travel thus is broken down into two types, Interplanetary and Interstellar travel. Both use the same system but one is limited to travel within a solar system and one deals with galactic travel on a grand scale. The star ship drive system offered here allows a single ship to travel a set distance in a given standard day as shown on the chart below. Note that this system covers all the different types of movement between starts and planets, and so the GM can use whatever explanation they wish to describe the moment, be they warp drive, jump gate, or teleportation system of amazing power.

1 Drive Unit = 1 AU or 1 Light Year

Note that an AU is a unit of measurement of the distance between the sun and the Earth.

Example: A sample ship might have two different drive systems, one that offers a movement rate of 5 AU and one that offers 10 light years. This allows the ship to move both in a solar system and between stars and offers some idea on how long it will take to reach a destination.



Orbital Shuttle

Standard orbital shuttle, used by many races.

Type: Ultralight

Subtype: Orbital shuttle **Size:** Gargantuan (–4 size)

Length: 60 feet Weight: 220,000 lb.

Drives:

Interplanetary: N/A, Sub orbit and orbital

Interstellar: N/A

Base Purchase DC: 52 Restriction: Restricted (+2)

Price 2,000,000 sbc

Crew: 4 (trained +4) Passenger Capacity: 12 Cargo Capacity: 22,000 lb.

Tactical Speed: 2,500 ft. (5 sq.)

Defense: 11

Autopilot Defense: 8

Hardness: 20

Hit Dice: 6d20 (120 hp)

Initiative Modifier: +2

Targeting System Bonus: -Pilot's Class Bonus: +3 Pilot's Dex Modifier: +2 **Gunner's Attack Bonus: -Grapple Modifier:** +12

Attack: None

Attack of Opportunity: None

Design Specs: Engines: Thrusters **Armor:** Alloy plating

Defense Systems: Autopilot system, damage

control system (1d10)

Sensors: Class I sensor array

Communications: Radio transceiver

Weapons: None

Grappling Systems: Grapplers



Fighter

There are all sorts of small, fast fighter craft used by may different races and military forces.

Type: Ultralight

Size: Gargantuan (–4 size)

Subtype: Fighter **Length:** 36 feet **Weight:** 39,000 lb.

Drives:

Interplanetary: 1 **Interstellar:** N/A

Base Purchase DC: 48 **Restriction:** Military (+3)

Price 500,000 sbc

Crew: 2 (crew +4)
Passenger Capacity: 1
Cargo Capacity: 1,700 lb.

Tactical Speed: 3,500 ft. (7 sq.)

Defense: 19

Flat-footed Defense: 13 Autopilot Defense: 6 Hardness: 20 Crew: 1 (ace +12)

Hit Dice: 8d20 (160 hp) Initiative Modifier: +8 Targeting System Bonus: +2

Pilot's Class Bonus: +7 Pilot's Dex Modifier: +6

Gunner's Attack Bonus: +8/+3

Grapple Modifier: +8

Attack: 2 fire-linked fusion beams +6/+1 ranged

(15d8)

Attack of Opportunity: None

Standard Design Specs: Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Damage control system (1d10),

sensor jammer

Sensors: Class III sensor array, targeting system **Communications:** Laser transceiver, radio

transceiver

Weapons: 2 fire-linked fusion beams (range incr.

3,000 ft.)

Grappling Systems: None



Courier

A courier is capable of extended operation away from its base (frequently a larger ship). Many low-end star yachts and exploration ships fall into the courier category.

Type: Ultralight

Size: Gargantuan (–4 size)

Subtype: Courier Length: 45 feet Weight: 90,000 lb.

Drives:

Interplanetary: 3 **Interstellar:** 10

Base Purchase DC: 48 **Restriction:** Licensed (+1) **Price** 3,000,000 sbc

Crew: 4 (trained +4)

Passenger Capacity: 12

Cargo Capacity: 9,000 lb.

Defense: 11

Flat-footed Defense: 9 Autopilot Defense: 8 **Hardness:** 20 : 4 (trained +4) **Hit Dice:** 8d20 (160 hp)

Initiative Modifier: +2

Targeting System Bonus: +2 Pilot's Class Bonus: +3 Pilot's Dex Modifier: +2 Gunner's Attack Bonus: +2 Grapple Modifier: +12

Attack: Laser +0 ranged (6d8) **Attack of Opportunity:** None

Standard Design Specs:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Autopilot system, damage

control system (1d10)

Sensors: Class II sensor array, targeting system **Communications:** Laser transceiver, radio

transceiver

Weapons: 1 laser (range incr. 3,000 ft.)

Grappling Systems: Grapplers





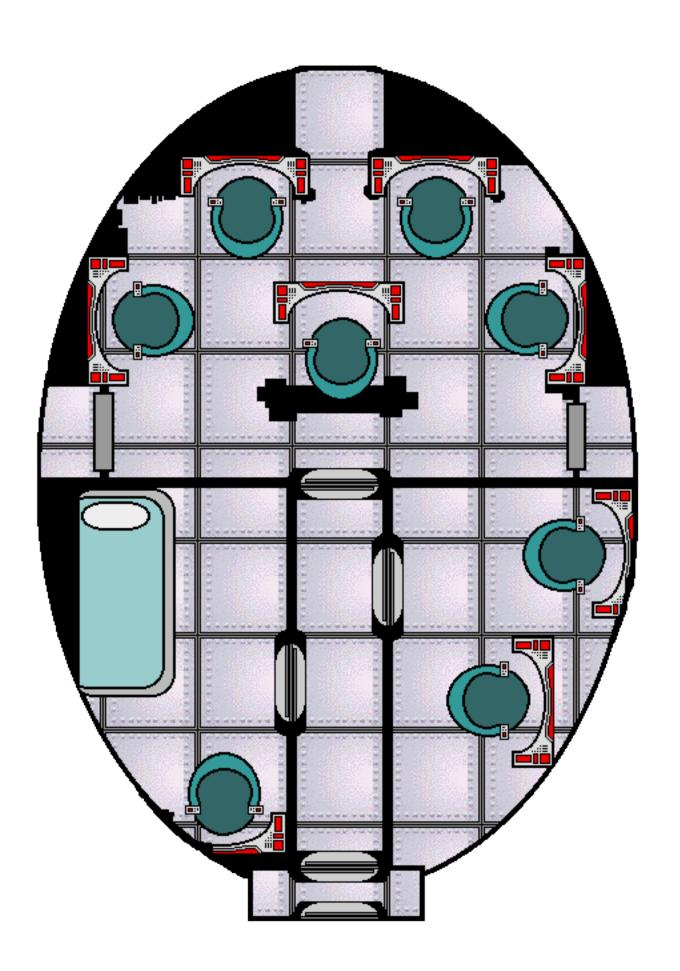


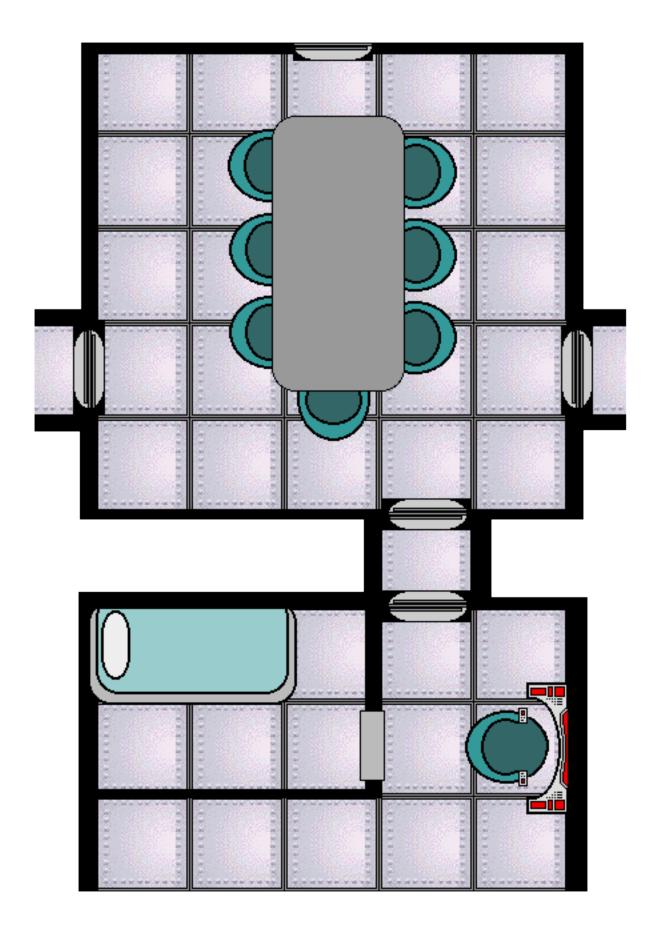
- 1: Flight Controls
- 2: Captain's Quarters3: Ship's Computer and Controls
- 4: Mess
- 5: Air Lock
- 6: Crew and Passenger Quarters (Moveable partitions allow different configurations)
- 7: Sick Bay
- 8: Rec Room
- 9: Head
- 10: Engines
- 11: Weapon Bays 12: Cargo Hold

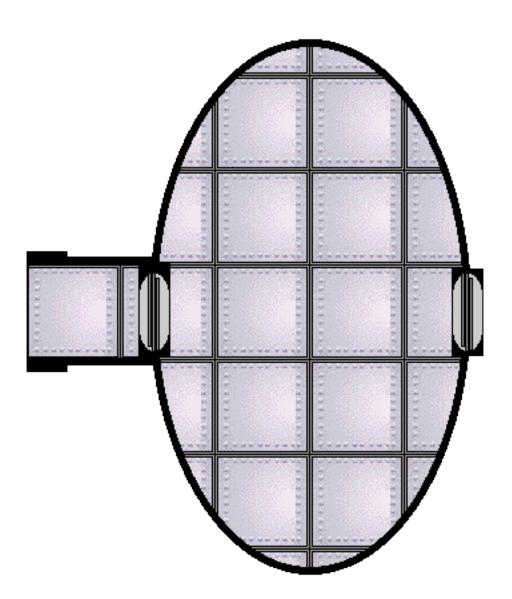
6

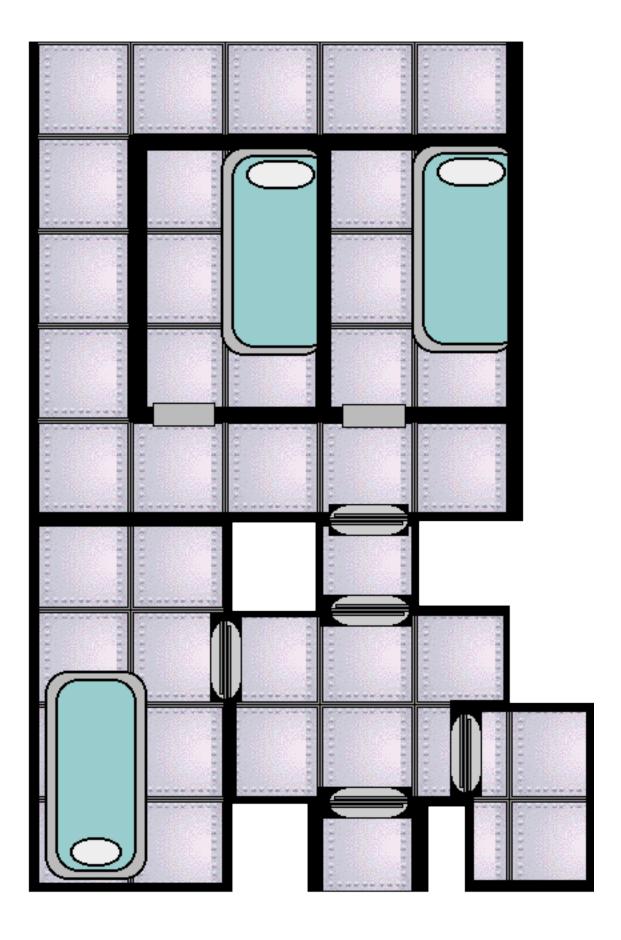
2

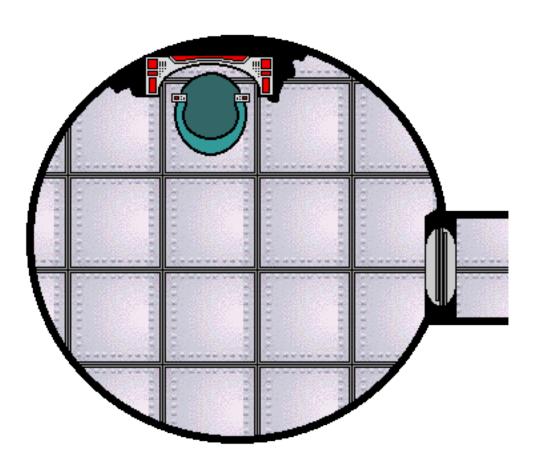
3

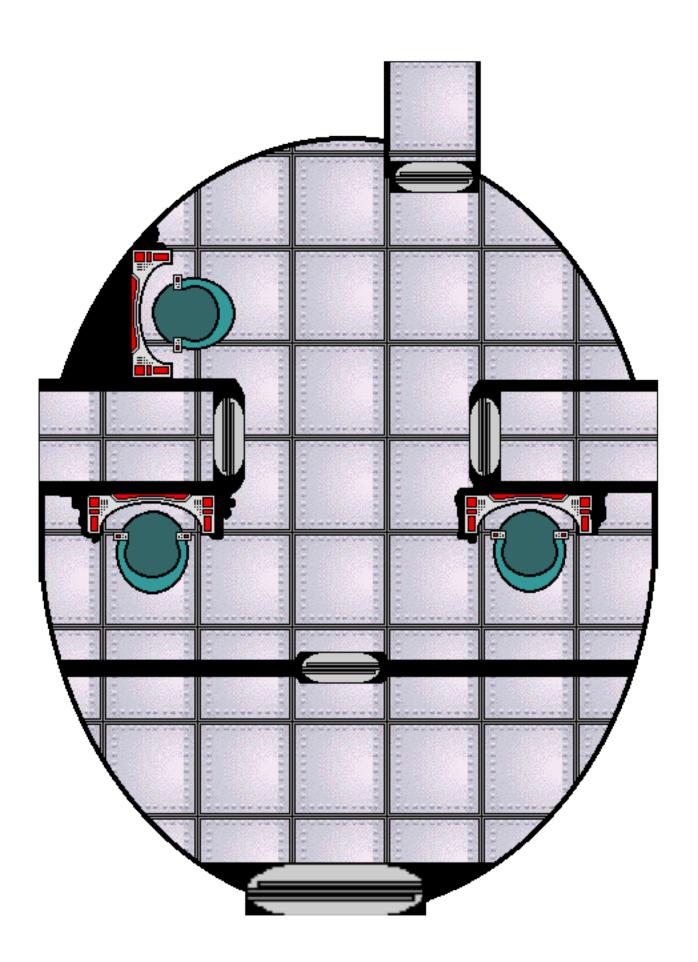


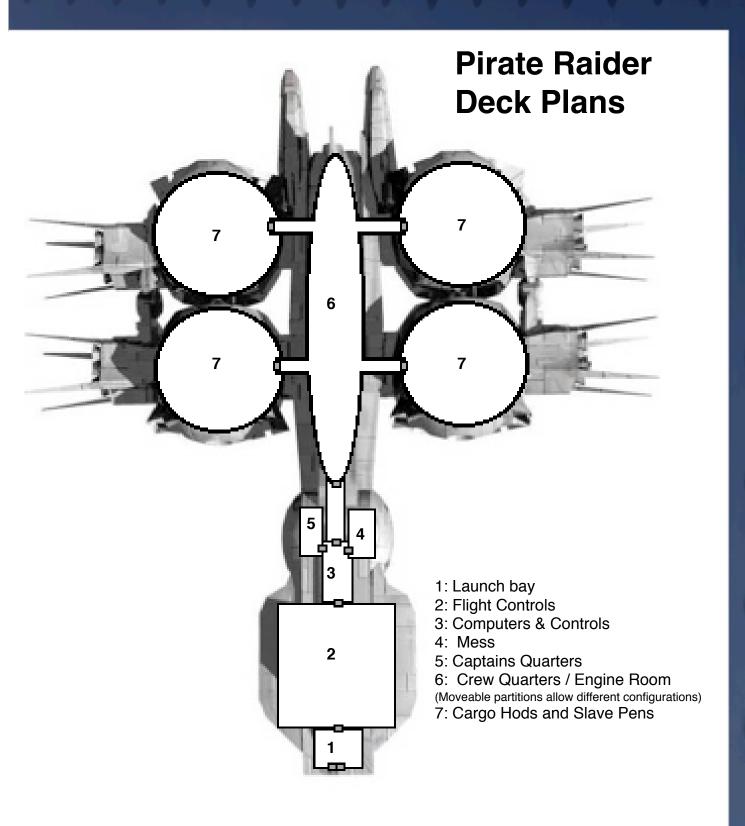


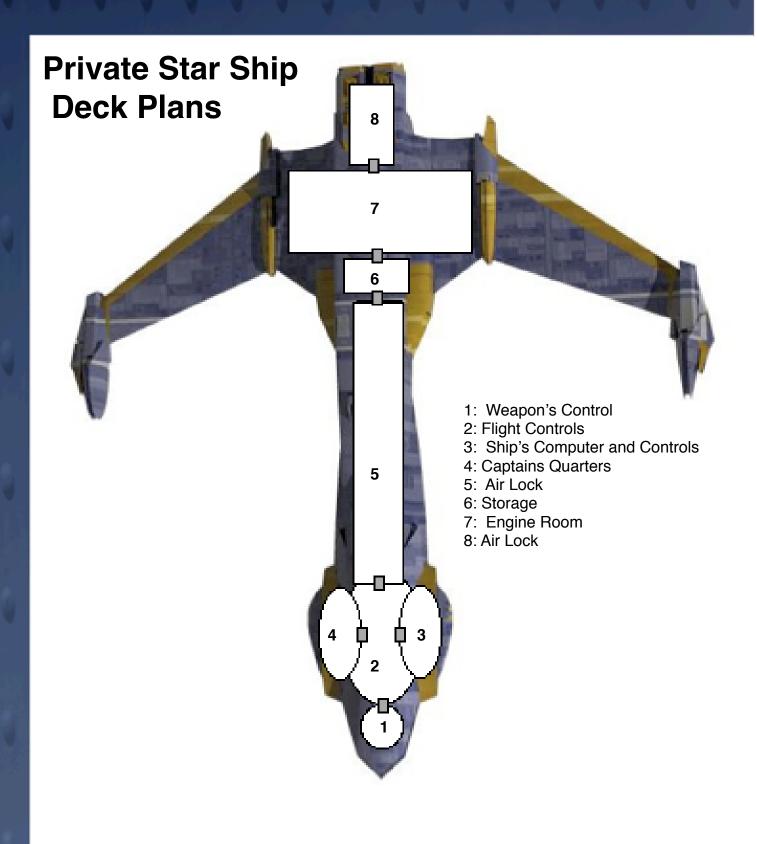


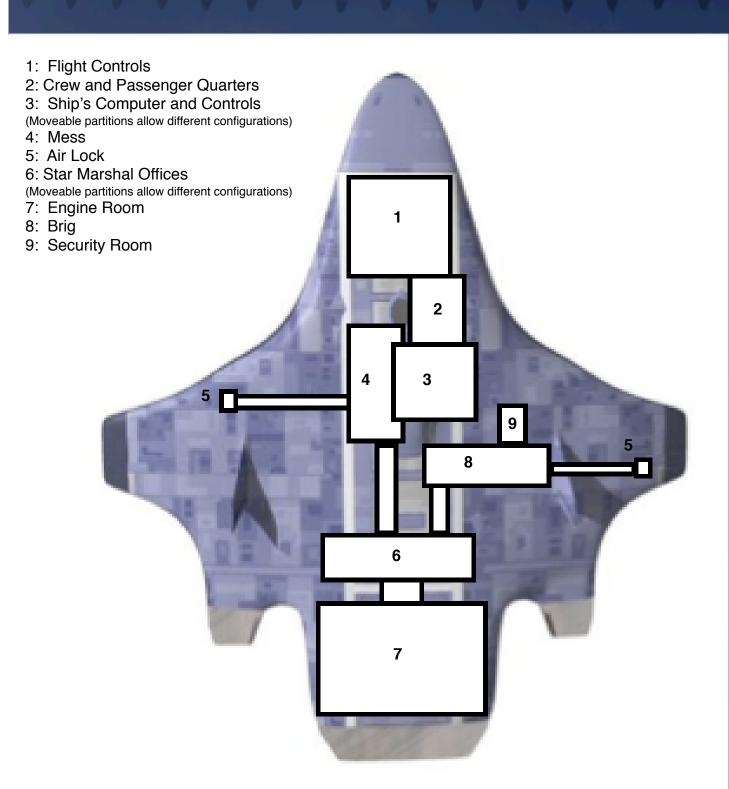






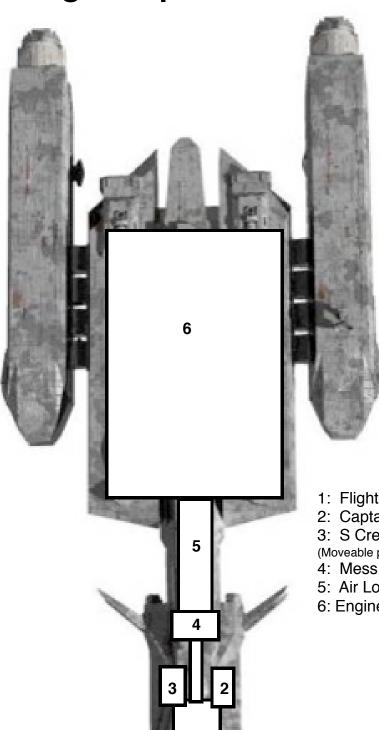




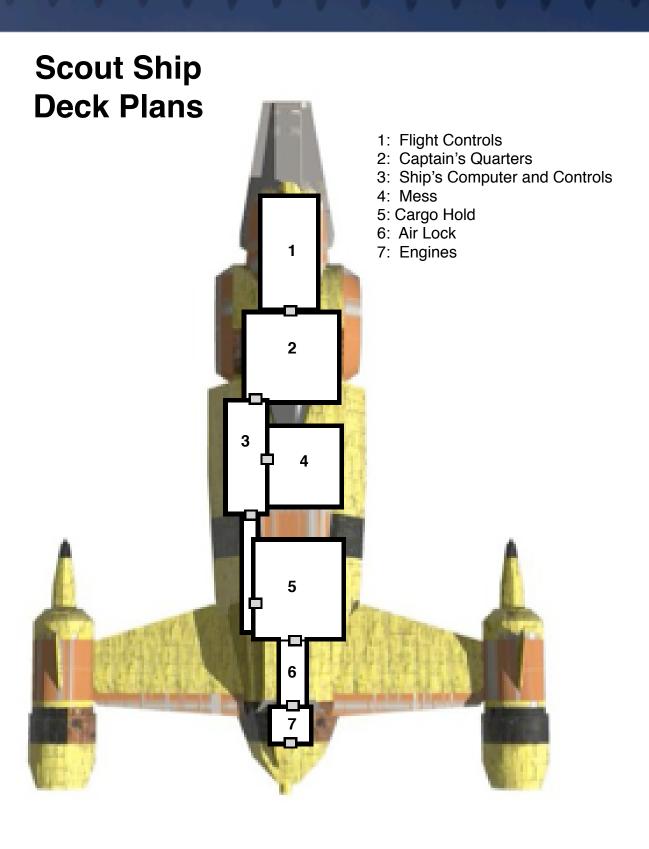


Star Marshal Patrol Ship Deck Plans

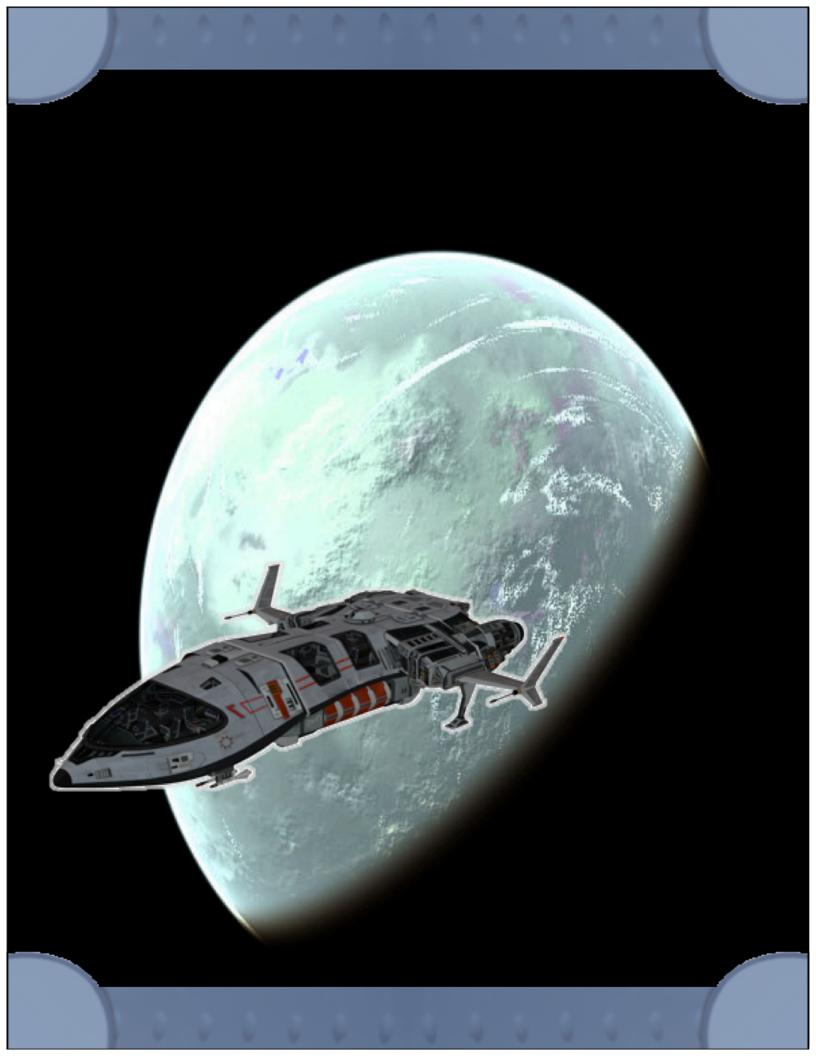
Cargo Ship Deck Plans

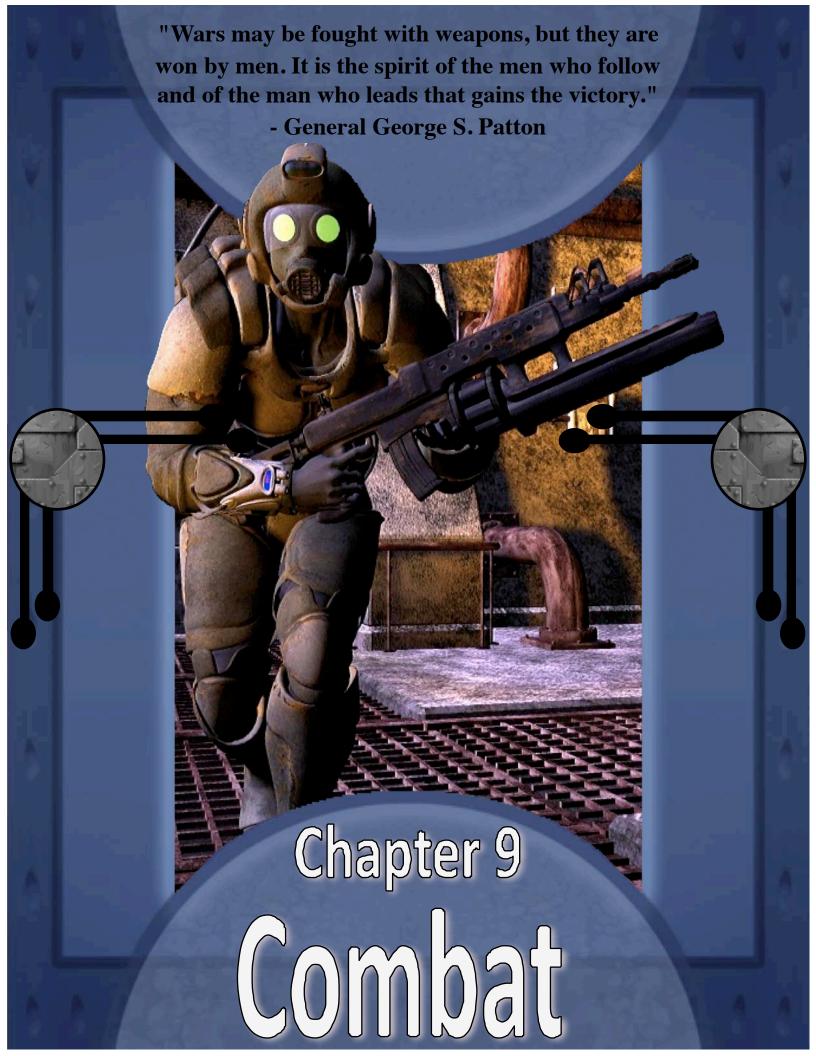


- 2: Captain's Quarters
- 3: S Crew and Passenger Quarters (Moveable partitions allow different configurations)
- 5: Air Lock
- 6: Engines and Cargo Hold



Type: Size: Subtype: Length: Weight:
Drives: Interplanetary: Interstellar:
Base Purchase DC: Restriction: Price
Crew: Passenger Capacity: Cargo Capacity:
Defense: Flat-footed Defense: Autopilot Defense:
Hardness: Hit Dice:
Initiative Modifier:
Targeting System Bonus: Pilot's Class Bonus: Pilot's Dex Modifier: Gunner's Attack Bonus: Grapple Modifier: Attack: Attack of Opportunity:
Standard Design Specs: Engines: Armor: Defense Systems: Sensors: Communications: Weapons: Grappling Systems:





Chapter 9: Combat

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

- **1.** When combat begins, all combatants roll initiative.
- **2.** Determine which characters are aware of their opponents. These characters can act during a surprise round. If all the characters are aware of their opponents, proceed with normal rounds. See the surprise section for more information.
- **3.** After the surprise round (if any), all combatants are ready to being the first normal round of combat.
- **4.** Combatants act in initiative order (highest to lowest).
- **5.** When everyone has had a turn, the next round begins with the combatant with the highest initiative, and steps 3 and 4 repeat until combat ends.

The Combat Round

Each round represents six seconds in the game world; there are ten rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result and then proceeds in order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Initiative

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before a character has had a chance to act (specifically, before their first regular turn in the initiative order), they are flat-footed. The character can't use their Dexterity bonus to Defense (if any) while flat-footed. Infiltrators of high enough level, and some psychics have the uncanny dodge extraordinary ability, which means that they cannot be caught flat-footed. Characters with uncanny dodge retain their Dexterity bonus to their Defense and can make attacks of opportunity before they have acted in the first round of combat. A flat-footed character can't make attacks of opportunity, unless he or she has the Combat Reflexes feat.

Inaction: Even if a character cannot take actions, they retain their initiative score for the duration of the encounter.

Surprise: When a combat starts, if the character is not aware of their opponents and they are aware of you, the character surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Perception checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard or move action during the surprise round. A character can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to defense.

Combat Statistics

This section summarizes the statistics that determine success in combat, then details how to use them.

Attack Roll

An attack roll represents a character's attempt to strike their opponent on their turn in a round. When the character makes an attack roll, they roll a d20 and add their attack bonus. (Other modifiers may also apply to this roll.) If their result equals or beats the target's Defense, the character scores a hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. If the attack was made using a technological weapon, the weapon suffers a glitch. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat-a possible critical hit (see the attack action).

Attack Bonus: The character attack bonus with a melee weapon is the following:

Base attack bonus + Strength modifier + size modifier

The character attack bonus with a firearm is the following:

Base attack bonus+ size modifier + equipment modifier + range penalty

Please note the character's Dexterity modifier does not apply to attacks made with a firearm.

A character's attack bonus with a ranged weapon other than a firearm (such as bows or thrown weapons) is the following:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Defense

A character's Defense (DEF) represents how hard it is for opponents to land a solid, damaging blow on them. It's the attack roll result that an opponent needs to achieve to hit the character. The character's DEF is equal to the following:

10 + Base Defense Bonus (BDB) + shield bonus + Dexterity modifier + other modifiers

Note that armor limits a character's Dexterity bonus, so if they re wearing armor, they might not be able to apply their whole Dexterity bonus to their DEF.

Sometimes a character cannot use their Dexterity bonus (if they have one). If they cannot react to a blow, they cannot use their Dexterity bonus to DEF. If a character does not have a Dexterity bonus, their AC does not change.

Other Modifiers: Many other factors modify your DEF.

Armor Bonus: Wearing armor provides a bonus to a character's DEF value. However, Armor Bonuses do not stack with their Base Defense Bonus. When wearing armor a character uses only the higher of either their BDB or the Armor Bonus to apply to their DEF. Even if their BDB is higher than the Armor Bonus for the armor they are wearing, all other effects of the armor (armor check penalties, maximum dexterity bonus, weight, damage reduction, etc.) remain unchanged.

Supernatural Bonuses: Supernatural bonuses apply to their armor to increase the armor bonus it provides.

Deflection Bonus: Technological or magical deflection effects ward off attacks and improve a character's DEF.

Natural Armor: If a character's race has a tough hide, scales, or thick skin they receive a bonus to their DEF.

Dodge Bonuses: Dodge bonuses represent actively avoiding blows. Any situation that denies a character's their Dexterity bonus also denies them their dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to DEF.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Size Modifier: A character receives a bonus or penalty to their DEF based on their size.

Size Modifiers

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Touch Attacks

Some attacks completely disregard armor, including shields and natural armor-the aggressor need only touch a foe for such an attack to take full effect. In these cases, the attacker makes a touch attack roll (either ranged or melee). When a character is the target of a touch attack, their DEF doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as their size modifier, Dexterity modifier, and deflection bonus (if any) apply

normally. Some creatures have the ability to make incorporeal touch attacks. These attacks bypass solid objects, such as armor and shields, by passing through them. Incorporeal touch attacks work similarly to normal touch attacks except that they also ignore cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as magical armor.

Damage

If a character's attack succeeds, they deal damage. The type of weapon used determines the amount of damage you deal.

Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than one, a hit still deals one point of nonlethal damage.

Strength Bonus: When a character hits with a melee or thrown weapon, including a sling, add their Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on damage rolls made with a bow that is not a composite bow.

Off-Hand Weapon: When a character deals damage with a weapon in their off hand, they add only 1/2 their Strength bonus. If they have a Strength penalty, the entire penalty applies.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that they are wielding two-handed, they add 1-1/2 times their Strength bonus (Strength penalties are not multiplied). The character does not get this higher Strength bonus, however, when using a light weapon with two hands.

Damage Reduction and Hardness: Damage reduction and hardness are two names for effectively the same thing. Both reduce the amount of damage suffered from an attack by a

number of points equal to their value. A character can receive damage reduction from a number of sources such as armor and class abilities. Hardness is used to describe an inanimate object's resistance to damage.

Multiplying Damage: Sometimes a character multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Unless explicitly stated otherwise, damage is multiplied before damage reduction or hardness are considered.

Note: When multiply damage more than once, each multiplier works off the original, unmultiplied damage. So if asked to double the damage twice, the end result is three times the normal damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary or permanent ability damage (a reduction to an ability score).

Hit Points

When a character hit point total reaches 0, they are disabled. When they reach -1, they are dying. When it gets to a negative amount equal to a character's Constitution score, they are dead. See Injury and Death, for more information.

Attacks of Opportunity

Sometimes a combatant in a melee lets his or her guard down or takes a reckless action. In this case, combatants near them can take advantage of their lapse in defense to attack him or her for free. These free attacks are called attacks of opportunity. See the Attacks of Opportunity diagram for an example of how they work.

Threatened Squares

A character threatens all squares into which they can make a melee attack, even when it is not their turn. Generally, that means everything in all squares adjacent to their space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. If the character unarmed, they do not normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only five feet. This means that they can make melee attacks only against creatures up to five feet (one square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of ten feet or more.

Provoking a Melee Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing certain actions within a threatened square.

Moving: Moving out of a threatened square usually provokes attacks of opportunity from threatening opponents. There are two common methods of avoiding such an attack-the 5-foot step and the withdraw action.

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle.

Provoking a Ranged Attack of Opportunity

In science fiction, most of the combat is ranged attacks using firearms of some kind. So IF has additional rules for ranged combat.

Abandoning Cover: Moving from behind cover and decreasing the amount of protection a character has from enemy fire draws a ranged attack of opportunity from all enemies who have a readied firearm, provided the character is within the short range, limit of the firearm.

Making an Attack of Opportunity

An attack of opportunity is a single melee or ranged attack, and most characters can only make one per round. Normally, the character does not have to make an attack of opportunity if they do not want to, but Infiltrators have the special ability Draw Fire, which can force other characters to spend their attack of opportunity on them. A character makes their attack of opportunity at their normal attack bonus, even if they already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Combat Reflexes and Additional Attacks of

Opportunity: If a character has the Combat Reflexes feat, they can add their Dexterity modifier to the number of attacks of opportunity they can make in a round. This feat does not let them make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from them, they could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't

count as more than one opportunity for that

full normal attack bonus.

opponent. All these attacks are at a character's

Speed

A character speed tells how far they can move in a round and still do something, such as attack or use a power. Their speed depends mostly on their size and armor.

Grays have a speed of 20 feet (four squares), or 15 feet (three squares) when wearing medium or heavy armor Humans, cyber-sapiens, most kinds of androids, Sasquatch, enigma, sokuja, and most humanoid aliens have a speed of 30 feet (six squares), or 20 feet (four squares) in medium or heavy armor.

If two move actions are used in a round (sometimes called a "double move" action), a character can move up to double their speed. If they spend the entire round running, they can move up to quadruple their speed (or triple if in heavy armor).

Saving Throws

Generally, when a character is subject to an unusual or supernatural attack, they get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on their class and level (see Classes), and an associated ability score. Their saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude

These saves measure a character's ability to stand up to physical punishment or attacks against their vitality and health. Apply their Constitution modifier to all Fortitude saving throws.

Reflex

These saves test a character's ability to dodge area attacks and unexpected situations. Apply their Dexterity modifier to all Reflex saving throws.



Will

These saves reflect a character's resistance to mental influence as well as many magical effects. Apply their Wisdom modifier to all Will saving throws.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Automatic Failures and Successes

A natural one (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

Actions In Combat

Standard Action	Attack of Opportunity*
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item oth	er No
than a potion or oil	
Aid another	Maybe**
Use Power	Yes
(One standard action cast	ing time)
Channel energy	No
Concentrate to maintain	No
an active power	
Draw a hidden weapon	No
(see Sleight of Hand skill)
Escape a grapple	No
Feint	No
Light a torch with a match	
Lower Power resistance	No
Read a scroll, paper, mess	_
Ready (triggers a standard	d action) No
Stabilize a dying friend	Ye
(see Medical skill)	
Total defense	No
Use extraordinary ability	No
Use skill that takes one ac	•
Use supernatural ability	Varies

Move Action	Attack of Opportunity*
Move	Yes
Control a frightened moun	nt Yes
Direct or redirect an activ	e power No
Draw a weapon***	No
Load a fresh clip of ammu	inition Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes
Pick up an item	Yes
Holster a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield***	No
Retrieve a stored item	Yes

Full-Round Action A	Attack of Opportunity*
Full attack	No
Charge****	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a revolver or internal	magazine Yes
Prepare to throw splash wes	apon Yes
Run	Yes
Use skill that takes one rous	nd Usually
Use a touch effect on	Yes
up to six friends	
Withdraw****	No
Free Action A	Attack of Opportunity*

Free Action	Attack of Opportunity*
Cease concentration	No
Drop an item	No
Drop to the floor	No
Speak	No

Swift Action	Attack	of Opportunity*
Use a quickened special	ability	No

Immediate Action	Attack of Opportunity*
Cast feather fall	No

No Action	Attack of Opportunity*
Delay	No
5-foot step	No

Action Type Varies	Attack of Opportunity*
rection type varies	retuck of Opportunity

Perform a combat maneuver**** Yes
Use feat*****

Varies

- * Regardless of the action, if a character moves out of a threatened square, they usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
- ** If a character aids someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

*** If a character has a base attack bonus of +1 or higher, they can combine one of these actions with a regular move. If they have the

Two-Weapon Fighting feat, they can draw two light or one-handed weapons in the time it would normally take someone to draw one.

**** May be taken as a standard action if the character is limited to taking only a single action in a round.

***** Unless the component is an extremely large or awkward item.

****** Some combat maneuvers substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity. Others are used as a separate action.

***** The description of a feat defines its effect.

During one turn, there are a wide variety of actions that a character can perform, from swinging a sword to using a power.



Action Types

An action's type essentially tells how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated.

There are six types of actions:

- 1. Standard
- 2. Move
- **3.** Full-round
- 4. Swift
- 5. Immediate
- **6.** Free

In a normal round, a character can perform a standard action and a move action, or they can perform a full-round action. A character can also perform one swift action and one or more free actions. They can always take a move action in place of a standard action.

In some situations (such as in a surprise round), a character may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows a character to do something, most commonly to make an attack or cast a spell.

Move Action: A move action allows a character to move up to their speed or perform an action that takes a similar amount of time.

A character can take a move action in place of a standard action. If they move no actual distance in a round (commonly because they have swapped their move action for one or more equivalent actions), they can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all of a character's effort during a round. The only movement they can take during a full-round action is a 5-foot step before, during, or after the action. They can also perform free actions and swift actions (see below).

Some full-round actions do not allow a character to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when the character is limited to performing only a standard action during your round. The descriptions of specific actions detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. A character can perform one or more free actions while taking another action normally. However, there are reasonable limits on what they can really do for free, as decided by the GM.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. A character can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time-even if it's not the character's turn.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else, such as knocking an arrow as part of an attack with a bow.

Restricted Activity: In some situations, a character may be unable to take a full round's worth of actions. In such cases, they are restricted to taking only a single standard action or a single move action (plus free and swift actions as normal). They cannot take a full-round action (though they can start or complete a full-round action by using a standard action; see below).

Standard Actions

Most of the common actions characters take, aside from movement, fall into the realm of standard actions.

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, a character can strike any opponent within five feet. (Opponents within five feet are considered adjacent.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, a character can strike opponents ten feet away, but they cannot strike adjacent foes (those within five feet).

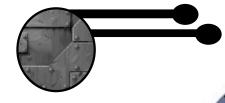
Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character they attack, provided he or she is armed. The attack of opportunity comes before the attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A character with the Improved Unarmed Strike feat or a Power caster delivering a touch attack, and any creatures with natural physical weapons all count as being armed (see natural attacks).

Note that being armed counts for both offense and defense (the character can make attacks of opportunity).



Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of bludgeoning damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of bludgeoning damage, while a Large character's unarmed strike deals 1d4 points of bludgeoning damage. All damage from unarmed strikes is non-lethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: A character can specify that their unarmed strike will deal lethal damage before they make their attack roll, but you take a -4 penalty on their attack roll. If they have the Improved Unarmed Strike feat, they can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, a character can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Natural Attacks: Attacks made with natural weapons, such as claws and bites, are melee attacks that can be made against any creature within your reach (usually five feet). These attacks are made using your full attack bonus and deal an amount of damage that depends on their type (plus your Strength modifier, as normal). A character does not receive additional natural attacks for a high base attack bonus. Instead, they receive additional attack rolls for multiple limbs and body parts capable of making the attack (as noted by the race or ability that grants the attacks). If they possess only one natural attack (such as a bite-two claw attacks do not qualify), add 1-1/2 times their Strength bonus on damage rolls made with that attack.

Some natural attacks are denoted as secondary natural attacks, such as tails and wings. Attacks with secondary natural attacks are made using the character's base attack bonus minus five. These attacks deal an amount of damage depending on their type, but the character only adds half their Strength modifier on damage rolls.

A character can make attacks with natural weapons in combination with attacks made with a melee weapon and unarmed strikes, so long as a different limb is used for each attack. For example, they cannot make a claw attack and also use that hand to make attacks with a club. When they make additional attacks in this way, all of their natural attacks are treated as secondary natural attacks, using your base attack bonus minus five and adding only 1/2 of their Strength modifier on damage rolls.

Multiple Attacks: A character who can make more than one attack per round must use the full-attack action (see Full-Round Actions) in order to get more than one attack.

Shooting or Throwing into a Melee: If a character shoots or throw a ranged weapon at a target engaged in melee with a friendly character, the character take a -4 penalty on their attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the character's target (or the part of their target they are aiming at, if it's a big target) is at least ten feet away from the nearest friendly character, the character can avoid the -4 penalty, even if the creature they aiming at is engaged in melee with a friendly character.

If the character's target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to -2. There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with.

Precise Shot: If the character has the Precise Shot feat, they do not take this penalty.

Fighting Defensively as a Standard Action: A character can choose to fight defensively when attacking. If they do so, all attacks take a -4 penalty for the round and the defender gains a +2 to DEF for the same round.

Critical Hits

When a character makes an attack roll and get a natural 20 (the d20 shows 20), they hit regardless of their target's Defense, and they have scored a "threat," meaning the hit might be a critical hit (or "crit"). To find out if it's a critical hit, immediately make an attempt to "confirm" the critical hit-another attack roll with all the same modifiers as the attack roll the character just made. If the confirmation roll also results in a hit against the target's DEF, the original hit is a critical hit. (The critical roll just needs to hit to give a crit, it doesn't need to come up 20 again.) If the confirmation roll is a miss, then attack is just a regular hit.

A critical hit means that the character rolls their damage more than once, with all their usual bonuses, and adds the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Precision damage (such as from an Infiltrator's sneak attack class feature) and additional damage dice from special weapon qualities (such as flaming) are not multiplied when a score is a critical hit.

Increased Threat Range: Sometimes the threat range is greater than 20. That is, the character can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal more than double damage on a critical hit (see Equipment).

Supernatural Powers and Critical Hits: A power that requires an attack roll can score a critical hit. A power attack that requires no attack roll cannot

score a critical hit. If a power causes ability damage or drain (see Special Abilities), the damage or drain is doubled on a critical hit.

Use a Supernatural Power

Most powers require one standard action to use. A character can use such a power either before or after they take a move action.

Note: They retain Their Dexterity bonus to DEF while casting.

Spell Components: To use a power with a verbal (V) component, the character must speak in a firm voice. If they are gagged or in the area of a silence spell, they cannot use such a power. A power user who has been deafened has a 20% chance to spoil any spell he or she tries to use if that power has a verbal component.

To use a power with a somatic (S) component, the character must gesture freely with at least one hand. They cannot use a power of this type while bound, grappling, or with both their hands full or occupied.

To use a power with a material (M), focus (F), or divine focus (DF) component, the character has to have the proper materials, as described by the power. Unless these components are elaborate, preparing them is a free action.

Concentration: A character must concentrate to activate a power. If they cannot concentrate, they cannot use a power. If they start to activate a power but something interferes with their concentration, they must make a concentration check or lose the power. The check's DC depends on what is threatening their concentration (Usually a Will Save). If they fail, the power fizzles with no effect, but it still counts against their daily limit of powers even though they did not cast it successfully.

Concentrating to Maintain a Power: Some powers require continued concentration to keep them going. Concentrating to maintain a power is a standard action that doesn't provoke an attack of opportunity. Anything that could break the character's concentration when activating a power can keep them from concentrating to maintain a power. If their concentration breaks, the power ends.

Activation Time: Most powers have an activation time of one standard action. A power activated in this manner immediately takes effect.

Attacks of Opportunity: Generally, if a character uses a power, they provoke attacks of opportunity from threatening enemies. If they take damage from an attack of opportunity, they must make a concentration check (DC 10 + points of damage taken + the power's level) or lose the power. Powers that require only a free action to cast do not provoke attacks of opportunity.

Defensive Activation: Defensive activation of a power does not provoke an attack of opportunity. It does, however, require a concentration check (DC 15 + double the power's level) to successfully use the power. Failure means that the character to lose the power.

Touch Abilities in Combat: Many powers have a range of touch. To use these powers, the character activates the power and then touches the subject. In the same round that they activate the power, they may also touch (or attempt to touch) as a free action. They may take their move before activating the power, after touching the target, or between activating the power and touching the target. The character can automatically touch one friend or use the power on themselves, but to touch an opponent, they must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch power is considered to be an armed attack and therefore does not provoke attacks of opportunity. The act of activating a power, however, does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. A character can score critical hits with either type of attack as long as the power deals damage. Their opponent's DEF against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Holding the Charge: If the character does not discharge the power in the round when they activate it, they can hold the charge indefinitely. They can continue to make touch attacks round after round. If they touch anything or anyone while holding a charge, even unintentionally, the power discharges. If they use another power, the touch power dissipates. The can touch one friend as a standard action or up to six friends as a full-round action. Alternatively, they may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, they are not considered armed and they provoke attacks of opportunity as normal for the attack. If their unarmed attack or natural weapon attack normally doesn't provoke attacks of opportunity, neither does this attack. If the attack hits, they deal normal damage for their unarmed attack or natural weapon and the spell discharges. If the attack misses, they are still holding the charge.

Ranged Touch Powers in Combat: Some powers allow a character to make a ranged touch attack as part of activating the power. These attacks are made as part of the power and do not require a separate action. Ranged touch attacks provoke an attack of opportunity, even if the power that causes the attacks was activated defensively. Unless otherwise noted, ranged touch attacks cannot be held until a later turn.

Dismiss a Power: Dismissing an active power is a standard action that doesn't provoke attacks of opportunity.

Start/Complete Full-Round Action

The "start full-round action" standard action lets a character start undertaking a full-round action, which they can complete in the following round by using another standard action. They cannot use this action to start or complete a full attack, charge, run, or withdraw.

Total Defense

A character can defend themselves as a standard action. They gain a +4 dodge bonus to their DEF for one round. Their DEF improves at the start of this action. They cannot combine total defense with fighting defensively or with the benefit of the Combat Expertise feat. They cannot make attacks of opportunity while using total defense.

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Supernatural Abilities (Su): Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Some supernatural abilities and powers provoke attacks of opportunity, others do not. An ability cannot be disrupted unless it provokes an attack of opportunity.

Extraordinary Abilities (Ex): Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving the character's speed. If they take this kind of move action during their turn, they can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of their speed) and swimming (up to one-quarter of their speed).

Accelerated Climbing: A character can climb at half their speed as a move action by accepting a -5 penalty on their Climb check.

Crawling: A character can crawl five feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten the character at any point of their crawl. A crawling character is considered prone and must take a move action to stand up, provoking an attack of opportunity.

Sokuja characters have the special ability to crawl at full speed. Their crawling does not in itself draw an attack of opportunity, but where they move, moving out of a threatened square draws an attack of opportunity as usual.

Direct or Redirect a Supernatural Power

Some powers allow a character to redirect the effect to new targets or areas after they activate the power. Redirecting a power requires a move action and does not provoke attacks of opportunity or require concentration.

Draw or Holster a Weapon

Drawing a weapon so that a character can use it in combat, or putting it away so that they have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as tools. If the character's weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If the character has a base attack bonus of +1 or higher, they may draw a weapon as a free action combined with a regular move. If they have the Two-Weapon Fighting feat, they can draw two light or one-handed weapons in the time it would normally take another character to draw one.

Drawing ammunition for use with a primitive ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Manipulate an Item

Moving or manipulating an item is usually a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Mount/Dismount a Steed

Mounting or dismounting a steed requires a move action.

Fast Mount or Dismount: A character can mount or dismount as a free action with a DC 20 Handle Animal check. If they fail the check, mounting or dismounting is a move action instead. They cannot attempt a fast mount or fast dismount unless they can perform the mount or dismount as a move action in the current round.

Ready or Drop a Shield

Strapping a shield to a character's arm to gain its shield bonus to their DEF, or unstrapping and dropping a shield so they can use their shield hand for another purpose, requires a move action. If they have a base attack bonus of +1 or higher, they can ready or drop a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity. Sokuja can rise up to their normal height either as a move action, or as part of another move action.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it cannot be coupled with a standard or a move action, though if it does not involve moving any distance, a character can take a 5-foot step.

Full Attack

If a character gets more than one attack per round because their base attack bonus is high enough (see Base Attack Bonus in Classes), because they fight with two weapons or a double weapon, or for some special reason, they must use a full-round action to get their additional attacks. They do not need to specify the targets of their attacks ahead of time.

A character can see how the earlier attacks turn out before assigning the later ones.

The only movement a character can take during a full attack is a 5-foot step. They may take the step before, after, or between your attacks.

If a character get multiple attacks because of their base attack bonus is high enough, they must make the attacks in order from highest bonus to lowest. If they are using two weapons, they can strike with either weapon first. If they are using a double weapon, they can strike with either part of the weapon first.

Any combination of a creature's attacks during a melee full attack can be replaced by a trip, disarm, or sunder maneuver (any maneuver that says "in place of a melee attack"). When doing this, the calculation for the creature's Combat Maneuver Bonus uses the base attack bonus of the attack that was exchanged for a combat maneuver. For example, a creature with a BAB of +6/+1 who performs a trip with her second attack uses +1 as his or her BAB for the CMB of the trip.



Deciding between an Attack or a Full Attack:

After a character's first attack, they can decide to take a move action instead of making their remaining attacks, depending on how the first attack turns out and assuming they have not already taken a move action this round. If they are already taken a 5-foot step, they can't use their move action to move any distance, but they could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: A character can choose to fight defensively when taking a full-attack action. If they do so, they take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to DEF for the same round.

Full Autofire

Firing a weapon in full automatic mode requires a full round action.

Activate a Power

A power that takes one round to activate is a full-round action. It comes into effect just before the beginning of a character's turn in the round after they began activating the power. They then act normally after the power is completed.

A power that takes one minute to activate comes into effect just before their turn one minute later (and for each of those ten rounds, they are using a power as a full-round action). These actions must be consecutive and uninterrupted, or the power automatically fails.

When a character begins a power that takes one round or longer to activate, they must continue the chanting, gestures, and concentration from one round to just before their turn in the next round (at least). If they lose concentration after starting the power and before it is complete, they lose the power.

A character only provokes attacks of opportunity when they start to activate a power, even though they might continue activating for at least one full round. While activating a power, they don't threaten any squares around them.

This action is otherwise identical to the activate a power action described under Standard Actions.

Move Five Feet through Difficult Terrain

In some situations, a character's movement may be so hampered that they do not have sufficient speed even to move five feet (a single square). In such a case, they may spend a full-round action to move five feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

Run

A character can run as a full-round action. If they do, they do not also get a 5-foot step. When they run, they can move up to four times their speed in a straight line (or three times their speed if in heavy armor). The character loses any Dexterity bonus to DEF unless they have the Run feat.

A character can run for a number of rounds equal to their Constitution score, but after that they must make a DC 10 Constitution check to continue running. They must check again each round in which they continue to run, and the DC of this check increases by one for each check they have made. When they fail this check, they must stop running. A character who has run to his or her limit must rest for one minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

A character cannot run across difficult terrain or if they can't see where they are going.

A run represents a speed of about 13 miles per hour for an unencumbered human.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, they can move up to double their speed. The square they start out in is not considered threatened by any opponents they can see, and therefore visible enemies do not get attacks of opportunity against the character when they move from that square. Invisible enemies still get attacks of opportunity against the character, and they cannot withdraw from combat if they are blinded. A character can't take a 5-foot step during the same round in which they withdraw.

If, during the process of withdrawing, the character moves out of a threatened square (other than the one they started in), enemies get attacks of opportunity as normal.

The character may not withdraw using a form of movement for which they do not have a listed speed.

Note that despite the name of this action, they do not actually have to leave combat entirely.

Restricted Withdraw: If a character is limited to taking only a standard action each round they can withdraw as a standard action. In this case, they may move up to their speed.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions they can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Cease Concentration on a Power

A character can stop concentrating on a power as a free action.

Drop an Item

Dropping an item in their space or into an adjacent square is a free action.

Drop Prone

Dropping to a prone position in their space is a free action.

Speak

In general, speaking is a free action that a character can perform even when it isn't their turn. Speaking more than a few sentences is generally beyond the limit of a free action.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. A character can perform one swift action per turn without affecting their ability to perform other actions. In that regard, a swift action is like a free action. They can, however, perform only one single swift action per turn, regardless of what other actions they take. They can take a swift action anytime they would normally be allowed to take a free action. Swift actions usually involve supernatural powers, activating a feat, or the activation of equipment.

Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time-even if it's not the character's turn.

Using an immediate action on the character's turn is the same as using a swift action and counts as their swift action for that turn. They cannot use another immediate action or a swift action until after their next turn if they have used an immediate action when it is not currently their turn (effectively, using an immediate action before their turn is equivalent to using their swift action for the coming turn). They also cannot use an immediate action if you are flat-footed.



Miscellaneous Actions

The following actions take a variable amount of time to accomplish or otherwise work differently than other actions.

Take 5-Foot Step

A character can move 5 feet in any round when they do not perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. They cannot take more than one 5-foot step in a round, and they cannot take a 5-foot step in the same round that they move any distance.

A character can take a 5-foot step before, during, or after your other actions in the round.

They can only take a 5-foot-step if their movement isn't hampered by difficult terrain or darkness. Any creature with a speed of five feet or less cannot take a 5-foot step, since moving even five feet requires a move action for such a slow creature.

A character may not take a 5-foot step using a form of movement for which they do not have a listed speed.

Use Feat

Certain feats allow a character take special actions in combat. Other feats do not require actions themselves, but they give them a bonus when attempting something they can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell what needs to be known about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions in Using Skills tell what sort of actions are required to perform skills.

Injury and Death

A character's hit points measure how hard they are to kill. No matter how many hit points they lose, the character is not hindered in any way until their hit points drop to zero or lower.

Loss of Hit Points

The most common way that a character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow a character down until their current hit points reach zero or lower. At zero hit points, they are disabled.

If their hit point total is negative, but not equal to or greater than their Constitution score, they are unconscious and dying.

When their negative hit point total is equal to their Constitution, you're dead.

Massive Damage (Optional Rule): If a character ever sustains a single attack that deals an amount of damage equal to half their total hit points (minimum 50 points of damage) or more and it doesn't kill them outright, they must make DC 15 Fortitude save. If this saving throw fails, they die regardless of their current hit points. If they take half their total hit points or more in damage from multiple attacks, no one of which dealt more than half their total hit points (minimum 50), the massive damage rule does not apply.

Disabled (0 Hit Points)

When a character's current hit point total drops to exactly 0, they are disabled.

They gain the staggered condition and can only take a single move or standard action each turn (but not both, nor can they take full-round actions). The character can take move actions without further injuring themselves but if they perform any standard action (or any other strenuous action) they take one point of damage after completing the act. Unless they activity increased their hit points, they are now at -1 hit points and dying.

Healing that raises their hit points above zero makes them fully functional again, just as if they had never been reduced to zero or fewer hit points.

The character can also become disabled when recovering from dying. In this case, it's a step toward recovery, and they can have fewer than zero hit points (see Stable Characters and Recovery).

Dying (Negative Hit Points)

If a character's hit point total is negative, but not equal to or greater than their Constitution score, they are dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses one hit point every round. This continues until the character dies or becomes stable.

When an android is reduced to negative hit points, auto save programs will activate and attempt a controlled shut down to save the androids data. Errors and misexecuted commands during this process cause the android to lose one hit point every round. Although the symptoms are different, the android is effectively dying.

Dead

When a character's current hit points drop to a negative amount equal to his or her Constitution score or lower, or if he or she succumbs to massive damage, they are dead. A character can also die from taking ability damage or suffering an ability drain that reduces his or her Constitution score to 0 (see Special Abilities). Although an android body might be salvageable, the data (memories, personality, training, programs, etc.) is lost beyond hope.

Stable Characters and Recovery

On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, an organic character must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his or her negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he or she loses one hit point. An unconscious or dying character cannot use any special action that changes the initiative count on which their action occurs.

Characters taking continuous damage, such as from acid or a bleed effect, automatically fail all Constitution checks made to stabilize. Such characters lose one hit point per round in addition to the continuous damage.

A character can keep a dying character from losing any more hit points and make him stable with a DC 15 Medical check.

An android character's autosave functions allow them to make a Wil save DC 10. The character takes a penalty on this roll equal to their negative hit point total. If this check is successful, the android successfully backs up its data. Another character can help an android recover its data by connecting to the android's internal computer and making a successful DC15 Computer Use skill check.

Once an android's data has been successfully backed up, the body ceases operation, and can lay dormant for literally years until salvaged and rebooted. Androids do no have a chance of spontaneously waking up while in this state.

When the android is repaired and revived, if a Computer Use check was used to backup the android's data, the computer used to make the check must be present, or else the android wakes up with all of its skills and feats, but a case of amnesia until the data from the computer can be downloaded into its internal computer.



Healing that raises the dying character's hit points to 0 makes him or her conscious and disabled. Healing that raises their hit points to one or more makes them fully functional again, just as if they had never been reduced to zero or lower. A supernaturally endowed character retains the capability to use supernatural powers he or she had before dropping below zero hit points.

A stable character who has been tended by a medic or who has been supernaturally healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his or her life is still in danger, and they may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable; the character must make a DC 10 Constitution check to become conscious. The character takes a penalty on this roll equal to his or her negative hit point total. Conscious characters with negative hit point totals are treated as disabled characters. If the character remains unconscious, they receive another check every hour to regain consciousness. A natural 20 on this check is an automatic success. Even if unconscious, the character recovers hit points naturally. They automatically regains consciousness when his or her hit points rise to one or higher.

Recovering without Help: A severely wounded character left alone usually dies. They have a small chance of recovering on their own. Treat such characters as those attempting to recover with help, but every failed Constitution check to regain consciousness results in the loss of one hit point. An unaided character does not recover hit points naturally. Once conscious, the character can make a DC 10 Constitution check once per day, after resting for eight hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his or her negative hit point total. Failing this check causes the character to lose one

hit point, but this does not cause the character to become unconscious. Once a character makes this check, they continue to heal naturally and are no longer in danger of losing hit points naturally.

Healing

After taking damage, a character can recover hit points through natural healing, medical treatment or supernatural magical healing. In any case, they cannot regain hit points past their full normal hit point total.

Natural Healing: With a full night's rest (eight hours of sleep or more), they recover one hit point per character level. Any significant interruption during their rest prevents them from healing that night.

If they undergo complete bed rest for an entire day and night, they recover twice their character level in hit points.

Medical Treatment: The abilities (skills, feats) and equipment available to the attending physician determent how many hit points are restored.

Magical Healing: Various abilities and powers can restore hit points.

Healing Limits: A character can never recover more hit points than they lost. Supernatural healing won't raise their current hit points higher than their full normal hit point total.

Healing Ability Damage: Temporary ability damage returns at the rate of one point per night of rest (eight hours) for each affected ability score. Complete bed rest restores two points per day (24 hours) for each affected ability score.

Temporary Hit Points

Certain effects give a character temporary hit points. These hit points are in addition to the character's current hit point total and any damage taken by the character is subtracted from these hit points first. Any damage in excess of a character's temporary hit points is applied to his current hit points as normal. If the effect that grants the temporary hit points ends or is dispelled, any remaining temporary hit points go away. The damage they sustained is not transferred to the character's current hit points.

When temporary hit points are lost, they cannot be restored as real hit points can be.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can gives them more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored, and they are not lost first as temporary hit points are.

Non-lethal Damage

Non-lethal damage represents harm to a character that is not life-threatening. Unlike normal damage, non-lethal damage is healed quickly with rest.

Dealing Non-lethal Damage: Certain attacks deal non-lethal damage. Other effects, such as heat or being exhausted, also deal non-lethal damage. When a character takes non-lethal damage, keep a running total of how much they have accumulated. Do not deduct the non-lethal damage number from their current hit points. It is not "real" damage. Instead, when their non-lethal damage equals their current hit points, they are staggered (see below), and when it exceeds their current hit points, they fall unconscious.

Non-lethal Damage with a Weapon that Deals Lethal Damage: A character can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but they take a -4 penalty on their attack roll.

Lethal Damage with a Weapon that Deals Non-lethal Damage: A character can use a weapon that deals non-lethal damage, including an unarmed strike, to deal lethal damage instead, but they take a -4 penalty on their attack roll.

Staggered and Unconscious: When a character's non-lethal damage equals their current hit points, they are staggered. They can only take a standard action or a move action in each round (in current hit points once again exceed your non-lethal damage.

When their non-lethal damage exceeds their current hit points, they fall unconscious. While unconscious, they are helpless.

Supernaturally endowed characters who fall unconscious retain any the unused allotment of supernatural power usages they had before going unconscious.

If a creature's non-lethal damage is equal to his or her total maximum hit points (not their current hit points), all further non-lethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional non-lethal damage, increasing the amount of time they remain unconscious.

Healing Non--lethal Damage: A character heals non-lethal damage at the rate of one hit point per hour per character level. When a power or ability cures hit point damage, it also removes an equal amount of non-lethal damage.

Movement, Position, And Distance

Conventional miniatures are on the 28mm scale-a miniature of a 6-foot-tall man is approximately 28mm tall. A square on the battle grid is usually one inch across, representing a 5-foot-by-5-foot area.



Tactical Movement

No Armor or Light Armor Medium or Heavy Armor

Humans, 30 ft. (6 squares) 20 ft. (4 squares) cyber-sapiens,

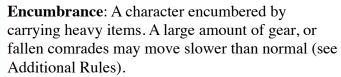
androids, Sasquatch, enigma, sokuja

Race

Gray 20 ft. (4 squares) 15 ft. (3 squares)

A character's speed is determined by their race and armor.

A character's speed while unarmored is their base land speed.



Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, a character can move their speed in a round and still do something (take a move action and a standard action).

If they do nothing but move (that is, if they use both of their actions in a round to move their speed), they can move double their speed. If they spend the entire round running, they can move quadruple their speed (or three times their speed in heavy armor). If they do something that requires a full round, they can only take a 5-foot step.

Bonuses to Speed: The speedy class talent for Infiltrators and Outlanders adds +10 to their base speed each time it is taken. In addition, equipment and supernatural effects can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

As a general rule, distance is measured assuming that one square equals five feet.

Diagonals: When measuring distance, the first diagonal counts as one square, the second counts as two squares, the third counts as one, the fourth as two, and so on.

A character cannot move diagonally past a corner (even by taking a 5-foot step). They can move diagonally past a creature, even an opponent.

A character can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving Through a Square

A character can move through an unoccupied square without difficulty in most circumstances. Difficult terrain or effects might hamper their movement through open spaces.

Friend: A character can move through a square occupied by a friendly character, unless they are charging. When they move through a square occupied by a friendly character, that character doesn't provide them with cover.

Opponent: A character cannot move through a square occupied by an opponent unless the opponent is helpless. The character can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square they move through counts as two squares.

Ending Your Movement: character cannot end their movement in the same square as another creature unless it is helpless.

Overrun: During a character's movement, they can attempt to move through a square occupied by an opponent (see Overrun).

Tumbling: A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes
Larger or Smaller: Any creature can move through
a square occupied by a creature three size categories
larger than itself.

A big creature can move through a square occupied by a creature three size categories smaller than it is. Creatures moving through squares occupied by other creatures provoke attacks of opportunity from those creatures. **Designated Exceptions**: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities.

Terrain and Obstacles

From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

Difficult Terrain: Difficult terrain, such as heavy undergrowth, broken ground, or steep stairs hampers movement. Each square of difficult terrain counts as two squares of movement. Each diagonal move into a difficult terrain square counts as three squares. A character cannot run or charge across difficult terrain.

If the character occupies squares with different kinds of terrain, they can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as two squares of movement. A character must pay this cost to cross the obstacle, in addition to the cost to move into the square on the other side. If they do not have sufficient movement to cross the obstacle and move into the square on the other side, they cannot cross it. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures are able to avoid most obstacles.



Squeezing: In some cases, a character may have to squeeze into or through an area that isn't as wide as the space they take up. They can squeeze through or into a space that is at least half as wide as their normal space. Each move into or through a narrow space counts as if it were two squares, and while squeezed in a narrow space; you take a -4 penalty on attack rolls and a -4 penalty to DEF.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past a creature while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half the character's space's width, they must use the Escape Artist skill. They cannot attack while using Escape Artist to squeeze through or into a narrow space, they take a -4 penalty to DEF, and they lose any Dexterity bonus to DEF.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where he or she is not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When a character's movement is hampered in some way, their movement usually costs double. For example, each square of movement through difficult terrain counts as two squares, and each diagonal move through such terrain counts as three squares (just as two diagonal moves normally do).

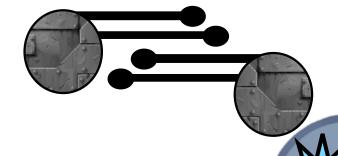
If movement cost is doubled twice, then each square counts as four squares (or as six squares if moving diagonally). If movement cost is doubled three times, then each square counts as eight squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite whatever penalties to movement the character might have, they can take a full-round action to move five feet (one square) in any direction, even diagonally. This rule doesn't allow them to move through impassable terrain or to move when all movement is prohibited. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

Big and Little Creatures in Combat			
Space Natur	al Reach*		
1/2 ft	0		
1 ft	0		
2-1/2 ft	0		
5 ft	5 ft		
5 ft	5 ft		
10 ft	10 ft		
10 ft	5 ft		
15 ft	15 ft		
15 ft	10 ft		
20 ft	20 ft		
20 ft	15 ft		
30 ft	30 ft		
30 ft	20 ft		
	Space Nature 1/2 ft 1 ft 2-1/2 ft 5 ft 5 ft 10 ft 10 ft 15 ft 15 ft 20 ft 20 ft 30 ft		

* These values are typical for creatures of the indicated size. Some exceptions exist.

Creatures smaller than Small or larger than Medium have special rules relating to position.



Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than one square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. 25 Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than one square of space typically have a natural reach of zero feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. The character can attack into their own square if they need to, so they can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. A character can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than one square.

Creatures that take up more than one square typically have a natural reach of ten feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than five feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against a character if they approach it, because they must enter and move within the range of its reach before the character can attack it. This attack of opportunity is not provoked if the they take a 5-foot step.

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Combat Modifiers Attack Roll Modifiers

Attacker is	Melee	Ranged
Dazzled	-1	-1
Entangled	-2*	-2*
Flanking defender	+2	-
Invisible	+2**	+2**
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

*An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll. ** The defender loses any Dexterity bonus to DEF. *** Primitive ranged weapons can't be used while

the attacker is prone, but you can use a firearm or shuriken while prone at no penalty.

Defense Modifiers

Defender is	Melee	Ranged
Behind cover	Varies	Varies
Blinded	-2*	-2*
Concealed or invisible	See Concealment	
Cowering	-2*	-2*
Entangled	+0**	+0**
Flat-footed	+0*	+0*
Grappling (but attacker is no	ot)+0*	+0*
Helpless	-4***	+0***
Kneeling or sitting	-2	+2
Pinned	-4***	+0***
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2*	-2*

* The defender loses any Dexterity bonus to DEF. ** An entangled character takes a -4 penalty to Dexterity.

*** The defender is flat-footed and cannot add his Dexterity bonus to his Armor Class.

A number of factors and conditions can influence an attack roll. Many of these situations grant a bonus or penalty on attack rolls or to a defender's Defense Bonus.

Cover

Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if they have cover against an opponent, that opponent probably has cover against them too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because the character gains more value from covering the parts of their body that are more likely to be struck. If the bottom half of their body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of their body is covered, they get one-half cover.

Cover Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was

struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to Defense and/or dodge bonus, if he so desires.



COV	CI	
Degree of	Cover Bonus to	Reflex
Cover (Example)	Defense	Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half	+4	+2
(fighting from around a corner or a tree; standing at an		
open window; behind a creature of same size)		
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (behind a slightly ajar door)	+10	+4*

Cover

Total (on the other side of a solid wall)

Concealment

To determine whether character target has concealment from their ranged attack, choose a corner of their square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, their target has concealment if his or her space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to the character, use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. Make the attack normally, if the attacker hits, the defender must make a miss chance d% roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: A character can use concealment to make a Stealth check. Without concealment, they usually need cover to make a Stealth check.

Total Concealment: If a character has line of effect to a target but not line of sight, he or she is considered to have total concealment from the character. They cannot attack an opponent that has total concealment, though they can attack into a square that they think he or she occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

A character cannot execute an attack of opportunity against an opponent with total concealment, even if they know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. An area of dim lighting or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance than other characters with the same light source. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see them, they might be able to figure out where they are from other visual or auditory clues).

^{*} Half damage if save is failed; no damage if successful. Cover

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, a character get a +2 flanking bonus if their opponent is threatened by another enemy character or creature on its opposite border or opposite corner.

When in doubt about whether two characters flank an opponent in the middle, trace an imaginary line between the two attackers' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than one square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to DEF against melee attacks. In addition, a helpless character is treated as having a Dexterity of zero, giving him a -5 penalty to DEF against both melee and ranged attacks (for a total of -9 against melee and -5 against ranged). A helpless character is also flat-footed.

Coup de Grace: As a full-round action, a character can use a melee weapon to deliver a coup de grace (pronounced "coo day grahs") to a helpless opponent. They can also use a firearm or bow, provided they are adjacent to the target.

A character automatically hits and score a critical hit. If the defender survives the damage, he or she must make a Fortitude save (DC 10 + damage dealt) or die. A helpless opponent is vulnerable to sneak attack damage when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

They can't deliver a coup de grace against a creature that is immune to critical hits. A character can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature and once it has been determined what square it's in, and one to deliver the coup de grace).

Special Attacks

This section discusses all of the various standard maneuvers a character can perform during combat other than normal attacks or using other class abilities. Some of these special attacks can be made as part of another action (such as an attack) or as an attack of opportunity.

Aid Another

In melee combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If they are in position to make a melee attack on an opponent that is engaging a friend in melee combat, they can attempt to aid their friend as a standard action. They make an attack roll against DEF 10. If they succeed, their friend gains either a +2 bonus on his or her next attack roll against that opponent or a +2 bonus to DEF against that opponent's next attack (Player's choice), as long as that other character's skill check.

A character can also use this standard action to help a friend in other ways, such as when he or she is affected by a debilitating condition, or to assist another character's skill check.

A Charmer's Coordinate, Improved Coordinate and Combat Coordinate special abilities do not themselves provide a bonus, but increase the bonuses provided by other characters using the aid another action.

Charge

Charging is a special full-round action that allows a character to move up to twice their speed and attack during the action. Charging, however, carries tight restrictions on how they can move.

Movement During a Charge: A character must move before they attack, not after. They must move at least ten feet (two squares) and may move up to double their speed directly toward the designated opponent. If they move a distance equal to their speed or less, they can also draw a weapon during a charge attack if their base attack bonus is at least +1. The character must have a clear path toward the opponent, and nothing can hinder their movement (such as difficult terrain or obstacles). They must move to the closest space from which they can attack the opponent. If this space is occupied or otherwise blocked, they can't charge. If any line from their starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), they can't charge. Helpless creatures don't stop a charge.

If the character don't have line of sight to the opponent at the start of their turn, they can't charge that opponent.

A character can't take a 5-foot step in the same round as a charge.

If they are able to take only a standard action on their turn, they can still charge, but they are only allowed to move up to their speed (instead of up to double their speed) and they cannot draw a weapon unless they possess the Quick Draw feat. The character cannot use this option unless they are restricted to taking only a standard action on their turn.

Attacking on a Charge: After moving, a character may make a single melee attack. They get a +2 bonus on the attack roll and take a -2 penalty to their DEF until the start of their next turn.

A charging character gets a +2 bonus on combat maneuver attack rolls made to bull rush an opponent.

Even if they have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, they only get to make one attack during a charge.

Automatic Weapons

Some firearms have the ability to fire more than a single round each time the trigger is pulled. This automatic weapon fire can further be divided into burst fire and full automatic fire. Some weapons can have their mode of fire changed.

Burst Fire: When the trigger is pulled the firearm fires a predetermined number of bullets in rapid succession. The number of bullets expended in a burst is listed in each weapon's description. If a weapon has less than the required number or rounds remaining, all are expended, but it is treated as a normal attack. Contrary to popular myth, the goal of burst fire is not to shoot the target multiple times. The idea is that when you fire a number of bullets with slightly different trajectories, the odds increase that ONE of them will strike the target, even if your aim is off. You gain a +1 bonus to attack rolls made using automatic fire. The trade off being that the extra bullets cost more and require reloading more often.

Full Autofire: With full automatic fire the weapon continues to fire as long as the trigger is depressed and there is available ammunition. The number of rounds expended in a full round of autofire is listed in each weapon's description. If a weapon has less than the required number of round remaining, all are expended, but it is treated as a normal attack. Using full auto fire requires a full round action, because the character continues shooting until the start of their next turn. When using full autofire, they target a straight line 5 ft. wide out to the listed short range of the weapon. First make an attack roll, against a Defense of 10 to see if they can successfully aim in the desired direction. The character takes a -4 penalty on the attack roll if they lack the autofire feat a further -4 penalty if they are not proficient with the weapon. If they score a critical on this attack roll, all creatures affected by the autofire that round suffer from the increased damage.

Any creature along they selected line of fire, must make a Reflex save or take the weapon's listed damage. The DC of the save is 10 + your STR modifier. Strength is used to represent their ability to hold the weapon steady. Using a bipod, tripod or solid mounting can increase your STR bonus up to a maximum of +7.

Because autofire continues for a full round, any creature who moves into the effected area must immediately make a Reflex save against the damage. This effect is often referred to as suppressive fire.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Maneuver Bonus

Each character and creature has a Combat Maneuver Bonus (or CMB) that represents its skill at performing combat maneuvers. A creature's CMB is determined using the following formula:

CMB = Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: Creatures that are size Tiny or smaller use their Dexterity modifier in place of their Strength modifier to determine their CMB. The special size modifier for a creature's Combat Maneuver Bonus is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to their CMB when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, a character must use an action appropriate to the maneuver they are attempting to perform. While many combat maneuvers can be performed as part of an attack action, full-attack action, or attack of opportunity (in place of a melee attack), others require a specific action. Unless otherwise noted, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If they are hit by the target, they take the damage normally and apply that amount as a penalty to the attack roll to perform the maneuver. If their target is immobilized, unconscious, or otherwise incapacitated, their maneuver automatically succeeds (treat as if they rolled a natural 20 on the attack roll). If their target is stunned, they receive a +4 bonus on their attack roll to perform a combat maneuver against it.

When a character attempts to perform a combat maneuver, make an attack roll and add their CMB in place of their normal attack bonus. Add any bonuses they currently have on attack rolls due to feats, equipment and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is their target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so they must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense

Each character and creature has a Combat Maneuver Defense (or CMD) that represents its ability to resist combat maneuvers. A creature's CMD is determined using the following formula:

CMD = 10 + Base attack bonus + Strength modifier + Dexterity modifier + special size modifier

Special Size Modifier: The special size modifier for a creature's Combat Maneuver Defense is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some feats and abilities grant a bonus to your CMD when resisting specific maneuvers. A creature can also add any circumstance; deflection, dodge, insight, and morale bonuses to DEF to its CMD. Any penalties to a creature's DEF also apply to its CMD. A flat-footed creature does not add its Dexterity bonus to its CMD.

Determine Success: If a character's attack roll equals or exceeds the CMD of the target, their maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much their attack roll exceeds the target's CMD. Rolling a natural 20 while attempting a combat maneuver is always a success (except when attempting to escape from bonds), while rolling a natural 1 is always a failure.

Bull Rush

A character can make a bull rush as a standard action or as part of a charge, in place of the melee attack. They can only bull rush an opponent who is no more than one size category larger than they are.

A bull rush attempts to push an opponent straight back without doing any harm. If the character does not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of their maneuver.

If the character's attack is successful, their target is pushed back five feet. For every five by which your attack exceeds their opponent's CMD the attacking character can push the target back an additional five feet. The character can move with the target if they wish but they must have the available movement to do so. If their attack fails, their movement ends in front of the target.

An enemy being moved by a bull rush does not provoke an attack of opportunity because of the movement unless they possess the Greater Bull Rush feat. The character cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of their bull rush, the character must immediately make a combat maneuver check to bull rush that creature. The character takes a -4 penalty on this check for each creature being pushed beyond the first. If they are successful, they can continue to push the creatures a distance equal to the lesser result. For example, if a trooper bull rushes an alien for a total of 15 feet, but there is another alien five feet behind the first, the trooper must make another combat maneuver check against the second alien after having pushed the first five feet. If his or her check reveals that they can push the second alien a total of 20 feet, he or she can continue to push both aliens another ten feet (since the first alien will have moved a total of 15 feet).

Disarm

A character can attempt to disarm their opponent in place of a melee attack. If they do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of the character's maneuver. Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.

If their attack is successful, they target drops one item it is carrying of their choice (even if the item is wielded with two hands). If their attack exceeds the CMD of the target by ten or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If their attack fails by ten or more, they drop the weapon that they were using to attempt the disarm. If they successfully disarm their opponent without using a weapon, they may automatically pick up the item dropped.

Grapple Having Trouble?

As a standard action, a character can attempt to grapple a foe, hindering his or her combat options. If they do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of their maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll. If successful, both the character and the target gain the grappled condition. If the character successfully grapples a creature that is not adjacent to them, move that creature to an adjacent open space (if no space is available, their grapple fails). Although both creatures have the grappled condition, they can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both the character and the target. If the character does not release the grapple, they must continue to make a check each round, as a standard action, to maintain the hold. If their target does not break the grapple, they get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once they are grappling an opponent, a successful check allows them to continue grappling the foe, and also allows them to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move: A character can move both themselves and their target up to half your speed. At the end of their movement, the character can place their target in any square adjacent to them. If they attempt to place their foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break the character's grapple with a +4 bonus.

Damage: A character can inflict damage to their target equal to their unarmed strike, a natural attack, or an attack made with armor spikes or a light or

lethal or non-lethal.

Pin: A character can give their opponent the pinned condition (see Conditions). Despite pinning their opponent, they still only have the grappled condition, but they lose their Dexterity bonus to DEF.

one-handed weapon. This damage can be either

Tie Up: If a character has their target pinned, otherwise restrained, or unconscious, they can use rope to tie him or her up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of the character's CMD). The ropes do not need to make a check every round to maintain the pin. If they are grappling the target, they can attempt to tie him or her up in ropes, but doing so requires a combat maneuver check at a -10 penalty. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check.

If a Character se Grappled: If a character is grappled, they can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to their opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to their opponent's CMD). If they succeed, they break the grapple and can act normally. Alternatively, if they succeed, they can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while they can).

Instead of attempting to break or reverse the grapple, they can take any action that requires only one hand to perform, such as make an attack with a light or one-handed weapon against any creature within their reach, including the creature that is grappling them See the grappled condition for additional details. If the character is pinned, their actions are very limited. See the pinned condition in Conditions for additional details.

Multiple Creatures: Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled creature's combat maneuver check.

Overrun

As a standard action, taken during a character's move or as part of a charge, they can attempt to overrun their target, moving through its square. They can only overrun an opponent who is no more than one size category larger than the character. If they do not have the Improved Overrun feat, or a similar ability, initiating an overrun provokes an attack of opportunity from the target of their maneuver. If their overrun attempt fails, they stop in the space directly in front of the opponent, or the nearest open space in front of the creature if there are other creatures occupying that space.



When a character attempts to overrun a target, it can choose to avoid them, allowing the character to pass through its square without requiring an attack. If their target does not avoid them, make a combat maneuver check as normal. If their maneuver is successful, they move through the target's space. If their attack exceeds their opponent's CMD by five or more, they move through the target's space and the target is knocked prone. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has.

Sunder

A character can attempt to sunder an item held or worn by their opponent as part of an attack action in place of a melee attack. If they do not have the Improved Sunder feat, or a similar ability, attempting to sunder an item provokes an attack of opportunity from the target of their maneuver.

If their attack is successful, they deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition (see Conditions). If the damage they deal would reduce the object to less than 0 hit points, they can choose to destroy it. If they do not choose to destroy it, the object is left with only one hit point and the broken condition.

Trip

A character can attempt to trip their opponent in place of a melee attack. They can only trip an opponent who is no more than one size category larger than the character. If the character does not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of their maneuver.

If their attack exceeds the target's CMD, the target is knocked prone. If their attack fails by ten or more, they are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures-such as oozes, creatures without legs, and flying creatures-cannot be tripped.

Feint

Feinting is a standard action. To feint, make a Bluff skill check. The DC of this check is equal to ten + the opponent's base attack bonus + the opponent's Wisdom modifier. If the character's opponent is trained in Sense Motive, the DC is instead equal to 10 + the opponent's Sense Motive bonus, if higher. If successful, the next melee attack the character makes against the target does not allow him or her to use his Dexterity bonus to AC (if any). This attack must be made on or before the character's next turn.

When feinting against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (one or two), you take an -8 penalty. Against a creature lacking an Intelligence score, it's impossible. Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, a character can attempt a feint as a move action.

Mounted Combat

These rules cover being mounted on a horse in combat but can also be applied to more unusual steeds, such as large aliens.

Mounts in Combat: Mounts can serve readily as combat steeds. Mounts that do not possess combat training (see the Handle Animal skill) are frightened by combat. If the character does not dismount, they must make a DC 20 Handle Animal check each round as a move action to control such a mount. If they succeed, they can perform a standard action

after the move action. If they fail, the move action becomes a full-round action, and they can't do anything else until their next turn.

A character's mount acts on the character's initiative count as they direct it. The character move at its speed, but the mount uses its action to move.

Most mounts are large creatures and thus take up a space ten feet (two squares) across. For simplicity, assume that they share character's mount's space during combat.

Combat while Mounted: With a DC 5 Ride check, a character can guide their mount with their knees so as to use both hands to attack or defend themselves. This is a free action.

When they attack a creature smaller than their mount that is on foot, they get the +1 bonus on melee attacks for being on higher ground. If their mount moves more than five feet, the character can only make a single melee attack. Essentially, they have to wait until the mount gets to their enemy before attacking, so they can't make a full attack. Even at the mount's full speed, the character does not take any penalty on melee attacks while mounted.

If their mount charges, they also take the DEF penalty associated with a charge. If they make an attack at the end of the charge, they receive the bonus gained from the charge. When charging on horseback, the character deals double damage with a lance (see Charge).

The character can use ranged weapons while they are mount, taking a double move, but at a -4 penalty on the attack roll. They can use ranged weapons while their mount is running (quadruple speed) at an -8 penalty. In either case, they make the attack roll when their mount has completed half its movement. They can make a full attack with a ranged weapon while your mount is moving. Likewise, They can take move actions normally.

Using Supernatural Abilities While Mounted: A character can activate a power normally if their mount moves up to a normal move (its speed) either before or after they cast. If the character has their mount move both before and after they activate a power, then they are using that power while the mount is moving, and they have to make a concentration check due to the vigorous motion (DC ten + power level) or lose the power. If the mount is running (quadruple speed), the character can cast a spell when their mount has moved up to twice its speed, but their concentration check is more difficult due to the violent motion (DC 15 + spell level).

If a Character's Mount Falls in Battle: If a character's mount falls, they have to succeed on a DC 15 Handle Animal check to make a soft fall and take no damage. If the check fails, they take 1d6 points of damage.

If the Character is Dropped: If the character is knocked unconscious, they have a 50% chance to stay in the saddle. Otherwise they fall and take 1d6 points of damage. Without them to guide it, their mount avoids combat.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown splash weapons require no weapon proficiency, so the character does not take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within five feet of the target. Splash weapons cannot deal precision-based damage (such as the damage from the sneak attack class talent).

A character can instead target a specific grid intersection. Treat this as a ranged attack against DEF 5. However, if they target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. The character cannot target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, they are aiming at the creature.

If they miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with one falling short (off-target in a straight line toward the thrower), and two through eight landing around the target creature or grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in that square and in all adjacent squares.

Two-Weapon Fighting

If the character is wield a second weapon in their off hand, they can get one extra attack per round with that weapon. They suffer a -6 penalty with their regular attack or attacks with their primary hand and a -10 penalty to the attack with their off hand when they fight this way. They can reduce these penalties in two ways. First, if their off-hand weapon is light, the penalties are reduced by two each. An unarmed strike is always considered light. Second, the Two-Weapon Fighting feat lessens the primary hand penalty by two, and the off-hand penalty by six.

Double Weapons: A character can use a double weapon to make an extra attack with the off-hand end of the weapon as if they were fighting with two weapons. The penalties apply as if the off-hand end of the weapon was a light weapon.

Thrown Weapons: The same rules apply when they throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.



Two-Weapon Fighting Penalties			
Circumstances	Primary Hand	Off Hand	
Normal penalties	-6	-10	
Off-hand weapon is lig	ght -4	-8	
Two-Weapon Fighting	feat -4	-4	
Off-hand weapon is lig	ght feat -2	-2	
and Two-Weapon Figh	nting		

Special Initiative Actions

Here are ways to change when the character acts during combat by altering their place in the initiative order.

Delay

By choosing to delay, they take no action and then act normally on whatever initiative count you decide to act. When they delay, they voluntarily reduce their own initiative result for the rest of the combat. When their new, lower initiative count comes up later in the same round, they can act normally. They can specify this new initiative result or just wait until some time later in the round and act then, thus fixing their new initiative count at that point.

They never get back the time you spend waiting to see what's going to happen. They also can't interrupt anyone else's action (as they can with a readied action).

Initiative Consequences of Delaying: A character's initiative result becomes the count on which they took the delayed action. If they come to their next action and have not yet performed an action, they don't get to take a delayed action (though they can delay again).

If they take a delayed action in the next round, before they regular turn comes up, their initiative count rises to that new point in the order of battle, and they do not get your regular action that round.

Ready

The ready action lets a character to prepare to take an action later, after their turn is over but before their next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that they ready might do so).

Readying an Action: A character can ready a standard action, a move action, a swift action, or a free action. To do so, specify the action they will take and the conditions under which they will take it. Then, anytime before their next action, they may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, they interrupt the other character. Assuming he or she is still capable of doing so, they continue their actions once they complete their readied action. The character's initiative result changes. For the rest of the encounter, they initiative result is the count on which they took the readied action, and they act immediately ahead of the character whose action triggered your readied action.

They can take a 5-foot step as part of their readied action, but only if they don't otherwise move any distance during the round.

Initiative Consequences of Readying: A character initiative result becomes the count on which they took the readied action. If they come to their next action and have not yet performed their readied action, they don't get to take the readied action (though they can ready the same action again). If they take their readied action in the next round, before their regular turn comes up, their initiative count rises to that new point in the order of battle, and they do not get their regular action that round.







Chapter 19: Environments

Environmental hazards common to more than one setting are detailed below.

Acid Effects

Corrosive acids deals 1d6 points of damage per round of exposure, except in the case of total immersion (such as in a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who are adjacent to a large body of acid must make a DC 13 Fortitude save or take one point of Constitution damage each round. This poison does not have a frequency, so a creature is safe as soon as it moves away from the acid.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until he or she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to their total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15,+1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice Effects

Characters walking on ice must spend two squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

Darkness

Darkvision allows some characters and creatures to see perfectly well without any light at all, but characters with normal or low-light vision can be rendered completely blind by putting out the lights. Torches or candles can be blown out by sudden gusts of subterranean wind, flashlights can be broken or have their batteries run down.

In many cases, some characters or creatures might be able to see while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.



Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, via sneak attack).

Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe; it attacks a random square within its reach. For ranged attacks against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity modifier to DEF (if positive) and takes a -2 penalty to DEF.

A blinded creature takes a -4 penalty on Perception checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Perception check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is once again unknown.

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than five feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within five feet of its location.

Falling

Creatures that fall take 1d6 points of damage per ten feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first ten feet fallen and converts any damage from the second ten feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumps, he or she takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics check, they takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Acrobatics skill.

A character can only take immediate actions while falling any distance less than 500 ft. Otherwise she hits bottom before the action is finished.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least ten feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least ten feet deep for every 30 feet fallen. The DC of the check, however, increases by five for every 50 feet of the dive.

Object Size	Damage
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

Just as characters take damage when they fall more than ten feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their size and the distance they have fallen. Note that this assumes that the object is made of dense, heavy material, such as stone. Objects made of lighter materials might deal as little as half the listed damage, subject to GM discretion. For example, a huge boulder that hits a character deals 6d6 points of damage, whereas an empty huge wooden packing

crate might deal only 3d6 damage. In addition, if an object falls less than 30 feet, it deals half the listed damage. If an object falls more than 150 feet, it deals double the listed damage. Note that a falling object takes the same amount of damage as it deals.

Dropping an object on a creature requires a ranged touch attack. Such attacks generally have a range increment of 20 feet. If an object falls on a creature (instead of being thrown), that creature can make a DC 15 Reflex save to halve the damage if he is aware of the object.

Heat Dangers

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. Powered armor with built in climate control systems does not suffer a penalty.

Depending on the quality of the climate control, it might even grant a bonus or negate the need for a Fortitude save. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every ten minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy

clothing or armor of any sort take a -4 penalty on their saves. Powered armor with built in climate control systems does not suffer a penalty.

Depending on the quality of the climate control, it might even grant a bonus or negate the need for a Fortitude save. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each ten minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every five minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Powered armor with built in climate control systems does not suffer a penalty. Depending on the quality of the climate control, it might even grant a bonus or negate the need for a Fortitude save.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and flamethrowers might find their clothes, hair, or equipment on fire. Instantaneous flame bursts (like incinerate grenades) don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, they take 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means they take another 1d6 points of damage that round. Success means that the fire has gone out-that is, once they succeed on their saving throw, they are no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse themselves. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity to lava or magma. A creature immune to fire might still drown if completely immersed in lava (see Drowning).

Smoke Effects

A character who breaths heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

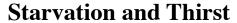
Environments

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Electricity Damage	Elec	ctricit	ty Da	amage
---------------------------	------	---------	-------	-------

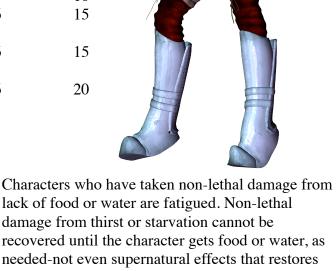
Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20



Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this time, the character must make a Constitution check each hour (DC ten, +1 for each previous check) or take 1d6 points of non-lethal damage. Characters that take an amount of non-lethal damage equal to their total hit points begin to take lethal damage instead.

A character can go without food for three days, in growing discomfort. After this time, the character must make a Constitution check each day (DC ten, +1 for each previous check) or take 1d6 points of non-lethal damage. Characters that take an amount of non-lethal damage equal to their total hit points begin to take lethal damage instead.



recovered until the character gets food or water, as needed-not even supernatural effects that restores hit points heals this damage.

Suffocation

A character who has no air to breathe can hold their breath for two rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold their breath is reduced by one round. After this period of time, the character must make a DC 10 Constitution check in order to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, they begin to suffocate. In the first round, they fall unconscious (zero hit points). In the following round, they drop to -1 hit points and are dying. In the third round, they suffocate.



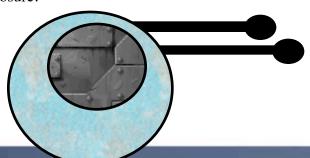
Slow Suffocation: A Medium character can breathe easily for six hours in a sealed chamber measuring ten feet on a side. After that time, the character takes 1d6 points of non-lethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of non-lethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters.

Water Dangers

Any character can wade in relatively calm water that isn't over their head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10. Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult (see the Swim skill description).

By contrast, fast-moving water is much more dangerous. Characters must make a successful DC 15 Swim check or a DC 15 Strength check to avoid going under. On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades).

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of non-lethal damage from hypothermia per minute of exposure.



Drowning

Any character can hold their breath for a number of rounds equal to twice their Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold their breath is reduced by one round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding their breath. Each round, the DC increases by one.

When the character finally fails their Constitution check, they begin to drown. In the first round, they fall unconscious (0 hp). In the following round, they drop to -1 hit points and are dying. In the third round, they drown.

Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once they fail one of these checks, they immediately drop to -1 (or loses one additional hit point, if their total is below -1). On the following round, they drown. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Radiation Sickness

Radiation can be naturally or artificially produced. All stars produce radiation in some variety, and planets closer to these stars typically suffer more severe effects than worlds farther away. Many starships and other pieces of technology incorporate radioactive parts and fuel cells that can flood an area with harmful radiation when ruptured or exposed. Ancient alien civilizations might leave behind powerful artifacts that emit harmful radiation. Whether the source of the radiation is natural or artificial, any character in an environment rich with radiation may suffer some negative effects for exposure.

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near a nuclear explosion, after the fact, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material).



Radiation Exposure
Time of Exposure (Minimum)

-		(-,		
Situation	1 round	1 minute	10 minutes	1 hour	1 day
Character in irradiated area:					
Lightly irradiated	mild	mild	mild	mild	low
Moderately irradiated	mild	mild	low	low	moderate
Highly irradiated	low	low	moderate	moderate	high
Severely irradiated	moderate	moderate	high	high	severe
Character exposed to radiation source:					
Lightly radioactive materials	mild	mild	low	low	low
Moderately radioactive materials	low	low	moderate	moderate	moderate
Highly radioactive materials	moderate	moderate	high	high	high
Severely radioactive materials	high	high	severe	severe	severe

At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

Radiation Sickness			
Degree of Exposure	Fortitude Save DC	Incubation Period	Initial and Secondary Damage
Mild	12	1 day	1d4-2 Con*
Low	15	4d6 hours	1d6-2 Con*
Moderate	18	3d6 hours	1d6-1 Con*
High	21	2d6 hours	1d6 Con
Severe	24	1d6 hours	2d6 Con

^{*} Minimum damage zero Con.



Treating Radiation Sickness

Radiation sickness is considered a treatable disease that can be cured using the "treat disease" aspect of the Medical skill. Treating radiation sickness requires a medical kit. Advanced medicine (such as neutrad) and advanced technology (including nanites and cybernetic implants) can also help to offset the harmful effects of radiation sickness.

Androids and Radiation

Unlike other diseases, androids are not immune to radiation sickness; precision electrical components are just as sensitive as precision biological systems to high energy photons and elemental particles ripping through them at relativistic speed. Androids must be repaired and have eradiated components removed. Restoring each point of Constitution requires an hour's work, 100 sbc worth of electromechanical components and a successful DC 15 Engineering check.

Gravity

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. Gravity conditions may vary considerably from one environment to the next. For ease of play these rules present four simplified gravity environments: normal gravity (1.0 g), low gravity (<1.0 g), high gravity (>1.0 g), and zero gravity (0 g). The following sections summarize the game effects for each type of environment.

Normal Gravity

"Normal gravity" equates to gravity on Earth. Environments with normal gravity impose no special modifiers on a character's ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature's speed, carrying capacity, or the amount of damage it takes from a fall.

Low-Gravity Environments

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object's mass doesn't change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

Speed: A creature's speed increases by +5 feet in a low-gravity environment. This bonus applies to all of the creature's modes of movement.

Carrying Capacity: A creature's normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Climb, Jump, and Swim checks).

Attack Roll Penalty: Creatures take a -2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Damage from Falling: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per ten feet fallen to 1d4 points per ten feet fallen.

Long-Term Effects: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

High-Gravity Environments

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object's mass doesn't change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one's arms feels more laborious.

Speed: A creature's speed decreases by -5 feet (to a minimum of 0 feet) in a high-gravity environment. This penalty applies to all of the creature's modes of movement.

Carrying Capacity: A creature's normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a -10 penalty on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a high-gravity environment take a -10 penalty on Strength-based skill checks (including Climb, and Swim checks).

Attack Roll Penalty: Creatures take a -2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.

Damage from Falling: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per ten feet fallen to 1d8 points per ten feet fallen.

Long-Term Effects: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy-gravity environment takes 1d6 points of temporary Dexterity damage upon returning to normal gravity.

Zero-Gravity Environments

Creatures in a zero-gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects. All movement is governed by the Zero-G use of the Acrobatics skill. Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

Space Adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken, and those who fail the save by five or more are also nauseated. The effects persist for 8 hours. A new save is required every eight hours the creature remains in a zero-g environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness. Androids are not affected by space sickness.

Speed: While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: A creature's normal carrying capacity increases by ten times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: Creatures take a -4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.



Modified Bull Rush Rules: A creature affected by a bull rush is pushed back ten feet, plus ten feet for every five points by which its opponent's Strength check result exceeds its own.

Long-Term Effects: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.

Weight vs. Mass

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity-just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

Atmospheric Conditions

As with variants in gravity, a change in atmospheric conditions can cause major problems for characters. Unfortunately, not every planet will have the same atmospheric density or chemical composition as Earth, meaning that worlds otherwise hospitable to human life may not be ideal for humans born and raised on Earth.

Corrosive Atmosphere

Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at foreign equipment and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed,

to a corrosive atmosphere takes 1d4 points of acid damage per hour of exposure. This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly.

Creatures not wearing protective gear in a corrosive atmosphere take 1d4 points of acid damage per round of exposure.

Thin Atmosphere

Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (DC 20) every hour. On the first failed save, the creature is fatigued. A fatigued creature that fails a subsequent save becomes exhausted for as long as it remains in the thin atmosphere. After one hour of complete, uninterrupted rest in a normal atmosphere, an exhausted creature becomes fatigued. After eight hours of complete, uninterrupted rest, a fatigued creature is no longer fatigued.

Thick Atmosphere

Thick atmospheres are those that contain a more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide, than the standard Earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of exposure to a thick atmosphere are similar to those of a thin atmosphere (see Thin Atmosphere, above), except the Fortitude save DC is 15 instead of 20.

Toxic Atmosphere

Some atmospheres (breathable or not) contain toxic gases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison.

Vacuum

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation.

On the third round of exposure to vacuum, a creature must succeed on a Constitution check (DC 20) each round or suffer from aeroembolism ("the bends"). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by five or more falls unconscious.

The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Constitution check (DC 15) every round; the DC increases by one each round, and on a successful check the character takes one point of Constitution damage (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding their breath, he or she begins to suffocate. In the next round, they fall unconscious with zero hit points. The following round, they drop to -1 hit points. On the third round, they drop to -10 hit points and dies.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star's classification (see Star Systems below for more information).

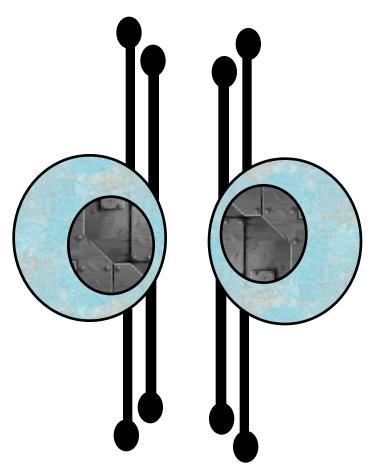


Decompression

The sudden decompression of a starship, vehicle, or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalize the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (DC 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures that are three size categories larger than the breach's size category are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive, and Tiny creatures toward it; creatures of Small size or larger are unaffected.

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is blown out into the vacuum. If the breach's size category is the same as the creature's size category, the creature is blown out into the vacuum and takes 1d6 points of damage as it gets pushed through the breach. If the breach is one or two size categories smaller than the creature's size category, the creature isn't thrust into the vacuum but takes 2d6 points of damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (DC 20).

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment. Once the air has completely rushed out through the breach, the pressure equalizes and the interior environment becomes a vacuum.



Decompression Times

Breach Size

Fine (1-inch square)
Diminutive (3-inch square)
Tiny (6-inch square)
Small (1-foot square)
Medium (2 1/2-foot square)
Large (5-foot square)
Huge (10-foot square)
Gargantuan (15-foot square)
Colossal (20-foot square)

Decompression Time

3 rounds per 10-foot cube of air 3 rounds per 10-foot cube of air 2 rounds per 10-foot cube of air 2 rounds per 10-foot cube of air 1 round per 10-foot cube of air 1 round per 10-foot cube of air 1 round per 20-foot cube of air 1 round per 30-foot cube of air 1 round per 40-foot cube of air 1 round per 40-foot cube of air

Afflictions

From curses to poisons to diseases, there are a number of afflictions that can affect a creature. While each of these afflictions has a different effect, they all function using the same basic system. All afflictions grant a saving throw when they are contracted. If successful, the creature does not suffer from the affliction and does not need to make any further rolls. If the saving throw is a failure, the creature falls victim to the affliction and must deal with its effects.

Afflictions require a creature to make a saving throw after a period of time to avoid taking certain penalties. With most afflictions, if a number of saving throws are made consecutively, the affliction is removed and no further saves are necessary. Some afflictions, usually supernatural ones, cannot be cured through saving throws alone and require the aid of powerful magic to remove. Each affliction is presented as a short block of information to help you better adjudicate its results.

Name: This is the name of the affliction.

Type: This is the type of the affliction, such as curse, disease, or poison. It might also include the means by which it is contracted, such as contact, ingestion, inhalation, injury, spell, or trap.

Save: This gives the type of save necessary to avoid contracting the affliction, as well as the DC of that save. Unless otherwise noted, this is also the save to avoid the affliction's effects once it is contracted, as well as the DC of any caster level checks needed to end the affliction through supernatural effects, such as remove curse or neutralize poison.

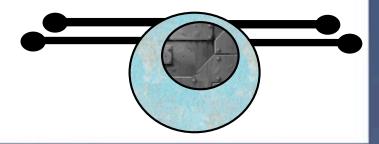
Onset: Some afflictions have a variable amount of time before they set in. Creatures that come in contact with an affliction with an onset time must make a saving throw immediately. Success means that the affliction is avoided and no further saving

throws must be made. Failure means that the creature has contracted the affliction and must begin making additional saves after the onset period has elapsed. The affliction's effect does not occur until after the onset period has elapsed and then only if further saving throws are failed.

Frequency: This is how often the periodic saving throw must be attempted after the affliction has been contracted (after the onset time, if the affliction has any). While some afflictions last until they are cured, others end prematurely, even if the character is not cured through other means. If an affliction ends after a set amount of time, it will be noted in the frequency. For example, a disease with a frequency of "1/day" lasts until cured, but a poison with a frequency of "1/round for 6 rounds" ends after six rounds have passed.

Afflictions without a frequency occur only once, immediately upon contraction (or after the onset time if one is listed).

Effect: This is the effect that the character suffers each time if the creature fails their saving throw against the affliction. Most afflictions cause ability damage or hit point damage. These effects are cumulative, but they can be cured normally. Other afflictions cause the creature to take penalties or other effects. These effects are sometimes cumulative; with the rest only affecting the creature if it failed its most recent save. Some afflictions have different effects after the first save is failed. These afflictions have an initial effect, which occurs when the first save is failed, and a secondary effect, when additional saves are failed, as noted in the text. Hit point and ability score damage caused by an affliction cannot be healed naturally while the affliction persists.



Cure: This tells you how the affliction is cured. Commonly, this is a number of saving throws that must be made consecutively. Even if the affliction has a limited frequency, it might be cured prematurely if enough saving throws are made. Hit point damage and ability score damage is not removed when an affliction is cured. Such damage must be healed normally.

Curses

Careless infiltrators plundering an ancient tomb, drunken heroes insulting a powerful mystics, and foolhardy adventurers who pick up alien artifacts all might suffer from curses. These magic afflictions can have a wide variety of effects, from a simple penalty to certain checks to transforming the victim into a toad. Some even cause the afflicted to slowly rot away, leaving nothing behind but dust.

Unlike other afflictions, most curses cannot be cured through a number of successful saving throws. Curses can be cured through magic, however, usually via spells such as remove curse and break enchantment. While some curses cause a progressive deterioration, others inflict a static penalty from the moment they are contracted, neither fading over time nor growing worse.

The following samples present just some of the possibilities when creating curses.

Sample Curses

Curse of the Ages

Type curse; Save Will DC 17

Frequency 1/day Effect age 1 year

Mummy Rot

Type curse, disease, injury; Save Fortitude DC 16

Onset one minute; **Frequency** 1/day

Effect 1d6 Con damage and 1d6 Cha damage; **Cure** mummy rot can only be cured by successfully casting both remove curse and remove disease within 1 minute of each other.

Unluck

Type curse; **Save** Will DC 20 negates, no save to avoid effects

Frequency 1/hour

Effect target must reroll any roll decided by the GM and take the worse result

Wendigo Fever

Type disease, injury; **Save** Fortitude DC 17

Onset one day; Frequency 1/day

Effect 1d3 Con and 1d3 Wis plus shaken Cure the victim must first receive a break enchantment or remove curse (requiring a DC 20 caster level check for either spell), and after which the wendigo fever can be magically cured as any normal disease.

Diseases

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases rarely have a limited frequency, but most have a lengthy onset time. This onset time can also be variable. Most diseases can be cured by a number of consecutive saving throws, use of the medical skill or by supernatural intervention such as remove disease.

Sample Diseases

The following samples represent just some of the possibilities when creating diseases.

Basidirond Spores

Type disease, inhaled; Save Fortitude DC 16 Onset immediate; Frequency 1/round for six rounds

Effect 1d2 Con damage; **Cure** 1 save

Blinding Sickness

Type disease, ingested; **Save** Fortitude DC 16

Onset 1d3 days; Frequency 1/day

Effect 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded; **Cure** two consecutive saves



Bubonic Plague

Type disease, injury or inhaled; **Save** Fortitude DC 17

Onset one day; Frequency 1/day

Effect 1d4 Con damage and 1 Cha damage and target is fatigued; **Cure** two consecutive saves

Cackle Fever

Type disease, inhaled; Save Fortitude DC 16

Onset one day; Frequency 1/day

Effect 1d6 Wis damage; **Cure** two consecutive saves

Demon Fever

Type disease, injury; Save Fortitude DC 18

Onset one day; Frequency 1/day

Effect 1d6 Con damage, target must make a second Fort save or one point of the damage is drain in-

stead; Cure two consecutive saves

Devil Chills

Type disease, injury; **Save** Fortitude DC 14

Onset 1d4 days; Frequency 1/day

Effect 1d4 Str damage; Cure 3 consecutive saves

Filth Fever

Type disease, injury; **Save** Fortitude DC 12

Onset 1d3 days; Frequency 1/day

Effect 1d3 Dex damage and 1d3 Con damage;

Cure two consecutive saves

Leprosy

Type disease, contact, inhaled, or injury; **Save** Fortitude DC 12 negates, Fortitude DC 20 to avoid effects

Onset 2d4 weeks; Frequency 1/week

Effect 1d2 Cha damage; Cure two consecutive

saves

Mindfire

Type disease, inhaled; **Save** Fortitude DC 12

Onset one day; Frequency 1/day

Effect 1d4 Int damage; Cure two consecutive saves

Rabies

Type disease, injury; Save Fortitude DC 14

Onset 2d6 weeks; Frequency 1/day

Effect one Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** two

consecutive saves

Red Ache

Type disease, injury; Save Fortitude DC 15

Onset 1d3 days; Frequency 1/day

Effect 1d6 Str damage; Cure two consecutive saves

Shakes

Type disease, contact; **Save** Fortitude DC 13

Onset one day; Frequency 1/day

Effect 1d8 Dex damage; Cure two consecutive

saves

Slimy Doom

Type disease, contact; Save Fortitude DC 14

Onset one day; Frequency 1/day

Effect 1d4 Con damage, target must make a second

Fort save or one point of the damage is drain

instead; Cure two consecutive saves

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of one minute and a frequency of one minute.

Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of ten minutes and a frequency of one minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of one round.



Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of poisonous spiders, injecting him with three doses of spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Action: Applying poison to a weapon, arrow or shuriken is a standard action.

Whenever a character applies or readies a poison for use there is a 5% chance that he exposes himself to the poison and must save against the poison as normal. This does not consume the dose of poison. Whenever a character attacks with a poisoned weapon, if the attack roll results in a natural one, they expose themselves to the poison. This consumes the poison on the weapon.

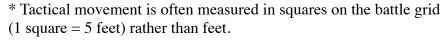
Poisons can be produced by medical techies with the manufacture talent.





Movement

One Round (Tactical)*				
Speed	15 feet	20 feet	30 feet	40 feet
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute	(Local)			
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (O	verland)			
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	-	-	-	-
One Day (Ov	erland)			
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	_	-	-	-
Run	-	-	-	-



There are three movement scales, as follows:

- * Tactical, for combat, measured in feet (or 5-foot squares) per round.
- * Local, for exploring an area, measured in feet per minute.
- * Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement (three miles per hour for an unencumbered adult human).

Hustle: A hustle is a jog (about six miles per hour for an unencumbered human). A character moving their speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action, is hustling when they move.

Run (x3): Moving three times speed is a running pace for a character in heavy armor (about seven miles per hour for a human in full armor).

Run (**x4**): Moving four times speed is a running pace for a character in light, medium, or no armor (about 12 miles per hour for an unencumbered human, or nine miles per hour for a human in medium armor)

Tactical Movement

Tactical movement is used for combat. Characters generally don't walk during combat, for obvious reasons-they hustle or run instead. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement Condition Additional Movement Cost

Difficult Terrain	2
Obstacle*	2
Poor Visibility	2
Impassable	

^{*}May require a skill check

Hampered Movement: Difficult terrain, obstacles, and poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one hampering condition applies, multiply all additional costs that apply. This is a specific exception to the normal rule for doubling.

In some situations, a character's movement may be so hampered that they do not have sufficient speed even to move five feet (one square). In such a case, they may use a full-round action to move five feet (one square) in any direction, even diagonally. Even

though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (A character can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to them.)

A character cannot run or charge through any square that would hamper their movement.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character can run for a number of rounds equal to his Constitution score on the local scale without needing to rest. See Combat for rules covering extended periods of running.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents eight hours of actual travel time. For rowed watercraft, a day represents ten hours of rowing. For a sailing ship, it represents 24 hours. For powered vehicles a day is either ten hours of driving, or 24 hours for large vehicles like spaceships which are operated in shifts by a crew or autopilot.

Walk: A character can walk eight hours in a day of travel without a problem. Walking for longer than that can wear them out (see Forced March, below). Hustle: A character can hustle for one hour without a problem. Hustling for a second hour in between sleep cycles deals one point of non-lethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any non-lethal damage from hustling becomes fatigued.

A fatigued character cannot run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the non-lethal damage also eliminates the fatigue.

Run: A character cannot run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects the distance they can cover in an hour or a day. A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for eight hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than eight hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of non-lethal damage. A character who takes any non-lethal damage from a forced march becomes fatigued. Eliminating the non-lethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not non-lethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.





Carrying Capacity

These carrying capacity rules determine how much a character's equipment slows them down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor determines their maximum Dexterity bonus to DEF, armor check penalty, speed, and running speed. Unless the character is weak or carrying a lot of gear, that's all you need to know; the extra gear the character carries won't slow them down any more than the armor already does.

If a character is weak or carrying a lot of gear, however, then they need to calculate encumbrance by weight. Doing so is most important when the character is trying to carry some heavy object.

Encumbrance by Weight: To

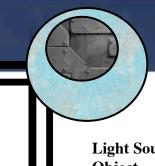
determine whether a character's gear is heavy enough to slow them down more than their armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength. Depending on the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects their maximum Dexterity bonus to DEF, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on

Encumbrance Effects. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If the character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lbs. or less	4-6 lbs.	7-10 lbs.
2	6 lbs. or less	7–13 lbs.	14-20 lbs.
3	10 lbs. or less	11-20 lbs.	21-30 lbs.
4	13 lbs. or less	14-26 lbs.	27-40 lbs.
5	16 lbs. or less	17-33 lbs.	34-50 lbs.
6	20 lbs. or less	21-40 lbs.	41-60 lbs.
7	23 lbs. or less	24-46 lbs.	47-70 lbs.
8	26 lbs. or less	27-53 lbs.	54-80 lbs.
9	30 lbs. or less	31-60 lbs.	61-90 lbs.
10	33 lbs. or less	34-66 lbs.	67-100 lbs.
11	38 lbs. or less	39-76 lbs.	77-115 lbs.
12	43 lbs. or less	44-86 lbs.	87-130 lbs.
13	50 lbs. or less	51-100 lbs.	101-150 lbs.
14	58 lbs. or less	59-116 lbs.	117-175 lbs.
15	66 lbs. or less	67-133 lbs.	134-200 lbs.
16	76 lbs. or less	77-153 lbs.	154-230 lbs.
17	86 lbs. or less	87-173 lbs.	174-260 lbs.
18	100 lbs. or less	101-200 lbs.	201–300 lbs.





Vision and Light

Light Sources and Illumination

Object	Normal	Increased Duration	
Candle	n/a *	5 ft.	1 hr.
Standard lightbulb	15 ft.	30 ft.	6 hr./pint
Flashlight	60-ft. cone	120-ft. cone	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.

* A candle does not provide normal illumination, only dim illumination.

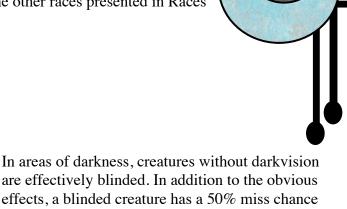
Gray have darkvision, but the other races presented in Races need light to see by.

The increased entry indicates an area outside the lit radius in which the light level is increased by one step (from darkness to dim light, for example).

In an area of bright light, all characters can see clearly. Some creatures, such as those with light sensitivity and light blindness, take penalties while in areas of bright light. A creature can't use Stealth in an area of bright light unless it is invisible or has cover.

Normal light functions just like bright light, but characters with light sensitivity and light blindness do not take penalties. Areas of normal light include underneath a forest canopy during the day, within 20 feet of a torch, and inside the area of a light spell.

In an area of dim light, a character can see somewhat. Creatures within this area have concealment (20% miss chance in combat) from those without darkvision or the ability to see in darkness. A creature within an area of dim light can make a Stealth check to conceal itself. Areas of dim light include outside at night with a moon in the sky, bright starlight, and the area between 20 and 40 feet from a torch.



In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to DEF, takes a -2 penalty to DEF, and takes a -4 penalty on Perception checks that rely on sight and most Strength- and Dexterity-based skill checks. Areas of darkness include an unlit dungeon chamber, most caverns, and outside on a cloudy, moonless night.

Characters with low-light vision can see objects twice as far away as the given radius. Double the effective radius of bright light, normal light, and dim light for such characters.

Characters with darkvision can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.



Attack an Object

Sometimes a character needs to attack or break an object

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Size and Defense of Objects			
Size (Example)	Defense		
Colossal (jetliner)	-3		
Gargantuan (army tank)	1		
Huge (typical car)	3		
Large (big door)	4		
Medium-size (dirt bike)	5		
Small (chair)	6		
Tiny (laptop computer)	7		
Diminutive (paperback bool	k) 9		
Fine (pencil)	13		

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his attack roll with a ranged weapon.

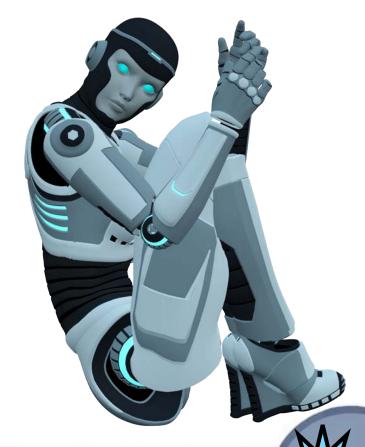
An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness-a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points.

Hit Points: An object's hit point total depends on what it is made of or how big it is.

Substance Hardness and Hit Points Substance Hardness Hit Points

Paper 0	2/inch of thickness
Rope 0	2/inch of thickness
Plastic, soft 0	3/inch of thickness
Glass 1	1/inch of thickness
Ceramic 1	2/inch of thickness
Ice 0	3/inch of thickness
Plastic, hard 2	5/inch of thickness
Wood 5	10/inch of thickness
Aluminum 6	10/inch of thickness
Concrete 8	15/inch of thickness
Steel 10	30/inch of thickness



Object Hardness and Hit Points			
Object	Hardness	Hit Points	Break DC
Lock	_		
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects*			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

^{*}Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.



Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by two before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by four before applying the hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion. For example, fire might do full damage against paper, cloth, and other objects that burn easily.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects. Explosive deal full damage to inanimate objects, bullets however are less effective against some objects, particularly walls, because they make a small hole and continue on their path rather than deal additional damage to the object.

Immunities: Objects are immune to non-lethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by two.

Star Systems

A star system can contain one star or multiple stars. Humans are more likely to find habitable planets in systems with single stars. In reality, more than half of all star systems have two or more stars, and these systems typically contain planets that are inhospitable to human life.

Star Type

Stars are classified using a lettering system that describes the star and gives information about its type. Known as the spectral class of a star, a designation of O, B, A, F, G, K, or M is given to the star based on its mass and energy output. Class O stars are the hottest, largest, and brightest stars, and class M stars as the smallest and coldest, with a gradual scale between them. Since a star's mass determines how hot it burns (as well as how strong its gravity pull is), the star's classification actually helps extrapolate the kinds of planets that might be in that star's system. Since larger stars burn hotter and smaller stars burn cooler, the mass of a star determines the climate of the worlds that orbit it.

In addition to the standard array of star types, several other types of stars (or what were once stars) might be found at the center of a star system. Most of these stars (called "non-main sequence stars") have characteristics that make certain planetary conditions impossible, and no type of non-main sequence star is likely to support worlds hospitable to human life. Types of non-main sequence stars include black holes, neutron stars, white dwarf stars, black dwarf stars, brown dwarf stars, and red supergiants.

Degree of Ionizing Radiation: Ionizing radiation-radiation that breaks down atoms within living tissue-is common in space. All stars produce and emit harmful levels of ionizing radiation, and a star system is considered an "irradiated area" for the purposes of determining radiation exposure, particularly in the vacuum

of space. (Planetary atmospheres and protective environment suits can protect a creature from ionizing radiation.)

The degree of radiation exposure depends on the nearest star's classification, as shown in Table: Star Systems. For systems with two or more stars, increase the degree of radiation by one grade (lightly becomes moderately, moderately becomes highly, and highly becomes severely).

Hospitable Stars

The chief classifications of hospitable stars are F, G, and K. These stars produce the right amounts of heat and the right types of radiation to allow human-compatible worlds to exist. Not every world around a Class F, G, or K star is hospitable; however, even inhospitable worlds within such systems could be made to support human life with artificial modifications to their ecosystems (a long a painstaking process called "terraforming").

Inhospitable Stars

Class O, B, A, and M stars are the least likely to support planets capable of hosting human life. The stars toward the hotter end of the spectrum simply produce too much heat to allow living, breathing organisms to thrive. Class M stars do not give off enough heat to support life at the distance Earth orbits its sun, and these stars are also known to be violently unstable and prone to bursts of stellar activity.

Black Holes

Black holes are stars that have expended their fuel sources and exploded in a massive supernova. Few, if any, planetary bodies survive the initial death of such a star. Once the star has exploded, its gravity is so great that it collapses in on itself and warps light, time, and space around it. Black holes drag all nearby matter into its center, collecting rings of

of cosmic debris called accretion discs that can be seen at great distances. Some planets and asteroids might survive being pulled into a black hole long enough for some adventuring, but they are incredibly dangerous places to explore.

Neutron Stars

A neutron star is a large star that has exhausted its fuel source but hasn't collapsed in on itself. Instead, the entire star's remaining matter compresses into a much smaller body mere kilometers in diameter. Within this tightly packed core, the star's density crushes the atoms into an object composed entirely of subatomic particles known as neutrons. Planets orbiting a neutron star are typically cold, lifeless, and severely irradiated. Another type of neutron star is the pulsar, which emits severe levels of radiation at great distances.

White Dwarf Stars

A white dwarf star is so much smaller than a neutron star that it does not have the mass to collapse in on itself. Instead, white dwarfs are typically small and dense and surrounded by rings of wreckage that were once planetary bodies in its system. White dwarfs emit little light or energy, and the rings surrounding them are usually cold and dark. However, these rings are not bombarded by as high levels of radiation as in a neutron star and could potentially support life, assuming enough heat could be generated.

Black Dwarf Stars

Black dwarf stars completely burn out after expending their fuel. Truly the most stable of dead stars, black dwarfs simply consume their fuel supply and then cool into a cinder that emits no light or heat. Any planetary systems that existed around a black dwarf will remain intact; however, they usually become barren and frozen once their heat and light source is gone.



Star's System's Classification

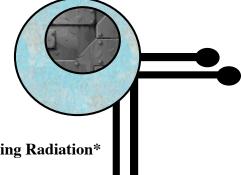
Class O (blue-white) Class B (blue-white) Class A (blue)

Class F (green) Class G (yellow) Class K (orange) Class M (red)

Star Systems

Degree of Ionizing Radiation*

Highly irradiated Moderately irradiated Moderately irradiated Lightly irradiated Lightly irradiated Moderately irradiated Highly irradiated



Non-Main Sequence Star's Classification System's Degree of Ionizing Radiation*

Black hole Neutron star White dwarf Black dwarf Brown dwarf Red supergiant

Highly irradiated Severely irradiated Moderately irradiated Lightly irradiated Lightly irradiated Highly irradiated

Solar Flares

* Refer to Table: Radiation Exposure for details.

Brown Dwarf Stars

In many ways, the brown dwarf is not even a star. Brown dwarf stars are stellar bodies that almost coalesced into true stars but never managed to form completely. Brown dwarfs are dim and small. They may have planets in their system, but rarely can these worlds support life due to the lack of heat or light.

Red Supergiants

Most red supergiants begin their lives as average-sized stars. However, they burn hot and expend their hydrogen fuel supplies quickly. When its hydrogen supply is depleted, a red supergiant begins burning other, heavier elements such as helium, causing the star to expand to enormous size. An expanding red supergiant consumes its innermost planets and then burns so hot and bright that it renders all other planets in its system incapable of supporting life naturally.

Stellar Hazards

Two types of stellar hazards can create higher-thannormal levels of ionizing radiation: solar flares and cosmic rays.

Solar flares release tremendous amounts of electromagnetic energy (including harmful ultraviolet rays and X-rays), as well as highly charged protons and electrons. The effects are comparable to a radioactive blast from one hundred million billion tons of TNT (compared to the 20,000-ton equivalent blasts that destroyed Hiroshima and Nagasaki). Fortunately, while solar flares aren't rare, they are predictable.

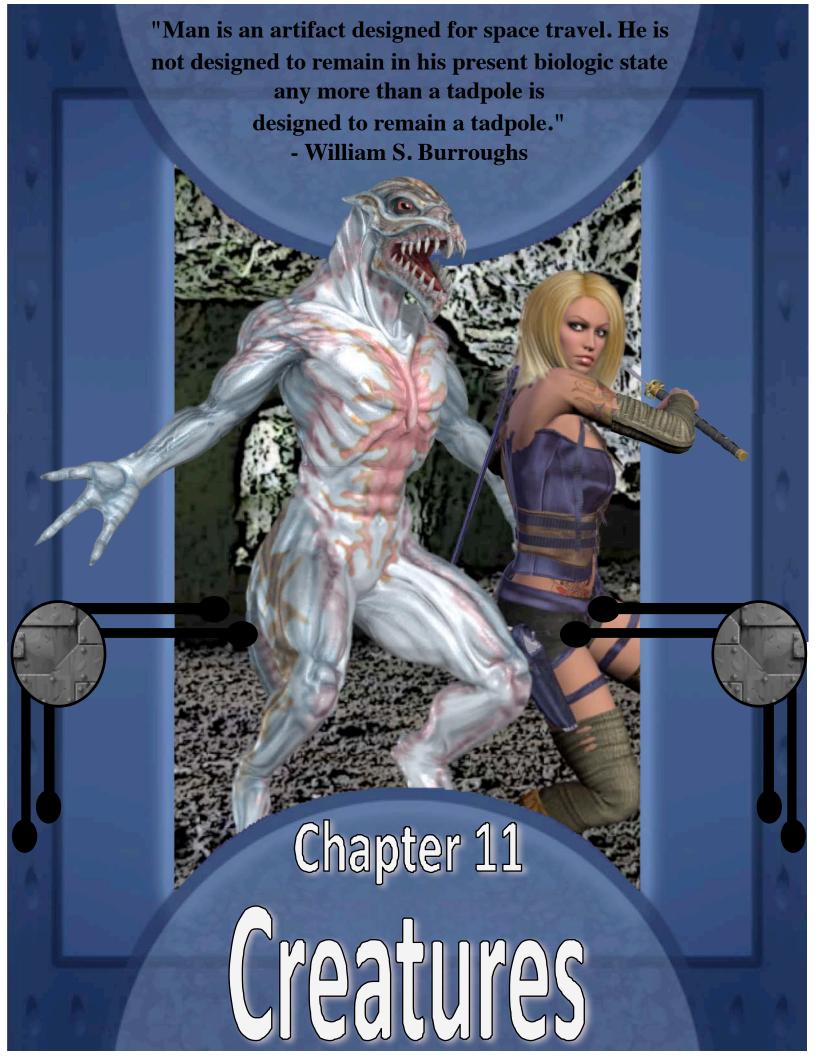
An unprotected creature exposed to radiation from a solar flare is treated as "severely irradiated" for the purposes of determining the radiation's effects (see Table: Radiation Exposure).

Cosmic Rays

Cosmic rays, unlike solar flares, cannot be predicted. Consisting of subatomic particles moving at relativistic speeds, these rays can penetrate miles of solid mass (though extremely few get through the Earth's atmosphere without colliding with other atoms or molecules, effectively rendering them harmless). In space, these subatomic particles can cause severe cell damage, even genetic mutation.

An unprotected creature exposed to radiation from a cosmic ray shower is treated as "highly irradiated" for the purposes of determining the radiation's effects.





Chapter 11: Creatures

The universe is a vast place, filled with all sorts of creatures, both beautiful and deadly. Sci-fi as a genre is filled with bug eyed monsters and alien foes. Infinite Futures cannot possibly fill the void with every kind of sci-fi monsters and alien, so those presented here are just a sampling of what you can look forward to as new releases and support products arrive.

A simple source for monstrous foes is of course the Pathfinder system itself. As Infinite Futures is fully compatible with this fantasy system, any number of creatures and beasts can be used for this more establish system.

Creatures and foes presented in this publication follow the same guidelines as those in other Pathfinder products and so any questions concerning stats or abilities should fall under those already established in the Pathfinder system.

Presented here is a sampling of the most common types of foes that a GM can throw at their players. Feel free to adjust these foes as needed and or to come up with your own.

Where possible we have supplied information on how to involve the creature into your game and to offer a size comparison based upon a typical human being for easy reference.

Some foes also have a typical amount of gear that they may have on them, although this can be modified based upon the game and genre you are playing.

A.D.D.E.R

XP 1,200 CR 4 N Medium droid

Senses Darkvision 60 ft, Low Light Vision; **Perception** +0

Init +2

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor), **DR** 5

hp 23 (1d10+13)

Fort +0 Ref +3 Will +0

Offense

Speed 70ft.

Melee bite +5 (1d8+3 plus poison) x2

Statistics

Str 16 Dex 17 Con 16 Int 10 Wis 11 Cha 1

Base Atk +1 CMB +3 CMD 15 (can't be tripped)

Feats None

Skills: Stealth +12; Racial Modifiers +6 Stealth

Languages None

SQ Android Traits, Find Target

Equipment: None

Android Cost: 2,000 sbc

Find Target (Su) An A.D.D.E.R.'s owner can order it to find and kill a specific creature within 1 mile or it will be out of communication range. The creator must be to program some set of parameters in order for the A.D.D.E.R to follow orders.

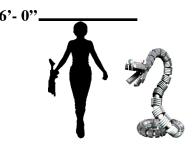
Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a droid, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically choke vile venom), although other substances have been used. **Choke Bile Venom**: Bite injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

A.D.D.E.R

(auto-defense droid environmental recon model)

The A.D.D.E.R. is a simple robot that resembles a metal snake. It is made from different titanium alloys for strength and less weight. It is about 4 ft long and 50 lbs. It is used as an explorer or bodyguard. The poison inside of it can vary from A.D.D.E.R. to A.D.D.E.R depending on its mission.

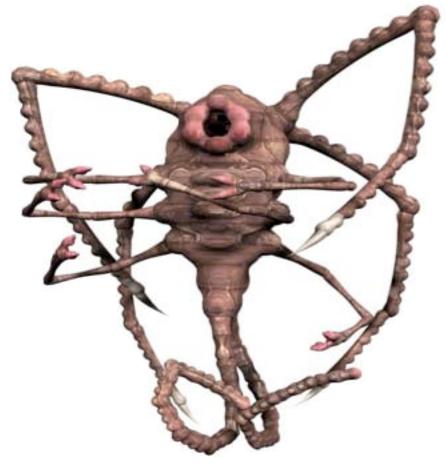




Bloodmingler

Note all dangers in space are related to the cold and vacuum. Among the asteroid belts and space wreaks the Bloodminglers hunt. There are no close relative of these creature but leeches come into mind. They are much larger though and can handle environments which would kill many other kinds of creatures.

Many an asteroid miner and salvage crewmen has had their space suit compromised and their blood drained before their companions could save them from the hunger of these terrible vermin.



Special Abilities

Attach (Ex) When a bloodmingler hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A bloodmingler has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached bloodmingler can be struck with a weapon or grappled itself?if its prey manages to win a grapple check or Escape Artist check against it, the bloodmingler is removed.

Blood Drain (Ex) A bloodmingler drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Bloodmingler

XP 600 CR 2 N Medium vermin (space)

Senses blindsight 30 ft., scent; Perception +0

Init +1

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

Fort +5 Ref +2 Will +1

Offense

Speed 5 ft., flight 20 ft, swim 20 ft.

Melee bite +2 (1d6 plus attach) Special Attacks blood drain

Statistics

Str 11 Dex 12 Con 14 Int 3 Wis 10 Cha 1

Base Atk +2 **CMB** +2 (+10 when attached); **CMD** 13 (can't be tripped)

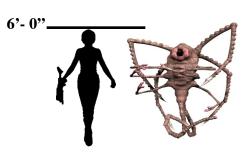
Feats None

Skills: Stealth +5, Swim +8; Racial Modifiers +4 Stealth

Ecology

Environment space

Organization cluster, pair, or brood (3–6)



Combat Droid

XP 400 CR 1 N Medium Military Android

Senses Darkvision 60 ft, Low Light Vision;

Perception +4

Init +0

Defense

AC 11, touch 10, flatfooted 11 (+1 Natural) DR 2

hp 13 (2d10+2)

Fort +3 Ref +0 Will +0

Offense

Speed 30ft

Melee Rifle Butt +3 (1d3 +2)

Ranged Assault Rifle +1 (2d8)

Statistics

Str 15 Dex 10 Con 12 Int 8 Wis 10 Cha 8

Base Atk +1 CMB +3 CMD 12

Feats Autofire, Common Model, Personal Firearms Proficiency, Simple Weapons Proficiency

Skills: Knowledge (Military) +3, Perception +4

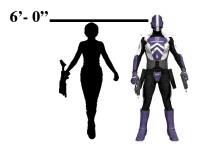
Languages Standard

SQ Android Traits

Equipment: Assault Rifle, Comm Unit **Note:** Weapon will vary based upon used of the

droid and location / tech available

Android Cost: 10.000 sbc



Combat Droid



According to ancient Greek mythology, if the teeth of a dragon are planted in a field, battle ready warriors will spring up out of the ground. The combat military android is a cheap soldier, which is ready for combat strait out of the shipping crate. These low end military androids come with no amities, but their price has lead to widespread use, particularly in developing colonies. They are used for military, paramilitary, and police work where expense is a concern. This has lead to the less than flattering, but widespread nickname, "Jugheads of the Fringe."

Combat droids stands 6'-6" meters tall. The body and limbs are boxy with flat sides meeting at angles and very few curves. A black visor across the face houses the optics. The square jaw does not move when it speaks. Most such androids are mat-gray in color, usually with its squad and serial number stenciled across its chest although different color options are available. The skin is easy to paint, strip down and repaint; so that it can be painted with camouflage appropriate to the current assignment.

Combat droids have very little personality. They will always follow orders from their designated commander, and are incapable of recognizing a suicide mission. They focus on their assigned task, to the near exclusion of everything else. Unexpected obstacles are dealt with directly, quickly and violently.

Combat Droid, Heavy

A T-2000 Enforcer is a walking weapons platform. It can be designed into any form, but all of them are usually simple and utilitarian. The enforcer is 12 feet tall and weighs about 2,000 pounds. It cannot speak on its own but the controller may either speak through it or the Enforcer has pre-recorded phrases.

Although the practice has fallen out of favor, certain areas would stop patrolling areas, relying on androids alone to patrol the area. Public outcry quickly lead to having organics lead the patrols in order to have proper oversight.

Military versions often are equipped with heavier weapon systems and or long range weapons



T-2000 Enforcer

XP 400 CR 9 N Large Droid

Senses Darkvision 60 ft, Low Light Vision; **Perception** +11

Init +6

Defense

AC 17, touch 12, flatfooted 15 (+2 Dex, +6 natural armor, -1 size), **DR** 6

hp 114 (12d10+48)

Fort +8 Ref +8 Will +4

Offense

Speed 40ft., Climb 20ft.

Melee Slam +16 (1d6+4) Ranged 2 Plasma Rifle +12 (3d10), Concussion Rifle +12 (2d10 + special) Space 10 ft., Reach 5 ft.

Statistics

Str 18 **Dex** 14 **Con** 18 **Int** 10 **Wis** 10 **Cha** 10

Base Atk +12 CMB +16 CMD 28

Feats Improved Initiative, Improved Save (Reflex), Point Blank Shot, Precise Shot, Run, Skill Specialization (Perception)

Skills: Intimidate +8, Knowledge (Streetwise) +8

Languages Standard

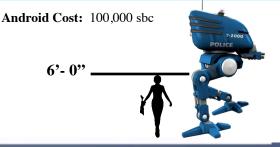
SQ Android Traits

Equipment: Plasma Rifle (x2), Concussion

Rifle, Comm Unit

Note: Weapon will vary based upon used of the

droid and location / tech available



Cyber Assassin

Within the Fringe there is a loose knit group of assassins, skilled killers without compare. The brotherhood as they are called send their Cyber Assassins all over the Fringe, killing political leaders, criminal overlords and military generals with equal ease.

Few have ever survived long when a Cyber Assassin has been contracted to kill. Whole armies of bodyguards and the highest security seem to achieve little results, for the Cyber Assassin is both a skilled killer and a master of stealth.

Like any other assassin, the Cyber Assassin seeks to kill for profit. They have embraced the cybernetic age and their body has literally become a well-honed machine. The Cyber Assassin prefers to use their own weapons but they are not above doing anything in order to get the job done. Most likely, once hired, the only way to stop the Cyber Assassin is to either die or kill them first.



Cyber Assassin Cyber-Sapian Infiltrator 11

XP 9,600 CR 10 N Medium humanoid

Init +5; Senses Perception +15

Init +0

Defense

AC 16, touch 15, flat-footed 16 (+1 armor, +5 Dex), **DR** 1/-

hp 60 (11d8+11)

Fort +5 Ref +13 Will +8

Offense

Speed 30ft. (Fleet0

Melee Retracable Cyberblade +7/+2(1d6/19-20) **Ranged** Cybergun +8/+3 (2d6/19–20) Laser Sniper Rifle (3d8/20)

Statistics

Str 10 Dex 20 Con 12 Int 10 Wis 14 Cha 10

Base Atk +8 CMB +10 CMD 25

Feats Cyber Identity, Deadly Aim, Far Shot, Improved Precise Shot, Improved Initiative, Lethal Burst, Personal Firearms Proficiency, Point Blank Shot, Precise Shot Sniping (Combat)

Skills: Acrobatics +19, Bluff +20, Diplomacy +15, Disable Device +30, Disguise +22, Escape Artist +22, Intimidate +10, Knowledge (Earth and Life Sciences) +10, Linguistics +5, Perception +15, Sense Motive +15, Sleight of Hand +10, Stealth +23

Languages Standard

SQ Maneuver Training

Equipment:Cyber-Sapien Body, Sex Wiring, Cyberblade, Cybergun. Eyes: Binocular, Dark vision, Gunsite Combat Gear, Stealth Suit, Laser Sniper Rifle, Cyberweapons



Cymark Soldier

XP 400 CR 3 N Medium Humanoid

Senses Low Light Vision; Perception +1

Init +7

Defense

AC 13, touch 12, flat-footed 11(+2 Dex, +1 Natural Armor), DR 1

hp 26 (4d8 + 8)

Fort +3 Ref +6 Will +2

Offense

Speed 30ft

Melee Slam +4 (1d4 + 2) Ranged Bioweaponl +6 (2d4 + 2); 80 ft Range Increment

Statistics

Str 14 Dex 16 Con 14 Int 10 Wis 12 Cha 10

Base Atk +2 CMB +4 CMD 14

Feats Weapon Focus (Bio-weapons), Improved Initiative

Skills: Climb +6, Knowledge (Earth and Life Sciences) +4

Languages Cymark

SQ Fast Regeneration 1, Detect Thoughts X3 a day

Equipment: Boiweapon, Te-port Locator

Ecology

Environment any

Organization solo, pair, squad (5 plus 1 Cymark with 3 trooper levels), or company (3 squad plus 1 leader with 6 trooper levels)

Cymarks

Truly xenophobic, the Cymarks seems to view the universe as theirs and theirs alone. To this end they tend to be aggressive towards other races they encounter, being well known for raiding outposts and attacking trade ships and outbound vessels.

Cymarks will defend themselves aggressively. They are not a particularly strong race but they do have an affinity for biotech, use "grown" forms of armor and weapons all of which seems to be keyed to their own generic code and thus useless to other races. The stronger the individual, the more powerful the biotech they use and possess.

Teleportation technology among the Cymark is superior to all other races it seems, and is their highest achievement to date. Squads of Cymark warriors have been known to teleport into a location, kill all in sight and then disappear in a haze of flickering blue light.

Cymarks as a whole are a telepathic race; even the lowest warrior caste is possessed of some psychic ability. Again, the more powerful the individuals, the more powerful it seems their psychic powers. While no one has ever seen a high leadership caste, it is believed that the highest lords of the race are truly mighty psychics.

It seems that the larger the Cymark the more powerful their power. Whether this is an effect of age or some other factors, its a sure fire way to know "Bug" to kill first as the Terrain Marines often say.

Cymarks are a civilized race that loves to prove the superiority of their technology if they have a chance. On the rare occasion when they must go on the offensive, they are quick to try new technology. They value analytical minds and their leadership caste seems to be logical to a fault. Caste based in social structure, the Cymark seem to "grow" their warriors and workers, each taking the same basic form, but performing different riles. A warrior would never be seen working or performing labor, while a worker is almost physically incapable of using a weapon of any type.



Biogrenade

Acts as a standard Fragmentation grenade, but besides the typical damage it also releases a poisoned cloud of spores. Save Fort DC 13; affect 1d4 Con damage; cure one save.



Biogrenade

Cymark Squad Leader

XP 400 CR 6 N Medium Humanoid

Senses Darkvision 60 ft, Low Light Vision; **Perception** +3

Init +7

Defense

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 Natural Armor), **DR** 1

hp 51 (4d8 + 12 + 3d10)

Fort +4 Ref +8 Will +2 (+3 vs. fear)

Offense

Speed 35ft

Melee Slam +9 (1d4 + 4) Ranged Bioweapon +9 (2d6 + 3); 80 ft Range Increment

Statistics

Str 18 Dex 20 Con 16 Int 12 Wis 12 Cha 8

Base Atk +5 CMB +9 CMD 24

Feats Fleet, Improved Initiative, Precise Shot, Run, Weapon Focus (Bio-weapons)

Skills: : Climb +8, Knowledge (Earth and Life Sciences) +6, Knowledge (Military) +6, Perception +3, Stealth +8

Languages Cymark, Standard

SQ Fast Regeneration 1, Detect Thoughts X5 a day, Mental Blast X1 a day

Equipment: Boiweapon, Te-port Locator, Biogrenades

6'- 0" Warrior

Squad

Squad Leader

Dirre

XP 9,600 CR 1 N Huge monstrous humanoid

Senses darkvision 60 ft.; Perception +7

Init +6

Defense

AC 15, touch 10, flat-footed 14 (+2 armor, +1 Dex, +4 natural, -2 size), **DR** 2/-

hp 120 (13d8+75)

Fort +10 Ref +5 Will +6

Offense

Speed 50 ft. (35 ft. in armor)

Melee Large Greataxe +7 (3d6+4/x3) or 2 claws +7 (1d8+4)

Ranged Large Composite Bow +6 (2d6+4/20) Space 10 ft., Reach 5 ft.

Statistics

Str 19 Dex 12 Con 19 Int 11 Wis 14 Cha 12

Base Atk +6 **CMB** +11 **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Run

Skills: Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Standard, Direling

Ecology

Environment temperate forests and plains Organization solitary, pair, band (3–10), tribe (11–30 plus 3 hunters of 3rd level and 1 leader of 6th level)

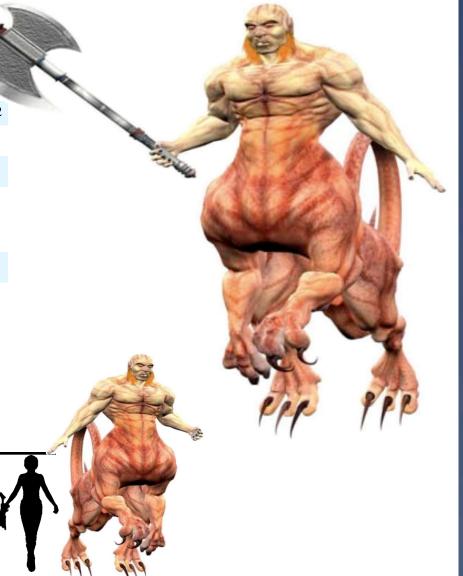
Treasure standard (medium combat armor, great axe, composite bow with 20 arrows, other treasure)

The Dirre

Dirre are part humanoid, part cat and they are considered one of the most dangerous species to encounter in hand-to-hand combat. Typically found on the fringes of civilization, where they have been brought to act as slaver guards, bodyguards or laborers. These stoic people vary widely in appearance, with Dirre possessing almost any shade of coloring but their upper and lower parts tend to match.

An average dirre stands over 9 feet tall and weights upward of 2,000 pounds, there are vast regional variations from lean plains-runners to burly mountain hunters. Centaurs typically live to be about 60 years old.

Dirre hate advanced technology and insist on using their natural weapons or melee weapons. Very rarely will they use ranged weapons. If they do so, it is only so they can close in and fight hand-to-hand.



Fringe Hunter

No one seems to know where these alien hunters come from, no doubt some nameless planet outside the Fringe. Regardless of where they come from, they are the best hunters in the known galaxy. The Fringe hunter is a clever, experienced tracker and hunter. They can be found looking for monsters to kill, acting as bounty hunters or assisting either law enforcement or pirate crews. Their reasons are known only to them but are also know to be honorable, even if its their own strange code which they follow.

They use a variety of weapons and are known for their tracking skills.



Fringe Hunter

XP 1,600 CR 5 N Medium humanoid

Senses Darkvision 60 ft, Perception +10

Init +7

Defense

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex), DR 5/-

hp 55 (6d12+12)

Fort +7 Ref +8 Will +3

Offense

Speed 30ft

Melee longsword +6 (1d8+3) or dagger + 6 (1d4+3)

Ranged Laser Pistol +3 (2d8)

Statistics

Str 16 Dex 16 Con 13 Int 10 Wis 12 Cha 8

Base Atk +3 CMB +6 CMD 22

Feats Archaic Weapons Proficiency, Combat Reflexes, Defensive Combat Training, Endurance, Improved Grapple, Improved Initiative, Night Vision

Skills: Climb +11, Drive + 11, Handle Animal +8, Heal +8, Knowledge (Earth/Life Sciences) +5, Perception +10, Stealth +11, Survival +12 (+15 to follow tracks), Swim +7

Languages Standard

SQ Jury-Rig +2, favored terrain (Jungle +2, Forest +1), Scent, Survival (Track) +3

Equipment: Alien combat armor, Longsowrd, dagger, Laser Pistol, often owns and uses a small FTL shuttle or fighter.

Great Endurance (Ex) When determining the number of rounds an alien hunter can hold his breath or run; the number of hours the character can go without water; or how for below zero the character's hit points can drop before he or she dies, their effective constitution score is his actual constitution, plus 1/2 his outlander level (rounded down).

Headsnapper

XP 9,600 CR 8 N Large Creature

Senses scent, tremorsense 60 ft.; **Perception** +10

Init +10

Defense

AC 19, touch 15, flat-footed 13 (+6 Dex, +4 natural, -1 size),

hp 123 (13d8+75)

Fort +15 Ref +10 Will +5

Offense

Speed 10ft

Melee 4 bites +13 (1d6+5 plus grab)

Statistics

Str 21 Dex 22 Con 21 Int 1 Wis 12 Cha 6

Base Atk +9 **CMB** +16 (+20 grapple); **CMD** 32

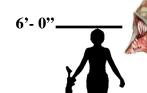
Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus, (Stealth), Vital Strike,

Weapon Focus (bite)

Skills: Perception +10, Stealth +11

Ecology

Environment swamps



Headsnapper

The headsnapper is given this moniker for the habit of always aiming for the head of the victim. It hunts using a combination of smell and movement. The headsnapper is normally encountered alone. They prefer to go underwater and then rise above, ambushing unsuspecting prey. They weight 500 lbs and they average 12 ft in height. These nasty critters are well know about most worlds on the Fringe as they often hide aboard starships as they pass from world to world. The young are little more then larva in the early stage of the creatures life and water born. Once they ship's tanks are voided at the next starport, the larva enter the eco system of the new location and begin to grow.



Hiberion Hellhound

Pirates are known for collecting nasty pets, ones that make the pirate's reputation more fierce. One of the nastiest pets to have is the outlawed Hiberion Hellhound, a creature that has nothing better to do then rip and shred people. By far the most deadly creature pound for pound on the Fringe, the Hellhound is near impossible to train and almost impossible to kill.

An adult hound is typically about 6 feet long and weighs roughly 400 pounds.



Hiberion Hellhound

XP 800 CR 3 N Medium animal

Senses low-light vision, scent; Perception +12

Init +4

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 24 (3d8+11)

Fort +7 Ref +7 Will +4

Offense

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +6 (1d6+4), bite +6 (1d4+4) Special Attacks rage

Statistics

Str 19 Dex 19 Con 19 Int 6 Wis 16 Cha 14

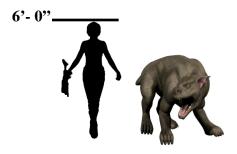
Base Atk +2 **CMB** +6 **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills: Climb +12, Perception +12

Special Ability

Rage (Ex) A hiberion hellhound that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.



Horned Drake

XP 3,200 CR 7 N Huge Animal (Reptilian)

Senses Low-Light Vision; Perception +7

Init -2

Defense

AC 13, touch 6, flat-footed 13 (-2 Dex, +7 natural armor, -2 size)

hp 85 (10d8 +32)

Fort +11 Ref +5 Will +3

Offense

Speed 40 ft, Swim 40 ft

Melee Bite +16 (2d6 +8) Space 15 ft., Reach 10 ft.

Special Attacks Constrict (1d8 +8)

Statistics

Str 26 Dex 6 Con 18 Int 2 Wis 10 Cha 10

Base Atk +7 CMB +17 CMD 25

Feats Power Attack, Skill Specialization (Stealth), Skill Specialization (Perception), Snatch, Weapon Focus (Bite)

Skills: Stealth +4, Swim +11

Ecology

Environment warm hills and plains Organization solitary or pair Treasure none

6'- 0"

Horned Drake

The horned drake is menace to developing civilizations. It attacks without thought to the damage that it makes to the environment. They are relentless in the pursuit of prey but they will rest if no source of meat is around. Many colonies often will hire hunters to go and kill these creatures. When an infestation is discovered. The horned drake is about 15 to 20 ft long and weight 2500 to 3500 lbs.



Pirates of the Outer Fringe

The Fringe is a lawless place, and of the outlaws and mercenaries of this area of space, the pirates of the Outer Fringe are the most deprived, the most foul in their deeds and action. Slavers, killers and kidnappers, the pirates of the Fringe are well known for boarding ships in the deep of space and killing all on board. They prey on small trade ships and transports, but have also been known to raid outlaying outposts and colonies with equally brutal force and carnage.

There are countless bands of these pirates, some as small as a few hard men, or as large as the Pirate lords of the outer belts, with thousand of men and hundreds of ships under their command. Some of these pirate lords are well known, such a Black Eyed Pete and the pirate queen Morgan the Red Handed. Others though are just nameless killers and raiders, seeking a hard life in a hard part of space.

Pirate Captain

It takes a special kind of man or woman to lead the star pirates, a killer unlike any other. The hard men and woman that lead the various pirate bands are the worst of the worst, the meanest killers, the toughest fighter, and the nastiest people to live. It

takes m ore then brain and brawn to lead pirates out on the fringe, it takes someone with no soul.



Equipment: Plasma Rifle, Dagger, Hvy Combat Armnor, Comm Unit Note: Weapon will vary based upon the situation on which the pirate captain is encountered. and the size of his or her pirate band

Pirate Captain Human Trooper 7/Infiltrator 5

XP 12,800 CR 11 N Medium humanoid

Senses Perception +13

Init +10

Defense

AC 19, touch 16, flat-footed 13 (+2 armor, +6 Dex), **DR** 5/-

hp 80 (12 HD; 7d10+5d8+19)

Fort +7 Ref +12 Will +4, +2 vs. Fear

Offense

Speed 30ft

Melee dagger +18/+15 (1d4+6/17-20) or 2 daggers +16/+11 (1d4+6/17-20)

Ranged Plasma Pistol +17/+12 (2d10)

Space 5 ft.; Reach 5ft.

Special Attacks sneak attack +3d6, weapon training (light blades +1)

Statistics

Str 14 Dex 22 Con 13 Int 12 Wis 10 Cha 14

Base Atk +10 CMB +12 CMD 28

Feats Dazzling Display, Exotic Weapon Proficiency, Improved Critical (dagger), Improved Initiative, Improved Two-Weapon Fighting, Save Enhancement (reflex), Improved Save Enhancement (Reflex), Skill Focus (Acrobatics), Skill Focus (Intimidate), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

Skills: Acrobatics +30, Appraise +5, Bluff +10, Climb +10, Craft (ships) +5, Diplomacy +4, Disable Device +14, Disguise +5, Escape Artist +10, Intimidate +20, Knowledge (local) +5, Perception +13, Profession (Star Pilot) +10, Ride +10, Sleight of Hand +10, Stealth +20, Survival +5, Swim +10

Languages Standard

SQ SQ armor training 2, light sleeper, weapon training, trap spotter

Star Pirate

XP 200 CR 1/2 CN Medium humanoid

Init +2; Senses Perception −1

Init +2

Defense

AC 17, touch 13, flat-footed 14 (+1 armor, +2 Dex, +1 dodge)

hp 11 (2d10)

Fort +3 Ref +2 Will -1

Offense

Speed 30ft

Melee dagger +3 (1d4+1) or sap +3 (1d6+1 nonlethal) Ranged Antiquated Laser Pistol +2 (2d6) Or Plasma Rifle +2 (3d10)

Statistics

Str 13 Dex 14 Con 11 Int 10 Wis 8 Cha 9

Base Atk +2 CMB +3 CMD 16

Feats Dodge, Point Blank Shot

Skills: Acrobatics +5, Climb +4, +3, Intimidate +3, Ride +5, Stealth +2

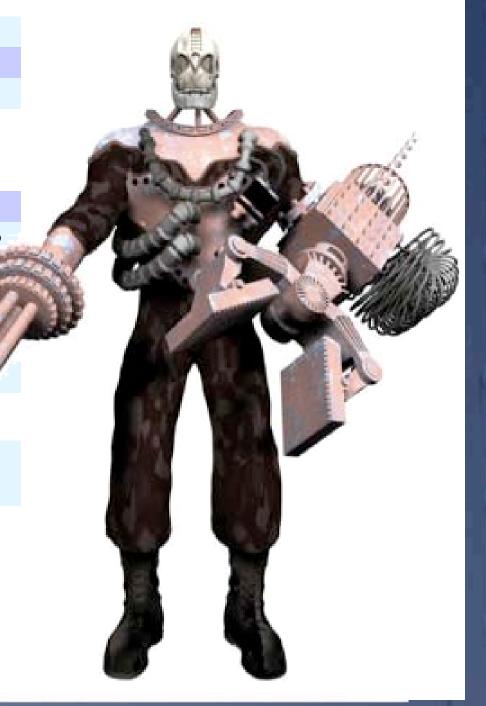
Languages Standard

SQ May be armed with Cyber claws, Rhino Skin or some other Cybernetic implants.

Equipment: Laser Pistol, Dagger, Sap, Plasma Rifle, Lt Combat Armor. May have cynbernitic implants of different types.

Pirate Cyborg

It's a hard life being a pirate, and most find that they do not survive long. Those that have been at the pirate game for awhile though, end up having to replace lost body parts, the longer they are pirate, the more of their body they end up turning into machines. These cyborgs can be deadly foes. Not only have they the experience of countless fights, but the hardware now to back up their aggressive nature. Mechanical claws, built in weapons and other gear is common among these mechanical men and woman.



Render's Beetle

Render's Beetle was recently discovered by John Render. Nearly ten feet long, this beetle hunts near volcanic mountains looking for scorched prey or hunting if there is no carrion around. If they encounter a rival, they will attempt to topple them over and then use their bite to kill their prey and then eat.

XP 1,200 CR 4 N Large vermin

Senses darkvision 60 ft.; **Perception** +0

Render's Beetle

Init +0

Defense

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size), **DR** 4/-

Immune mind-affecting effects, resist fire 10

hp 45 (7d8+14)

Fort +7 Ref +2 Will +2

Offense

6'- 0"

Speed 20 ft., fly 20 ft. (poor)

Melee bite +8 (2d8+6)

Space 10 ft.; Reach 5 ft.

Special Attacks trample (1d6+6, DC 17)

Statistics

Str 19 Dex 10 Con 15 Int 1 Wis 10 Cha 9

Base Atk +5 **CMB** +10 **CMD** 20 (28 vs. trip)

Organization solitary, pair, or cluster (3–6)



Star Marshal Personal Droid

XP 200 CR 1/2 N Small Droid

Senses Darkvision 60 ft, Low Light Vision; Perception +6

Init +3

Defense

AC 14, touch 10, flatfooted 12 (+2 Natural, Dex +2) DR 2

hp 13 (2d10+2)

Fort +3 Ref +3 Will +3

Offense

Speed 40ft Fly

Melee Fists +0 (1d3)

Ranged Stun Pistol +2 (2d8 Stun only)

Statistics

Str 10 Dex 12 Con 10 Int 10 Wis 10 Cha 10

Base Atk +1 **CMB** +3 **CMD** 12

Feats Common Model, Personal Firearms Proficiency

Skills: Domestic Science +3, Perception +4

Languages Standard

SQ Android Traits

Equipment: None although many star marshals outfit their droid in different ways.

Android Cost: 5,000 sbc

Star Marshals

The outer spheres of Federation space are called the Fringe. Here little influence from the Federation planets exists, while at the same time countless worlds hold great wealth and dangers. Here the lawless thrive, the pirate and mercenary bands that seeks to make their living preying on the weak and helpless. Small colonies depend upon the limited resources of their corporate sponsors, or in some cases must hire their own militias and protection. They are though, a dedicated few, the Star Marshals, who try to keep the peace and bring law and order to the outlaw worlds of this wild region.

The Star Marshals are an elite law enforcement outfit under the nominal control of the Federation. While it is tasked with keeping the Fringe safe, its true goal is to keep the chaos of the region out of the Federation proper. Thus each day the fearless men and woman of the Star Marshals must battles a tide of ever increasing lawlessness and hostile action. Space pirates are of course the most terrible of foes that the Star Marshal must face, but these law enforcement professionals have also had to deal with alien invasions, outlawed corporate greed and rebellious military generals. In the end the Star Marshals know they are on their own and so they make do with what is on hand.

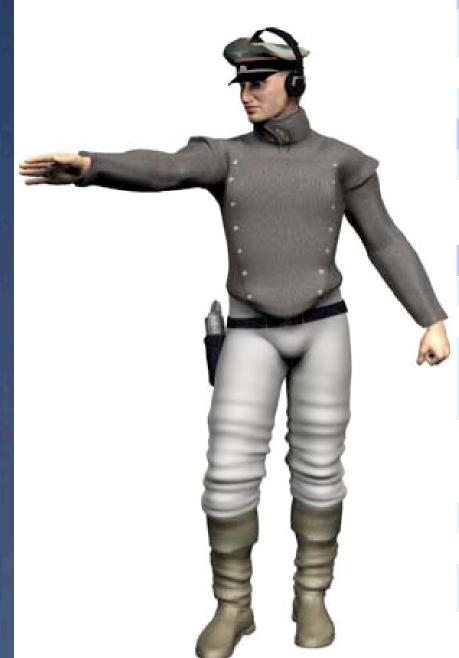
Each Star Marshal commander is a free agent, who seeks to keep the peace as best her or she can, using whatever resources they can muster at the time. Thus each Marshal will lead a wildly different type of force then their peers. Some officers will only field groups of well-trained star cops and operatives, while others have been known to muster the local militias and or even to hire mercenaries, some even alien in nature.

In the end, the task of the Star Marshals in endless, and thankless, but those few that hear the call, answer it and conduct themselves with pride and honor.



Star Marshal Commander

Trained in the best law enforcement academies across the galaxy, the Star Marshal Commander has spent years in the service, seeking out the danger that threaten the Federation and human kind as a whole. Skilled detectives, diplomats and warriors, the commander is part legal scholar, adventurer and politician. They though always have one goal in mind, to protect the interest on the human race.



Star Marshall Commander Human **Trooper 7**

XP 2,400 CR 6 LN Medium humanoid

Senses Perception +6

Init +1

Defense

AC 15, touch 11, flat-footed 14 (+5 armor, +1 Dex), **DR** 5/-

hp 57 (7d10+19)

Fort +8 Ref +4 Will +4; +2 vs. fear

Offense

Speed 30ft

Melee sap +11/+6 (1d6+4 nonlethal) **Ranged** Plasma Pistol +9/+4 (2d10+3/20) **Special Attacks** weapon training (pistols +1)

Statistics

Str 16 Dex 12 Con 14 Int 12 Wis 12 Cha 12

Base Atk +7 **CMB** +11 (+15 trip) **CMD** 22 (24 vs. trip)

Feats Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (plasma pistol), Weapon Specialization (plasma pistol), Well-versed

Skills: Climb +8, Diplomacy +5, Intimidate +12, Knowledge (streetwise) +5, Perception +6, Profession (Marshall) +5, Drive +2, Sense Motive +8

Languages Standard

SQ Armor training 2

Equipment: Combat Gear Stun Grenades (2), Plasma Pistol, Unisoldier Combat Armor

Star Cop Human Trooper 3

XP 400 CR 2 N Medium humanoid

Senses Perception +4

Init +5

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 21 (3d10+5)

Fort +5 Ref +2 Will +2; +1 vs. fear

Offense

Speed 30ft

Melee Club +6 (1d6/20) +6 **Ranged** Laser Rifle +3 (3d8/20)

Statistics

Str 15 Dex 13 Con 14 Int 10 Wis 10 Cha 10

Base Atk +3 **CMB** +6 **CMD** 17

Feats Heavy Firearms Proficiency (Rocket Launcher), Improved Initiative, Quick Reload, Well-versed

Skills Medium Combat Armor, Laser Pistol, Nightclub

Languages Standard

SQ Android Traits

Star Cop

The grunts of the operation, these well-trained warriors are enforcement part of the law enforcement activities of the star marshals. When used, they are often fielded with body armor and laser rifles, ready to battle space pirates or slavers with equal skill and dedication.



Tealniks

Tealniks are a savage race that loves to battle. However, they are not necessary dishonorable. In fact, they will show the same amount of honor that their opponents show. They are a large race, over 7 ft tall and several hundred pounds. They love to use oversized projectile weapons due to the kickback and noise associated with them.

Tealniks are an isolationist race coming to terms with the idea that there are other sentient races. Most Tealniks are civilized but there are those who have returned to nature. Often such free-spirited Tealniks are considered outcasts and they will form their own tribes.



Tealnik

XP 1.600 CR 5 NCN Medium Humanoid

Senses Darkvision 60 ft; Perception +9

Init +1

Defense

AC 16, touch 11, flat-footed 15(+1 Dex, +5 Natural Armor)

hp 45 (6d10 +12)

Fort +4 Ref +8 Will +8

Offense

Speed 30ft

Melee Slam +7 (1d4 + 1) **Ranged** Tri-Rail bursts +7 (2d10)

Statistics

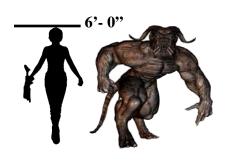
Str 15 **Dex** 12 **Con** 14 **Int** 10 **Wis** 16 **Cha** 10

Base Atk +6 **CMB** +7 **CMD** 18

Feats (Improved Save: Reflex), Personal Firearm Proficiency, Advanced Firearm Proficiency, Weapon Focus (Automatic Weapons)

Skills: Climb +7, Knowledge (Military) +6, Intimidate +7, Perception +13 (+4 racial bonus)

Languages Standard



Voiken

XP 153,600 CR 18 NE Colassal beast (space)

Senses darkvision 120 ft., low-light vision; **Perception** +28

Init +4

Defense

AC 16, touch 1, flat-footed 16 (+15 natural, -1 dex, -8 size), **DR** 15/-

hp 310 (20d10+200)

Fort +23 Ref +11 Will +11

Offense

Speed 10 ft land., swim 40 ft, flight 250 ft. (clumsy)

Melee 2 arms +28 (2d8+12/19–20 plus grab), 4 tentacles +26 (2d8+7 plus grab), bite +28 (4d6+12)

Space 30 ft.; Reach 30 ft. (60 ft. with arm, 40 ft. with tentacle)

Special Attacks constrict (tentacles, 2d8+12), frightful presence, awesome blow, rend ship

Statistics

Str 34 Dex 8 Con 33 Int 1 Wis 10 Cha 21

Base Atk +20 **CMB** +36 (+40 grappling) **CMD** 45 (can't be tripped)

Feats Awesome Blow (2d8 +12), Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Bull Rush, Multiattack, Power Attack

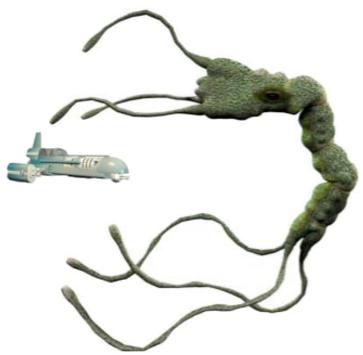
Skills: Escape Artist +20, Intimidate +25, Navigation +21, Perception +23, Sense Motive +25, Stealth +10, Swim +43

Languages Standard (understands but does not speak)

SQ tenacious grapple

Voiken

The voiken is one of the most legendary creatures in space, for here is a creature whose size dwarfs most ships. A fast moving ship is in no danger but engineless ships or space stations can be quickly destroyed by one. Many have declared them to the masters of space and nearly all respect for their destructive abilities. No voikens have been captured, therefore size and weights have no been taken.



Ecology

Environment space Organization solitary Treasure incidental

Rend (Ex) As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (ship pilot) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the voiken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Tenacious Grapple (Ex) A voiken does not gain the grappled condition if it grapples a foe with its arms or tentacles.



Zone Troopers

The Zone Trooper or as they are called on the Fringe, Dopers, are a breed of solider that uses enhancement drugs to boost themselves while in battle. They wear drug injection rigs under their armor, which at various times injects into their system a cocktail of drugs and stimulants that sends their body into overdrive. While boosted, the Zone Trooper is faster, stronger and tougher then a normal man, but at a cost. The drugs reduces the trooper's life span by decades, few ever living longer then a handful of years while boosted in this fashion.

On the Fringe the need for cheep shock troops is always there and the Zone Trooper Mercenary is always for hire.

Boost:

On any given combat round the Zone Trooper can booster themselves. Thereafter for the next six rounds they gain a +4 to their Str, Dex, Con, as well as a +2 melee to hit bonus and damage modifier. They also gain 1D10 hit points. They must then wait a hour before a new dose of boost drugs can be injected.



Zone Trooper Human Trooper 3

XP 400 CR 2 N Medium humanoid

Senses Perception +4

Init +5

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 21 (3d10+5)

Fort +5 Ref +2 Will +2; +1 vs. fear

Offense

Speed 30ft

Melee Rifle Butt +6 (1d6/20) +6 **Ranged** Laser Rifle +3 (3d8/20)

Statistics

Str 15 Dex 13 Con 14 Int 10 Wis 10 Cha 10

Base Atk +3 **CMB** +6 **CMD** 17

Feats Heavy Firearms Proficiency (Missile Launcher), Improved Initiative, Quick Reload

Skills Medium Combat Armor, Laser Rifle, Combat Drugs and injector

Languages Standard

SQ Android Traits

Zumin Chamalon

XP 400 CR 1 N Medium humanoid (reptilian)

Senses Perception +1

Init +0

Defense

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 11 (2d8+2)

Fort +4 Ref +0 Will +0

Offense

Speed 30 ft., climb 15 ft.

Melee claw +2 (1d4+1), or bite +2 (1d4+1)

Statistics

Str 13 **Dex** 10 **Con** 13 **Int** 19 **Wis** 8 **Cha** 10

Base Atk +1 CMB +2 CMD 12

Feats Multiattack

Skills: Acrobatics +2, Perception +1, Stealth +8, Swim +8

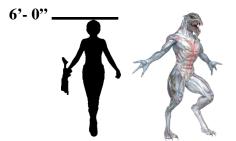
Racial Modifiers +4 Acrobatics, +8 Stealth

Languages Some Standard

Ecology

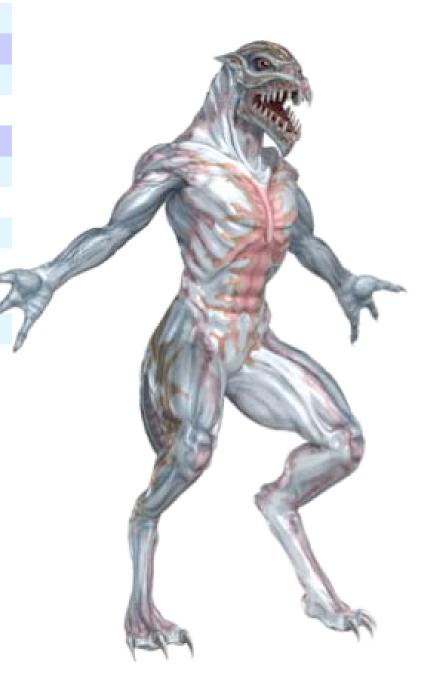
Environment any

Organization solitary, pair, band (3–12), or tribe (13–60)



Zumin Chamalon

The Zumin chamalon is known for its ability to blend into the environment and strike at its prey. They prefer to ambush humanoids and to attack quickly. Likewise, if the ambush turns out bad, they will run away. They have no sense of honor as denoted by most sentient species and they are actually cannibalistic. Survival and the next meal is all they are concerned with. They are not used to the idea of ranged weapons but they are able to use them if someone teaches them how (if they can somehow manage to not eat the teacher).





Chapter 12: Psychic Powers

The existence or nonexistence of the supernatural is a point of debate in modern science. In science-fiction the debate is far from academic. In some Sci-fi supernatural abilities are not only real, but deadly. In other settings, the supernatural is nothing but, crackpot ramblings, con jobs and parlor tricks which are exposed for what they are by heroic investigators.

Psychic Powers

A power is a one-time supernatural effect. Powers come in two types: mystic and psychic. Note that mystic powers will be dealt with in detail in a future product, but are included here to remain complete and to offer a standard ruling)

Both mystics and psychics manifest their powers spontaneously without preparation; when manifesting a power, the character can use any power known to them, up to their daily limit. (Note that Mystics will be dealt with in more detail in a future product)

Manifesting Powers

Whether a power is mystic or psychic, and whether a character prepares powers in advance or chooses them on the spot, manifesting a power works the same way.

Choosing a Power

First the character must choose which power to manifest. They can select any power they know, provided they are capable of manifesting powers of that level or higher. To manifest a power, the character must be able to speak (if the power has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, they must concentrate to manifest a power.

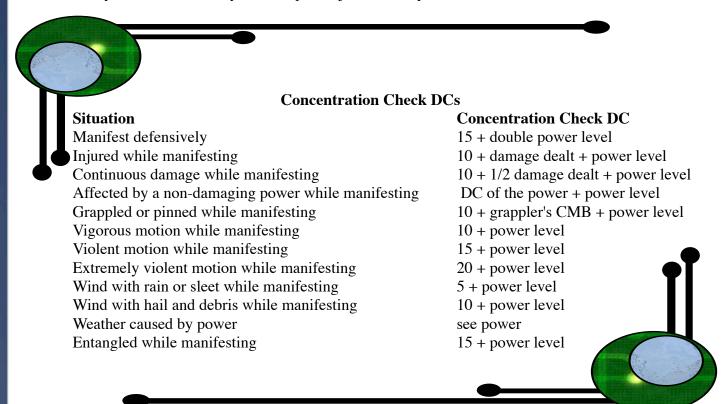
If a power has multiple versions, they choose which version to use when they manifest it. The character does not have to prepare a specific version of the power.

Manifesting a power counts against their daily limit for powers of that power level, but they can manifest the same power again if they haven't reached their limit.



Concentration Checks and Manifesting Powers

To manifest a power, the character must concentrate. If something interrupts their concentration while they are manifesting, they must make a concentration check or lose the power. When they make a concentration check, roll d20 and add their supernatural class level and the ability score modifier used to determine bonus powers of the same type. Mystics add their Wisdom modifier. Psychics add their Charisma modifier. The more distracting the interruption and the higher the level of the power they are trying to manifest, the higher the DC. If they fail the check, they lose the power just as if they had manifest it to no effect.



Injury

If the character takes damage while trying to manifest a power, they must make a concentration check with a DC equal to 10 + the damage taken + the level of the power they are manifesting. If they fail the check, they lose the power without effect. The interrupting event strikes during manifesting a power if it comes between the time the character started and the time they complete a power (for a power with a manifesting time of one full round or more) or if it comes in response to their manifesting the power (such as an attack of opportunity provoked by the power or a contingent attack, such as a readied action).

If the character is taking continuous damage, such as from by standing in a lake of lava, half the damage is considered to take place while they are manifesting a power.

The character must make a concentration check with a DC equal to 10 + 1/2 the damage that the continuous source last dealt + the level of the power they are manifesting. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract them.

Power

If the character is affected by a power while attempting to manifest a power of their own, they must make a concentration check or lose the power they are manifesting. If the power affecting them deals damage, the DC is 10 + the damage taken + the level of the power they are manifesting.

If the power interferes with them or distracts them in some other way, the DC for the concentration check is the power's saving throw DC + the level of the power they are manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed (10 + power level + caster's ability score).

Grappling or Pinned

The only powers the character can manifest while grappling or pinned are those without somatic components and whose material components (if any) they have in hand. Even so, they must make a concentration check (DC 10 + the grappler's CMB + the level of the power they are manifesting) or lose the power.

Vigorous Motion

If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, they must make a concentration check (DC 10 + the level of the power they are manifesting) or lose the power.

Violent Motion

If the character is on a galloping mount, on a spaceship in reentry, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, they must make a concentration check (DC 15 + the level of the power they are manifesting) or lose the power. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 20 + the level of the power they are manifesting.

Violent Weather

The character must make a concentration check if they try to manifest a power in violent weather. If they are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power they are manifesting. If they are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power they are manifesting. In either case, they lose the power if they fail the concentration check. If the weather is caused by a power, use the rules as described in the power's description.

Manifesting Defensively

If the character wants to manifest a power without provoking any attacks of opportunity, they must make a concentration check (DC 15 + double the level of the power they are manifesting) to succeed. They lose the power if they fail.

Entangled

If the character wants to manifest a power while entangled in a net or cables or while they are affected by a power with similar effects, they must make a concentration check to manifest the power (DC 15 + the level of the power they are manifesting). They lose the power if they fail.

Supernatural Class Level

A power's effectiveness often depends on the manifester's supernatural class level. The character can manifest a power at a lower class level than normal, but the level they choose must be high enough for them to manifest the power in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature or other special ability provides an adjustment to the character's effective class level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt), but also to their caster level check to overcome their target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

Power Failure

If the character ever tries to manifest a power in conditions where the characteristics of the power cannot be made to conform, the manifesting fails and the power is wasted.

Powers also fail if their concentration is broken and might fail if they are wearing armor while manifesting a power with somatic components.

The Power's Result

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), the character can apply whatever results a power entails.

Special Power Effects

The exact effects vary according to which power is manifest. Descriptors are terms which describe both the role playing and dice mechanics effects of a power.

Many special power effects are handled according to the school of the powers in question. Certain other special power features are found across power schools.

Attacks

Some power descriptions refer to attacking. All from two differe offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to channel energy count as attacks if it would harm any creatures in the area. All powers that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Powers that summon monsters or other allies are not attacks because the powers themselves don't harm anyone. Same Effect with the same of the same attacks at the same of the same attacks. Same Effect with the same attacks because the powers themselves don't harm anyone.

Bonus Types

Usually, a bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial

bonuses, only the better bonus of a given type works. The same principles applies to penalties, a character taking two or more penalties of the same type applies only the worst one, although most penalties have no type and thus always stack. Bonuses without a type always stack, unless they are from the same source.

Combining Magic Effects

Powers or magical effects usually work as described, no matter how many other powers or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power does not affect the way another power operates. Whenever a power has a specific effect on other powers, the power description explains that effect. Several other general rules apply when powers or magical effects operate in the same place:

Stacking Effects

Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different powers (or from effects other than powers).

Different Bonus Types: The bonuses or penalties from two different powers stack if the modifiers are of different types. A bonus that doesn't have a type stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical powers are operating in the same area or on the same target, but at different strengths, only the one with the highest strength applies.

Same Effect with Differing Results: The same power can sometimes produce varying effects if applied to the same recipient more than once. Usually the last power in the series trumps the others. None of the previous powers are actually removed or dispelled, but their effects become irrelevant while the final power in the series lasts.

One Effect Makes Another Irrelevant:

Sometimes, one power can render a later power irrelevant. Both powers are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes supernatural effects that establish mental control render each other irrelevant, such as powers that remove the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Powers with Opposite Effects: Powers with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers negate or counter each other. This is a special effect that is noted in a power's description.

Instantaneous Effects: Two or more powers with instantaneous durations work cumulatively when they affect the same target.

Power Descriptions

The description of each power is presented in a standard format. Each category of information is explained and defined below.

Name

The first line of every power description gives the name by which the power is generally known.

SRD Descriptors

SRD Descriptors: Most SRD material is fantasy based, therefore goes into more detail about magic and the supernatural than is warranted in a Sci Fi

game like IF. In other SDR material, powers (or spells as they're called) have a variety of descriptors attached which define how the powers interact with other fantasy elements of the game.

IF makes limited use of these descriptors (such as an androids immunity to disease and death effects). Since in the infinite possible futures, we cannot predict what other SRD material a GM will use with IF, power descriptions include all of the SRD descriptors, not simply the ones used by IF.

Level

The next line of a power description gives the power's level, a number between 0 and 9 that defines the power's relative strength. This number is preceded by a list of classes whose members can manifest the power. A power's level affects the DC for any save allowed against its effects.

Components

A power's components will explain what the character must do or possess to manifest the power. The components entry in a power description includes abbreviations that tell them what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text. Usually the character does not need to worry about components, but when they cannot use a component for some reason or when a material or focus component is expensive, then the components are important.

SRD material components

In terms of SRD game mechanics, mystics and psychics receive the eschew materials feat for free. Since both supernatural classes receive this feat for free, the matter of material components is irrelevant, therefore IF does not list material components for powers, unless the components are expensive enough that eschew materials feat does not apply. When using powers from other SRD sources, mystics and psychics ignore any required materials for which a price is not listed. For materials with a listed price,

1 gold piece (gp) is equal to 1 standard banking credit (sbc).



Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence power or a gag spoils the incantation (and thus the power). A supernatural character who has been deafened has a 20% chance of spoiling any power with a verbal component that he tries to manifest.

Somatic (S): A somatic component is a measured and precise movement of the hand. The character must have at least one hand free to provide a somatic component.

Material (M): A material component consists of one or more physical substances or objects that are annihilated by the power energies in the manifesting process. In many cases simply the cost of the materials consumed is listed, exactly what components are required will depend on the character's style of magic. The player and GM can decide together what kinds of materials a character uses, based on the character concept.

Focus (**F**): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the power is manifest and can be reused. In many cases simply the cost of the object is listed, exactly what kind focus is required will depend on the character's style of magic. The player and GM can decide together what kinds of materials a character uses, based on the character concept.

Talisman (**T**): A talisman component is an item of spiritual significance to a mystic. This item is used as a focus for some powers.

Manifesting Time

Most powers have a manifesting time of one standard action. Others take one round or more, while a few require only a swift action.

A power that takes one round to manifest is a full-round action. It comes into effect just before the

beginning of their turn in the round after they began manifesting the power. The character then act normally after the power is completed.

A power that takes one minute to manifest comes into effect just before their turn one minute later (and for each of those ten rounds, you are manifesting a power as a full-round action, just as noted above for one round manifesting times). These actions must be consecutive and uninterrupted, or the power automatically fails.

When the character begins a power that takes one round or longer to manifest, they must continue the concentration from the current round to just before their turn in the next round (at least). If they lose concentration before the manifesting is complete, they lose the power.

A power with a manifesting time of one swift action doesn't count against the character's normal limit of one power per round. However, they may manifest such a power only once per round. Manifesting a power with a manifesting time of one swift action doesn't provoke attacks of opportunity.

The character makes all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect.

Range

A power's range indicates how far from the character it can reach, as defined in the range entry of the power description. A power's range is the maximum distance from the character that the power's effect can occur, as well as the maximum distance at which they can designate the power's point of origin. If any portion of the power's area would extend beyond this range, that area is wasted. Standard ranges include the following.

Personal: The power affects only the character.

Touch: The character must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch powers allow the character to touch multiple targets. They can touch up to six willing targets as part of the manifesting, but all targets of the power must be touched in the same round that they finish manifesting the power. If the power allows them to touch targets over multiple rounds, touching six creatures is a full-round action.

Close: The power reaches as far as 25 feet away from the character. The maximum range increases by five feet for every two full caster levels.

Medium: The power reaches as far as 100 feet + 10 feet per caster level.

Long: The power reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The power reaches anywhere in the physical universe.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

Aiming a Power

The character must make choices about whom a power is to affect or where an effect is to originate, depending on a power's type. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. The character manifests these powers on creatures or objects, as defined by the power itself. They must be able to see or touch the target, and they must specifically choose that target. The character does not have to select their target until they finish manifesting the power.

If the target of a power is the character (the Target line of the power description includes "You"), they do not receive a saving throw, and supernatural resistance does not apply. The saving throw and supernatural resistance lines are omitted from such powers.

Some powers restrict them to willing targets only. The character declares themselves as a willing target is something that can be done at any time (even if they are flat-footed or it is not their turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some powers allow the character to redirect the effect to new targets or areas after they manifest the power. Redirecting a power is a move action that does not provoke attacks of opportunity.

Effect: Some powers create or summon things rather than affecting things that are already present.

The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the power's range.

Ray: Some effects are rays. The character aims a ray as if using a ranged weapon, though typically they make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope they hit something. They do not have to see the creature they are trying to hit, as they do with a targeted power. Intervening creatures and obstacles, however, can block their line of sight or provide cover for the creature at which they are aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray power deals damage, the character can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that the character cannot see. Figure distance by actual distance traveled, taking into account turns the power effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. The character must designate the point of origin for such an effect, but they need not have line of effect (see below) to all portions of the effect.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, the character selects the point where the power originates, but otherwise they do not control which creatures or objects the power affects. The point of origin of a power is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as they do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, they count from intersection to intersection.

The character can count diagonally across a square, but remember that every second diagonal counts as two squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area only touches the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, the character selects the power's point of origin and measure its effect from that point.

A burst power affects whatever it catches in its area, including creatures that the character cannot see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped. A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power. Most emanations are cones or spheres.

A spread power extends out like a burst but can turn corners. The character selects the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the power effect takes.

Cone, Cylinder, Line, or Sphere: Most powers that affect an area have a particular shape.

A cone-shaped power shoots away from the character in a quarter-circle in the direction they designate. It starts from any corner of the character's square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When manifesting a cylinder-shaped power, the character selects the power's point of origin. This point is the center of a horizontal circle, and the power shoots down from the circle, filling a cylinder. A cylinder-shaped power ignores any obstructions within its area.

A line-shaped power shoots away from the character in a line in the direction they designate. It starts from any corner of their square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares through which the line passes.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A power with this kind of area affects creatures directly (like a targeted power), but it affects all creatures in an area of some kind rather than individual creatures the character selects. The area might be a spherical burst, a cone-shaped burst, or some other shape.

Many powers affect "living creatures," which means all creatures other than, androids, constructs and undead. Creatures in the power's area that are not of the appropriate type do not count against the creatures affected.

Objects: A power with this kind of area affects objects within an area the character selects (as Creatures, but affecting objects instead).

Other: A power can have a unique area, as defined in its description.

(S) Shapeable: If an area or effect entry ends with "(S)," the character can shape the power. A shaped effect or area can have no dimension smaller than ten feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

The character must have a clear line of effect to any target that they manifest a power on or to any space in which they wish to create an effect. They must have a clear line of effect to the point of origin of any power they manifest.

A burst, cone, cylinder, or emanation power affects only an area, creature, or object to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least one square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a power's line of effect.

Duration

A power's duration entry tells the character how long the magical energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or other increments. When the time is up, the supernatural effect goes away and the power ends. If a power's duration is variable, the duration is rolled secretly so the player/character doesn't know how long the power will last.

Instantaneous: The power's energy comes and goes the instant the power is manifest, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to dispel magic.

Concentration: The power lasts as long as the character concentrates on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break the character's concentration when manifesting a power can also break their concentration while they are maintaining one, causing the power to end. See concentration.

The character cannot manifest a power while concentrating on another one. Some powers last for a short time after they cease concentrating.

Subjects, Effects, and Areas: If the power affects creatures directly, the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the power affects an area, then the power stays with that area for its duration.

Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if they character does not discharge a touch power on the round you manifest it, they can hold the charge (postpone the discharge of the power) indefinitely. They can make touch attacks round after round until the power is discharged. If they manifest another power, the touch power dissipates. Some touch powers allow them to touch multiple targets as part of the power. They cannot hold the charge of such a power; they must touch all targets of the power in the same round that they finish manifesting the power.

Discharge: Occasionally a powers lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the duration line ends with "(D)," the character can dismiss the power at will. They must be within range of the power's effect and must speak words of dismissal, which are usually a modified form of the power's verbal component. If the power has no verbal component, they can dismiss the effect with a gesture. Dismissing a power is a standard action that does not provoke attacks of opportunity.

A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all they have to do to end the power is to stop concentrating on their turn.

Saving Throws

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power has an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the power's effect.

(**object**): The power can be manifest on objects, which receive saving throws only if they are supernaturally enchanted items or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. This notation does not mean that a power can be manifest only on objects. Some powers of this sort can be manifest on creatures or objects.

(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against the character's power has a DC of 10 + the level of the power + the character's bonus for the relevant ability (Wisdom for a mystic, and Charisma for a psychic). A power's level can vary depending on their class. Always use the power level applicable to the character's class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. This is the cold shivers going down the character's spine or the hair standing on the back of their neck sensation. If the existence of the supernatural is not widely known (believed) in the campaign, the target will probably dismiss the sensation as simply getting 'the creeps.'

Likewise, if a creature's saving throw succeeds against a targeted power, the character sense that the power has failed. They do not sense when creatures succeed on saves against effect and area powers.

Automatic Failures and Successes: A natural one (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forgo a saving throw and willingly accept a power's result. Even a character with a special resistance to magic can suppress this quality.

Supernatural Resistance

Supernatural resistance is a special defensive ability. If the character's power is being resisted by a creature with supernatural resistance, the character must make a supernatural class level check (1d20 + class level) at least equal to the creature's spell resistance for the power to affect that creature. The defender's Supernatural resistance is like a DEF

(Defense) against magical attacks. Include any adjustments to the character's class level to this class level check.

The supernatural resistance entry and the descriptive text of a power description tells the character whether supernatural resistance protects creatures from the power. In many cases, supernatural resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms "object" and "harmless" mean the same thing for supernatural resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by such powers without forcing the caster to make a caster level check.

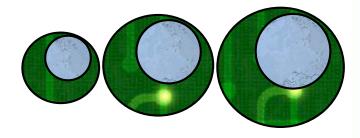
Descriptive Text

This portion of a power description details what the power does and how it works. If one of the previous entries in the description includes "see text," this is where the explanation is found.

Psychic Powers

Psychic's prefer flashy, often destructive powers.

Power Slots: The various character class tables show how many powers of each level a character can manifest per day. These openings for daily powers are called power slots. A supernatural character always has the option to use a higher-level power slot for a lower-level power. A character who lacks a high enough ability score to manifest powers that would otherwise be his or her do still gets the slots but must use them for powers of lower levels.



Psychics

Psychics do not need outside aids like spell books to use their powers. Their class level limits the number of powers he or she can manifest (see these class descriptions). Their high Charisma score might allow them to manifest a few extra powers. They must have a Charisma score of at least 10 + the power's level to manifest the power.

Daily Readying of Powers: Each day, psychics must focus their minds inward and concentrate on unlocking their true psychic potential. A psychic needs eight hours of rest, after which he spends 15 minutes performing their arduous mental exercises. During this period, the psychic readies his or her mind to manifest his daily allotment of powers. Without such a period to refresh themselves, the character does not regain the power slots they used up the day before.

Recent Manifesting Limit: Any powers manifest within the last eight hours count against the psychic's daily limit.

Adding Powers to a Psychic's Repertoire: A psychic gains powers each time they attain a new level in the psychic class and never gains powers any other way.

Special Abilities

The terms "spell," "magic," "casting," "wizard" and so are inappropriate to a Sci Fi themed game. However, since the majority of 3.5 SRD material is fantasy. These terms are in widespread use. To prevent confusion, for describing special abilities, we use the standard SRD terms. Even though IF characters "manifest powers" rather than "cast spells", IF monsters can still have "spell-like abilities" which duplicate the effects of a power.

A number of classes and creatures gain the use of special abilities, many of which function like powers.

Spell-Like Abilities (Sp)

Usually, a spell-like ability works just like the power of that name. A spell-like ability has no verbal, somatic, or material component, nor does it require a focus. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles a psychic power with a somatic component.

A spell-like ability has a manifesting time of one standard action unless noted otherwise in the ability or power description. In all other ways, a spell-like ability functions just like a power.

Spell-like abilities are subject to supernatural resistance and dispel magic. They do not function in areas where magic is suppressed or negated.

Some creatures actually manifest psychic powers as psychics do, using components when required. Some creatures have both spell-like abilities and actual psychic powers.

Supernatural Abilities (Su)

These can't be disrupted in combat and generally don't provoke attacks of opportunity. They aren't subject to supernatural resistance or dispel magic, and don't function in antimagic areas.

Extraordinary Abilities (Ex)

These abilities cannot be disrupted in combat, as powers can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an antimagic / anitpsychic field. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities

This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

Antimagic

The following rules are copied from the 3.5 SRD.

From d20srd.org

An antimagic field spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- **1.** No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- **2.** Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- **3.** Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- **4.** Golems and other constructs, elementals, outsiders, and undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- **5.** Summoned or conjured creatures of any type, as well as incorporeal creatures, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- **6.** Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a bag of holding are unavailable, but neither spill out nor disappear forever).
- 7. Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- **8.** Wall of force, prismatic wall, and prismatic sphere are not affected by antimagic. Break enchantment, dispel magic, and greater dispel magic spells do not dispel antimagic. Mage's disjunction has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Good vs. Evil

Many Sci Fi stories include strong moralistic Good vs. Evil themes. Many others do not, opting instead for shades of grey. For this reason, we have abandoned the SRD convention of alignments (Good vs. Evil and Law vs. Chaos). However, the mystic paths have implicit moralistic values which must be addressed.

The Aspirants and Bargainers are presented as a clear cut case of good and evil. Many of their powers are designed to weaken, harm, or offer protection against beings of the opposite alignment. But since IF does not use alignment, the terms Good and Evil are treated simply as SRD descriptors for the powers or creatures. Followers of these paths gain these SDR descriptors.

Magical girls must also choose good or evil. But in this case the distinction is less clear cut. Good magical girls are unquestionably good. But evil magical girls fight with honor and will selflessly sacrifice themselves to save their comrades in arms. Their behavior is what most people would call 'good' but since they serve dark powers, they gain the evil descriptor.

For the other paths, lack the juxtaposition and opposition of Good and Evil, so they do not gain these descriptors automatically. If moralistic conflict is a central theme of the GMs campaign, he can assign or remove these descriptors to any character, not just supernatural classes, based on the how the player roll plays the character

Cyborgs and Healing Powers

Since androids are not 'alive' supernatural abilities do not affect them the same way as living creatures are affected. In particular some powers like Charm Person and Hold Person do not function on androids, but variants of these powers (Charm AI, Hold machine function exclusively on androids.

Cyborgs, including cyber-sapiens are considered humanoids, not machines for determining what powers affect them. It is the human brain, or soul, which differentiates a cyber-sapiens from an android.

Healing supernatural powers are an exception to the above statement. Since the cyber-sapiens body cannot heal natural, powers such as cure light wounds can not be used. Instead they are affected by repair light damage.

In cyber-sapiens and unaugmented humans, there is a grey area of cyborgs who have some artificial parts, but are also partly organic. The simplest way to handle cyborgs is to say that any cyborg who's total Body Cost is less than their Body Tolerance are affected by cure spells. Cyborg's who's total Body Cost exceeds their Body Tolerance are affected by repair spells.

If the GM prefers, he can use a more complicated system so that healing powers only work intermittently on cyborgs. Using this system, a cyborg gains a Supernatural Resistance to all healing magic equal to his total Body Cost. At the same time, the cyborg gains a SR against repair magic equal to twenty minus his total BC, (20-BC). The cyborg can not voluntarily lower these SR.

Psychic

The Psychic has unlocked the secret potential of their mind. Psychics often study magical lore about pyramid power or lei lines. But a psychic never relies on these outside forces; he or she only uses them as tools to release the abilities dormant in their own mind.

Psychic powers follow a 'mind over matter' philosophy. Their powers are flashy, often destructive, intended to force the outside world to bow to the psychic's will.

Channeling psychic powers requires a strong sense of self and enough charisma to not only argue with the very forces of nature, but to win the argument. Humble psychics claim there is nothing special about themselves; they've only learned to use the potential latent in all of us.

Hit Die

d6

Starting Funds: (2d4+4)x100 SBC

Class Skills

The psychic's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Domestic Science (Cha), Intimidate (Cha), Knowledge (earth life sciences, humanities, modern culture, paranormal) (Int), Linguistics (Int), Manifestation Craft (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Slight of Hand (Dex).

Skill Ranks per Level: 2 + Int modifier.



Level	Base Attack	Base Defense	Fort	Ref	Will	Special
Level	Bonus	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+0	+2	Universal sphere, Sphere
2nd	+1	+1	+0	+0	+3	-
3rd	+1	+1	+1	+1	+4	
4th	+2	+1	+1	+1	+4	-
5th	+2	+2	+1	+1	+5	-
6th	+3	+2	+2	+2	+5	Sphere
7th	+3	+2	+2	+2	+6	Bonus Feat
8th	+4	+3	+2	+2	+6	-
9th	+4	+3	+3	+3	+7	-
10th	+5	+3	+3	+3	+7	-
11th	+5	+4	+3	+3	+8	-
12th	+6/+1	+4	+4	+4	+8	Sphere
13th	+6/+1	+4	+4	+4	+9	Bonus Feat
14th	+7/+2	+5	+4	+4	+9	-
15th	+7/+2	+5	+5	+5	+10	-
16th	+8/+3	+5	+5	+5	+10	-
17th	+8/+3	+6	+5	+5	+11	-
18th	+9 / +4	+6	+6	+6	+11	Sphere
19th	+9 / +4	+6	+6	+6	+12	Bonus Feat
20th	+10 / +5	+7	+6	+6	+12	-

Class Features

All of the following are class features of the psychic.

Weapon and Armor Proficiency: Psychics are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a psychic's gestures, which can cause their powers with somatic components to fail (see Arcane Powers and Armor).

Powers: A psychic casts arcane powers drawn from the psychic power list. They can use any power he or she knows without preparing it ahead of time. To learn or use a power, a psychic must have a Charisma score equal to at least 10 + the power level. The Difficulty Class for a saving throw against a psychic's power is 10 + the power level + the psychic's Charisma modifier.

A psychic can only use a certain number of powers of each power level per day. In addition, their receives bonus powers per day if their has a high Charisma.

A psychic's selection of powers is extremely limited. A psychic begins play knowing four 0-level powers and two 1st-level powers. These powers must be chosen from those available to their spheres.

F		- •	•		Pow	vers per D	ay		•		
Ш	Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Ш
П	1st	3	-	-	-	-	-	-	-	-	u
T	2nd	4	-	•	-	-	•	-	-	-	7
•	3rd	5	-	-	-	-	-	-	-	-	
	4th	6	3	-	-	-	-	-	-	-	
	5th	6	4	-	-	-	-	-	-	-	
	6th	6	5	3	-	-	-	-	-	-	
	7th	6	6	4	-	-	-	-	-	-	
	8th	6	6	5	3	-	-	-	-	-	
	9th	6	6	6	4	-	-	-	-	-	
	10th	6	6	6	5	3	-	-	-	-	
	11th	6	6	6	6	4	-	-	-	-	
	12th	6	6	6	6	5	3	-	-	-	
	13th	6	6	6	6	6	4	-	-	-	
	14th	6	6	6	6	6	5	3	-	-	
	15th	6	6	6	6	6	6	4	-	-	
	16th	6	6	6	6	6	6	5	3	-	
•	17th	6	6	6	6	6	6	6	4	-	•
19	18th	6	6	6	6	6	6	6	5	3	71
	19th	6	6	6	6	6	6	6	6	4	
	20th	6	6	6	6	6	6	6	6	6	
H		➡•)						•		Ľ

At each new psychic level, the character gains one or more new powers. (Unlike powers per day, the number of powers a psychic knows is not affected by their Charisma score.

Upon reaching 4th level, and at every even-numbered psychic level after that (6th, 8th, and so on), a psychic can choose to learn a new power in place of one he or she already knows. In effect, the psychic loses the old power in exchange for the new one. The new power's level must be the same as that of the power being exchanged. A psychic may swap only a single power at any given level, and must choose whether or not to swap the power at the same time that she gains new powers known for the level.

A psychic need not prepare their powers in advance. They can use any power they know at any time, assuming they have not yet used up their powers per day for that power level.



С		→.			Pov	vers Knov	vn			•		17
П	Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
П	1st	4	2	-	-	-	-	-	-	-	-	И
Ţ	2nd	5	2	-	-	-	-	-	-	-	-	٧,
	3rd	5	4	-	-	-	-	-	-	-	-	•
	4th	6	4	1	-	-	-	-	-	-	-	
	5th	6	5	3	-	-	-	-	-	-	-	
	6th	7	5	3	1	-	-	-	-	-	-	
	7th	7	6	3	3	-	-	-	-	-	-	
	8th	8	6	4	3	1	-	-	-	-	-	
	9th	8	6	4	4	3	-	-	-	-	-	
	10th	9	6	5	4	3	1	-	-	-	-	
	11th	9	6	5	5	4	3	-	-	-	-	
	12th	9	6	6	5	4	3	1	-	-	-	
	13th	9	6	6	6	5	4	3	-	-	-	
	14th	9	6	6	6	5	5	3	1	-	-	
	15th	9	6	6	6	6	5	4	3	-	-	
	16th	9	6	6	6	6	6	4	3	1	-	
•	17th	9	6	6	6	6	6	5	4	3	-	_₽
IŦ	18th	9	6	6	6	6	6	5	4	3	1	TI
	19th	9	6	6	6	6	6	6	5	4	3	
	20th	9	6	6	6	6	6	6	5	4	3	
H		⊸)							•		ij

Sphere

A psychic's abilities are classified into various spheres of power. A psychic starts play with access to the Universal Sphere and one other sphere of his choice. The psychic gains access to a new sphere at 6th, 12th, and 18th level.

In addition to determining which powers a psychic can learn, each sphere grants certain benefits and supernatural abilities. As the psychic advances in level, they gain additional benefits from their spheres.

Universal: The Universal sphere has broad diverse effects. While each of the other spheres specializes in producing different effects, the universal sphere concentrates on the supernatural itself. At low levels it offers some basic offensive and defensive capabilities that no psychic should be without. At higher levels, the Universal Sphere offers powers to counter supernatural effects from enemies. In many ways the Universal Sphere represents the core of the psychic class, as such all psychics gain access to this sphere at first level

Cantrips (sphere ability) (Sp): The Universal sphere grants the ability to used 0-level powers, also known as cantrips. These powers are used like any other power, but they do not consume any slots and may be used again.

Energy: The energy sphere allows the psychic to control the various types of energy in the universe, heat, electrical, light, and to some extent even life-energy itself. Access to the shear, unmitigated power of the cosmos makes the psychic a deadly foe in combat. Some of the powers help the psychic to protect himself from energy, but most of the powers wield the energy to destroy his enemies. This sphere is unmatched for raw offensive power, however the sphere grants few powers with other uses.

Energy Resistance (sphere ability) (Ex): Choose one type of energy: acid, cold, electrical, fire, gravity. The psychic gains resistance against the chosen types of energy. Once this decision has been made, it cannot be changed. Regardless of when the psychic obtains access to the Energy sphere, the resistance is based on his psychic class level. The total value of the energy resistance is two points, plus an additional two points for each five psychic class levels the character posesses.

ESP: Extra Sensory Perception frees the psychic's mind from the limitations of the physical body and their ability to perceive the universe as it truly is. Some powers rend aside the veils of deceit and mystery. Others allow the psychic perceive distant places, the past, or even (slightly) into the future. There are even powers for enhancing the character's physical senses. ESP allows the psychic to perceive her environment, but it doesn't offer powers to capitalize on the insights gained.

Uncanny Dodge (Sphere Ability) (Ex): A psychic with the ESP sphere gains the Uncanny Dodge ability. Their supernatural awareness warns them of things their physical senses can not detect. They

cannot be caught flat-footed, even if the attacker is invisible. They still looses his Dexterity bonus to AC if immobilized. They still loses their Dexterity Bonus to AC if an Opponent successfully uses the feint action against them.

If the psychic already has the uncanny dodge ability from a different class, they automatically gains improved uncanny dodge instead.

cannot be caught flat-footed, even if the attacker is invisible. They still looses his Dexterity bonus to AC if immobilized. They still loses their Dexterity Bonus to AC if an Opponent successfully uses the feint action against them.

If the psychic already has the uncanny dodge ability from a different class, they automatically gains improved uncanny dodge instead.

Mechanical: Psychic abilities are not limited to biological characters. Even Isaac Asimov considered the possibility of psychic androids (I, Robot). Nor are the effects of psychic powers limited to natural targets. The Mechanical sphere is popular among psychic androids, but not required. Biological characters can freely choose this sphere as well. The Mechanical sphere grants powers for repairing and manipulating machines. In particular it has some powers like Charm AI and Repair Moderate damage which mirror powers for affecting biological characters. The Mechanical sphere is a well rounded sphere. It includes defensive and utilitarian abilities. By manipulating machines, the psychic can attack both biological and mechanical targets. However the psychic will find his abilities sharply curtailed in natural environments or primitive alien cultures (primitive is defined here as anything pre-computer.)

Supernatural Computer (Sphere Ability) (Su):

The character has a supernatural computer. This functions as an internal computer with a wireless modem (see the cyberware chapter), but there is no associated Body Cost or Identity Cost. If the character already has an internal computer, or the equivalent android brain, when using his internal computer, the character may make an additional Computer skill check each round using his full skill ranks.

Soul: 'Soul' is a deceptively tranquil name for a sphere of dark powers. This sphere lays bare the souls of those around the psychic and gives him to ability to violate them. There are some powers which can be used to bolster allies, and some powers which inflict direct physical damage by draining the very life from the target. But the soul sphere specializes in inflicting mental stress, trauma, and emotional damage. The powers can breathe fear or rage into the target, rob him or her of their sanity, and force them to act against their will. The Soul sphere is a sentient character's worst nightmare (in may cases literally), but it lacks abilities which are effective against non-sentient opponents and obstacles.

Supernatural Strike (sphere ability) (Su): As a swift action, the psychic can imbue their weapons with a part of their own soul. For one round, the character's melee and thrown weapon attacks are considered supernatural for the purpose of overcoming damage resistance. In addition the attacks deal +1 additional damage. This damage bonus increases by +1 for every five psychic class levels the character possesses up to a maximum of +5 at 20th level.

If the character also has levels in the mystic class, add the levels from the two classes to determine the damage bonus.

Space-Time: As Einstein showed, space and time are actually one and the same thing. This space-time is the very fabric of the universe. Gravity is simply distortions in space-time. Thus a psychic with this sphere also has gravity at his beck and call. Space-Time has powers which allow the psychic to move freely, and abilities which make space-time itself thicker and harder to move through. At high levels the psychic can tunnel a wormhole through space to teleport instantly or even stop time itself. Space-Time offers a variety of powers for movement, and hindering opponents, but except for the high level power blackhole, none of the powers actually inflict damage.

Swift Movement (sphere ability) (Su): A psychic with access to the Space-Time sphere can move swiftly across the battlefield. The psychic's base speed increases by 10' per round. In addition he gains a +2 bonus to Acrobatics checks for jumping and maneuvering in a zero-G environment.

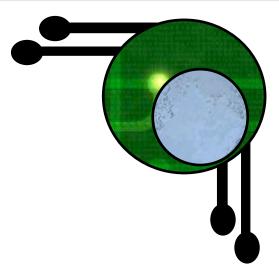
Telekinesis: Telekinesis is the ability to lift and manipulate objects without physically touching them. This gives the psychic powers for things like lifting objects, flying and opening or closing door. In addition to the obvious uses Telekinesis has a variety of non-lethal powers, to neutralize targets so they can live to fear the psychic. Telekinesis is a balanced sphere with a selection of offensive, defensive and utilitarian abilities, however it focuses exclusively on the physical world.

Supernatural Aim (sphere ability) (Su): A psychic with this ability is able to guide thrown weapons after they have left his hand, striking with greater accuracy. The character receives a +1 bonus to ranged thrown attacks. In addition, the character's throwing range is doubled. The psychic can use this ability to gain the bonus on attack rolls made with a bow, but the range remains unchanged. Bullets and energy weapons travel too fast for telekinetic steering to provide any help.

Telepathy: Telepathy is the ability to contact other sentient minds. For a telepath, the physical world is but one side to reality, there is another side, the side of consciousness. These powers allow the psychic to read minds, and send their own thoughts to other. Some powers allow the telepath to fool other characters or to rewrite their very memories. There are even powers which deal direct damage. Telepathy has a nice mix of offensive and deceptive powers, but because telepathy deals strictly with the mind, it is of no use against unthinking opponents and obstacles.

Empathy (sphere ability) (Ex): The psychic understands the minds of other well enough that he can sense their thoughts and emotions without having to expend powers. The psychic gains a +2 bonus Diplomacy and Sense Motive skill checks. If the psychic has ten ranks in one of these skills, the bonus for that skill increases to +4.

Bonus Feat: At 7th, 13th and 19th level the psychic receives a bonus feat. This feat can be chosen freely from any the psychic qualifies for.



The introduction of psychic and magical powers into the IF system requires that a new skill also be introduced. The skill can only be used trained and is a class skill for both the Psychic and Mystic classes.

Manifestation Craft (Int)

You are skilled at the art of casting manifestations, identifying psychic / magic items, crafting psychic / magic items, and identifying manifestation as they are being cast.

Check: Manifestation craft is used whenever your knowledge and skill of the technical art of casting a manifestation or crafting a psychic / magic item comes into question. This skill is also used to identify the properties of psychic / magic items in your possession through the use of spells such as detect manifestation and identify. The DC of this check varies depending upon the task at hand.

Retry

Identify Manifestation Being Cast: You cannot retry checks made to identify a manifestation. Determine Properties of Psychic / Magic Item: When using detect manifestation or identify to learn the properties of psychic / magic items, you can only attempt to ascertain the properties of an individual item once per day. Additional attempts reveal the same results.

Manifestation DCs

Task	Manifestation Craft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify the properties of a magic item	15 + item's caster level
using detect manifestation	
Decipher a scroll / Psychic Writing	20 + spell level
Craft a psychic / magic item	Varies by item



0 Level Psychic Powers Bleed





Cure Light Wounds Ego Rod Psychic Missile Psychic Armor Shield

2nd Level

Blindness/Deafness Darkvision Invisibility Psychic Bolt Resist Energy

3rd Level

Dispel Manifestation Invisibility Sphere Psychic Ammo Water Breathing

4th Level

Globe of Invulnerability, Lesser Psychic Shield Invisibility (Greater) Psychic Curse Remove Curse

5th Level

Break Manifestation False Vision Life Bubble Permanency

6th Level

Antipsychic Field Contingency Dispel Manifestation, Greater

7th Level

Invisibilty, Mass **Manifestation Turning** Photonic Spray

8th Level

Photonic Wall Protection from Photonic Spray Screen

9th Level

Photonic Sphere Pyschic's Disjunction

Energy 1st Level

Endure Elements Flare Burst Magic Weapon Photonic Blast Plasma Hands

2nd Level

Darkness Gust of Wind Plasma Sphere Scorching Ray Silence

3rd Level

Photonic Ball Plasma Bomb Protection From Energy Psychic Weapon, Greater

4th Level

Psychic Storm Wall of Fire Wall of Ice

5th Level

Discordant Blast Ectoplasmic Cloud Harm Mental Shock

6th Level

Circle of Death Freezing Sphere Unwilling Shield

7th Level

Delayed Blast Plasma Bomb Psychic Dart Sunbeam

8th Level

Plasma Cloud Polar Ray Sunburst

9th Level

Power Word Kill Psychic Storm

ESP

1st Level Comprehend Languages **Detect Secret Doors**

Identify

Object Reading True Strike

2nd Level

Find Traps Keen Senses Locate Object See Invisibility Status

3rd Level

Mental Bloodhound Clairaudience/Clarivoyance Obscure Object Psychic Sight

4th Level

Detect Scrying Locate Creature Psychic Eye Scrying

5th Level

Find the Path Prying Eyes Scrying, Greater True Seeing

6th Level

Analyze Manifestation Commune Legend Lore

7th Level

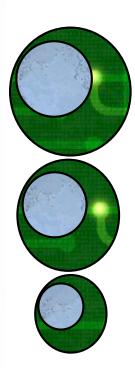
Neo Perception Psychic Sight, Greater Vision

8th Level

Discern Location Moment of Prescience Prying Eyes, Greater

9th Level

Foresight Perfect Sight



Mechanic
1st Level
Break
Charm AI
Entangle (wires)
Repair Light Damage
Shocking Grasp

2nd Level
Hold Machine
Invisiblitly to sensors
Make whole
Repair Moderate Damage
Thicken Skin

3rd Level
Bio-Electrical Bolt
False Sensory Input
Repair Serios Damage
Snare (cables)

4th Level
Mechanical Tenticles
Metal shape
Rusting Grasp
Stone Skin

5th Level Anti Machine Shell Awaken Machine Fabricate Repair Light, mass

6th Level
Animate Objects
Manifestation Staff
Repair Moderate Mass

7th Level
Electrical Storm
Hold Machine, Mass
Repair Serious, Mass

8th Level Iron Body Machine Cloak Regenerate, Metallic

9th Level
Machine Wave
Man and Machine

Soul
1st Level
Cause Fear
Killing Touch
Confusion (Lesser)
Protection from Supernatural
Sleep
2nd Level

2nd Level
Brainlock
Confess
Psychic Splendor
Scare
Touch of Idiocy

3rd Level
Deep Slumber
Heroism
Rage
Vampiric Touch

4th Level
Fear
Confusion
Gease, Lesser
Moonstruck

5th Level
Dream
Feeble Mind
Nightmare
Slay Living

6th Level Geas/Quest Heroism, Greater True Seeing

7th Level
Insanity
Simulacrum
Waves of Exhaustion

8th Level Antipathy Clone Symapthy

9th Level Energy Drain Soul Bind Space-Time
1st Level
Ant Haul
Jump
Psychic Fall
Ray of Enfeeblement
Touch of Gracelessness
2nd Level

2nd Level
Daze Monster
Extradimensional Pocket
Glide
Psychic Forcefield
Shatter

3rd Level Blink Guiding Star Haste Slow

4th Level Crushing Despair Freedom of Movement Resilient Sphere Solid Fog

5th LevelSlip stream
Teleport
Wall of Force
Waves of Fatigue

6th LevelDisintegrate
Freefall
Repulsion

7th LevelReverse Gravity
Teleport Greater
Teleport Object

8th Level Black Hole Sympathetic Vibration Temporal Status

9th LevelTeleportation Circle
Time Stop

Telekinesis
1st Level
Animate Cable
Floating Disk
Hold Portal
Shield
Unseen Servant

2nd Level
Knock
Levitate
Psychic Lock
Telekinetic Concussion
Warp Plastic

3rd Level Fly Hold Person Push Wind Wall

Air Walk
Psychic Hand, Choaking
Macobre Puppet
Stone Shape

5th LevelHold Monster
Psychic Hand, Interposing
Overland Flight
Telekinesis

6th Level
Enemy Hammer
Move Earth
Psychic Hand, Forceful

7th Level
Control Weather
Hold Person, Mass
Psychic Hand, Grasping Hand

8th Level
Binding
Psychic Hand, Clenched Fist
Telekinetic Sphere

9th Level Hold Monster, Mass Psychic Hand, Crushing Hand Telepathy
1st Level
Charm Person
Disguise Self
Psychic Aura
Silent Image
Ventriloquism

2nd Level
Blur
Detect Thoughts
Enthrall
Suggestion
Whispering Wind

3rd Level

Mental Blast

Speak with Animals

Speak with Dead

Tongues

4th Level
Confusion
Decern Lie
Modify Memory
Rainbow Pattern

5th Level
Dominate Person
Mind Fog
Sending
Telepathic Bond

6th LevelMislead
Suggestion, Mass
Veil

7th Level
Finger of Death
Power word Blind
Project Image

8th Level Demand Mind Blank Powerword Stun

9th Level
Dominate Monster
Power word Kill



Air Walk

SRD transmutation [air]

Level Telekinesis 4

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature (Gargantuan or smaller) touched

Duration 10 min./level

Saving Throw none

Resistance yes (harmless)

Description

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker five feet for each five miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the manifestation duration expire while the subject is still aloft, the power fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a manifestation effectively ends it, the subject also descends in this way if the air walk manifestation is dispelled, but not if it is negated by an antipsychic field.

A character can manifest air walk on a specially trained mount so it can be ridden through the air. The character can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Analyze Manifestation

SRD divination

Level ESP 6

Manifesting Time 1 standard action

Components V, S, F (a ruby and gold lens worth 1,500 SBC)

Range close (25 ft. + 5 ft./2 levels)

Targets one object or creature per manifester's level

Duration 1 round/level (D)

Saving Throw none or Will negates, see text

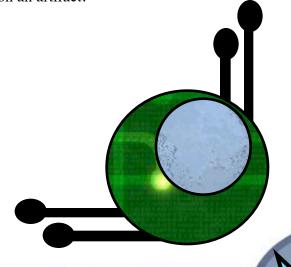
Resistance no

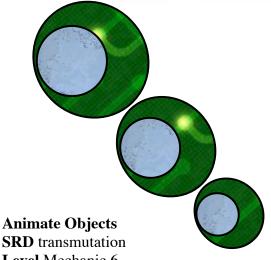
Description

The character can observe psychic auras and magical fields. Each round, they may examine a single creature or object that they can see as a free action. In the case of an item, the character learns its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active manifestations manifest upon it, the character learns each manifestation, its effect, and its manifester's level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, the character learns nothing about the object except what they can discern by looking at it. An object that makes its save cannot be affected by any other analyze manifestations for 24 hours.

Analyze Manifestation does not function when used on an artifact.





Level Mechanic 6

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one Small object per manifester level; see

Duration 1 round/level

Saving Throw none

Resistance no

Description

The character imbues any inanimate, non-organic objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever they initially designate.

An animated object can be of any non-organic material. The character may animate one small object or a corresponding number of larger objects as follows: A medium object counts as two small or smaller objects, large object as four, a huge object as eight, a gargantuan object as 16, and a colossal object as 32. The character can change the designated target or targets as a move action, as if directing an active manifestation.

This manifestation cannot affect objects carried or worn by a creature.

Animated objects can be made permanent with a permanency manifestation.

Animate Cable

SRD transmutation

Level Telekinesis 1

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one rope or cable -like object, length up to 50 ft. + 5 ft./level: see text

Duration 1 round/level

Saving Throw none

Resistance no

Description

The character can animate a non-living rope or cable like object. The maximum length assumes a rope / cable with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope / cable's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). The character can give one command each round as a move action, as if directing an active manifestation.

The rope / cable can enwrap only a creature or an object within one foot of it, it does not snake outward, so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope or coil cable has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope / cable does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of manifesting that is bound by this manifestation must make a concentration check with a DC of 15 + the manifestation's level to manifest a manifestation. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope / cable itself and any knots tied in it are not magical.

The manifestation cannot affect objects carried or worn by a creature.



Ant Haul

SRD transmutation

Level Space-Time 1

Manifesting Time 1 standard action

Components V, S, T

Range touch

Targets creature touched

Duration 2 hours/level

Saving Throw Fortitude negates (harmless)

Resistance yes (harmless)

Description

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this manifestation. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the manifestation allows it to carry.

Psychic Axe

C	-	C	• 4
Car	rying	Cap	acity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lbs. or less	4-6 lbs.	7-10 lbs.
2	6 lbs. or less	7-13 lbs.	14-20 lbs.
3	10 lbs. or less	11-20 lbs.	21-30 lbs.
4	13 lbs. or less	14-26 lbs.	27-40 lbs.
5	16 lbs. or less	17-33 lbs.	34-50 lbs.
6	20 lbs. or less	21-40 lbs.	41-60 lbs.
7	23 lbs. or less	24-46 lbs.	47-70 lbs.
8	26 lbs. or less	27-53 lbs.	54-80 lbs.
9	30 lbs. or less	31-60 lbs.	61-90 lbs.
10	33 lbs. or less	34-66 lbs.	67-100 lbs.
11	38 lbs. or less	39-76 lbs.	77-115 lbs.
12	43 lbs. or less	44-86 lbs.	87-130 lbs.
13	50 lbs. or less	51-100 lbs.	101-150 lbs.
14	58 lbs. or less	59-116 lbs.	117-175 lbs.
15	66 lbs. or less	67-133 lbs.	134-200 lbs.
16	76 lbs. or less	77-153 lbs.	154-230 lbs.
17	86 lbs. or less	87-173 lbs.	174-260 lbs.
18	100 lbs. or less	101-200 lbs.	201-300 lbs.
19	116 lbs. or less	117-233 lbs.	234-350 lbs.
20	133 lbs. or less	134-266 lbs.	267-400 lbs.
21	153 lbs. or less	154-306 lbs.	307-460 lbs.
22	173 lbs. or less	174-346 lbs.	347-520 lbs.
23	200 lbs. or less	201-400 lbs.	401-600 lbs.
24	233 lbs. or less	234-466 lbs.	467-700 lbs.
25	266 lbs. or less	267-533 lbs.	534-800 lbs.
26	306 lbs. or less	307-613 lbs.	614-920 lbs.
27	346 lbs. or less	347-693 lbs.	694-1,040 lbs.
28	400 lbs. or less	401-800 lbs.	801-1,200 lbs.
29	466 lbs. or less	467-933 lbs.	934-1,400 lbs.

Antimachine Shell

SRD: abjuration

Level Mechanic 5

Components V, S

Components v, S

Casting Time 1 round

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 1 min./level (D)

Saving Throw none

Resistance yes

Description

The character brings into being a mobile, hemispherical energy field that prevents the entrance of most types of computerized machines, including androids.

The effect hedges out simple automated machines, androids, AIs. cyber-sapiens, animated objects and constructs.

This power may be used only defensively, not aggressively. Forcing an antimachine barrier against creatures that the power keeps at bay collapses the barrier.

Antipsychic Field

SRD abjuration

Level Universal 6

Manifesting Time 1 standard action

Components V, S, (T)

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 10 min./level (D)

Saving Throw none

Resistance see text

Description

An invisible barrier surrounds the character and moves with them. The space within this barrier is impervious to most psychic / magical effects, including manifestations, manifestation like abilities, and both psychic and supernatural abilities. Likewise, it prevents the functioning of any psychic / magic items or manifestations within its confines.

An antipsychic field suppresses any manifestation or magical effect used within, brought into, or manifest into the area, but does not dispel it. Time spent within an antipsychic field counts against the suppressed manifestation's duration.

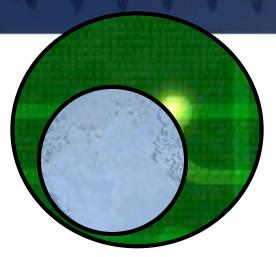
Summoned creatures of any type and incorporeal undead wink out if they enter an antipsychic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If the character manifesting antipsychic field is in an area occupied by a summoned creature that has manifestation resistance, they must make a manifester's level check (1d20 + manifester's level) against the creature's manifestation resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antipsychic field because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a psychic or magic weapon powers do not within the area, it is still a weapon and may be used as normal. The manifestation has no effect on golems and other constructs that are imbued with psychic / magic energy during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsider are likewise unaffected unless summoned. These creatures' manifestation like or supernatural abilities may be temporarily nullified by the field. Dispel manifestation does not remove the field.

Two or more antipsychic fields sharing any of the same space have no effect on each other. Certain manifestations, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antipsychic field. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.





Antipathy

SRD enchantment (compulsion) [mind-affecting]

Level Soul 8

Manifesting Time 1 hour

Components V, S, (T)

Range close (25 ft. + 5 ft./2 levels)

Target one location (up to a 10-ft. cube/level) or one object

Duration 2 hours/level (D)

Saving Throw Will partial

Resistance yes

Description

The character causes an object or location to emanate psychic vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the character. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces the effected creature(s) to abandon the area or item, shunning it and never willingly returning to it while the manifestation is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by four points.

Antipathy counters and dispels sympathy.

Awaken Machines

SRD: transmutation **Level** Mechanic 5

Manifesting Time 24 hours

Components V, S, M (mechanical parts worth

2,000 sbc), T **Range** touch

Target animal or tree touched

Duration instantaneous

Saving Throw Will negates

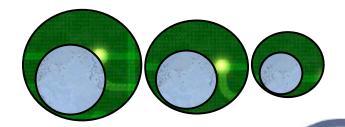
Resistance yes

Description

The character awakens a simple computerized machine to human-like sentience. To succeed, they must make a Will save (DC 10 + the machine's current HD, or the HD the device will have once awakened). The awakened machine is friendly toward the character. The character have no special empathy or connection with a creature they awaken, although it serves them in specific tasks or endeavors if they communicate their desires to it. If the character casts awaken again, any previously awakened creatures remain friendly to them, but they no longer undertake tasks for them unless it is in their best interests.

An awakened machine has characteristics as if it were an animated object, except that its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened machine gains the ability to move its wheels, wires, cords, limbs, and so forth, and it has senses similar to a human's.

An awakened machine can speak one language that the character knows, plus one additional language that you know per point of Intelligence bonus (if any). This manifestation does not function on a machine or AI with an Intelligence greater than two.



Binding

SRD enchantment (compulsion) [mind-affecting] **Level** Telekinesis 8

Manifesting Time 1 minute

Components V, S, M (opals worth 500 sbc per HD of the target creature, plus other components as specified below)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration see text (D)

Saving Throw Will negates; see text

Resistance yes

Description

A binding manifestation creates a psychic restraint to holds a creature. The target gets an initial saving throw only if its Hit Dice equals at least half the character's manifester level.

The character may have as many as six assistants help them with the manifestation. For each assistant that aids the character's their manifester level for this binding increases by one. For each assistant who manifests dominate animal, dominate person, or dominate monster, their manifester level for this binding increases by a number equal to a third of that assistant's level, provided that the manifestation's target is appropriate for a binding. Since the assistants' manifestations are manifest simply to improve their manifesters level for the purpose of the binding, saving throws and resistance against the assistants' manifestations are irrelevant. The character's manifester level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding manifestations are dismissible.

Regardless of the version of binding the character manifest, they can specify triggering conditions that end the manifestation and release the creature whenever they occur. These triggers can be as simple or elaborate as they desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's

name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the manifestation is active, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you manifest any of the first three versions of binding (those with limited durations), they may manifest additional binding manifestations to prolong the effect, overlapping the durations. If they do so, the target gets a saving throw at the end of the first manifestation's duration, even if their manifester level was high enough to disallow an initial saving throw. If the creature's save succeeds, all binding manifestations it has received are broken.

The binding manifestation has six versions. Choose one of the following versions when they manifest the manifestation.

Chaining: The subject is confined by restraints that generate an antipathy manifestation affecting all creatures who approach the subject, except the character. The duration is one year per manifester level. The subject of this form of binding is confined to the spot it occupied when it received the manifestation. Manifesting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as one year per manifester level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is slightly easier to resist. Reduce the manifestation's save DC by one. manifesting this version requires a jar of sand or rose petals. This is a sleep effect.

Bound Slumber: This combination of chaining and slumber lasts for as long as one month per manifester level. Reduce the save DC by 2.



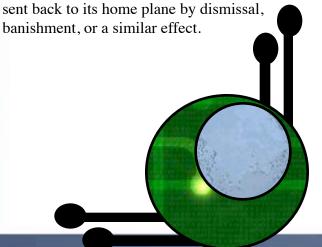
manifesting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander out of by any means. This effect is permanent. Reduce the save DC by three. Manifesting this version requires a tiny golden cage worth 100 sbc that is consumed when the manifestation is manifest.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if the character so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of one inch or less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

The character cannot dispel a binding manifestation with dispel manifestation or a similar effect, though an antipsychic field or psychic's disjunction affects it normally. A bound extraplanar creature cannot be



Bio-Electrical Bolt

SRD evocation [electricity]

Level Mechanic 3

Manifesting Time 1 standard action

Components V, S

Range 120 ft.

Area 120-ft. line

Duration instantaneous

Saving Throw Reflex half

Resistance yes

Description

The character releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per manifester level (maximum 10d6) to each creature within its area. The bolt begins at their fingertips.

The bio-electrical bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the manifestation's range permits; otherwise, it stops at the barrier just as any other manifestation effect does.

Black Hole

SRD: evocation

Level Space Time 8

Manifesting Time 1 standard action

Components V, S

Range Close (25ft. + 5ft. / 2 levels)

Target one corporeal object/round

Duration concentration (up to 1 round per 2 levels)

Saving Throw Fort negates

Resistance yes

Description

The power creates a small rip in time-space and forms a black hole.

Creatures slain and objects destroyed by this power are sucked into the black hole and disappear from the universe.

Deadman switches and other booby traps set to go off when a target dies fail to detonate because the creature or object simply ceases to exist.

The creature cannot be brought back from the dead by any means short of True Resurrection

Bleed

SRD necromancy

Level Psychic 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates

Resistance yes

Description

The character causes a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this manifestation, they target a living creature that has one or fewer hit points. That creature begins dying, taking one point of damage per round. The creature can be stabilized later normally. This manifestation causes a creature that is dying to take one point of damage.

Blindness-Deafness

SRD necromancy

Level Universal 2

Manifesting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one living creature

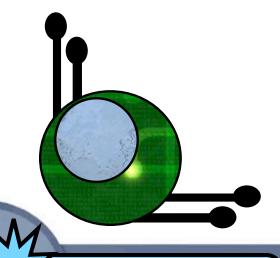
Duration permanent (D)

Saving Throw Fortitude negates

Resistance yes

Description

The character calls upon the powers of unlife to render the subject blinded or deafened, as the character chooses. The effect is permanent.



Blink

SRD transmutation

Level Space Space-Time 3

Manifesting Time 1 standard action

Components V, S

Range personal

Target the caster

Duration 1 round/level (D)

Saving Throw n/a

Resistance n/a

Description

The character "blinks" quickly back and forth between this dimension and some sub space dimension and looks as though they are winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against the character have a 50% miss chance, and the Blind-Fight feat will not help opponents, since the character is simply not here and not merely invisible. If the attack is capable of striking ethereal / out of phase creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, their own attacks have a 20% miss chance, since they sometimes go out of existence just as they are about to be hit.

Any individually targeted manifestation has a 50% chance to fail against the character while they are blinking unless the attacker can target invisible or sub space dimensional creatures. The character's own manifestations have a 20% chance to activate just as they go ethereal / out of phase, in which case they typically do not affect this dimension (but they might affect targets on the sub space dimension).

While blinking, the character takes only half damage from area attacks (but full damage from those that extend onto the sub space dimensional plane).

Although they are only partially visible, they are not

considered invisible and targets retain their Dexterity bonus to AC against their attacks. The character does not receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

The character takes only half damage from falling, since they fall only while they are material.

While blinking, the character can step through (but not see through) solid objects. For each five feet of solid material they walk through, there is a 50% chance that they become material. If this occurs, they are shunted off to the nearest open space and take 1d6 points of damage per five feet so traveled.

Since the character spends about half their time on this sub space dimensional, they can see and even attack sub space dimensional creatures. They interact with sub space dimensional creatures roughly the same way they interact with material ones.

A sub space dimensional creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, they can move through solid objects, including living creatures.

A sub space dimensional creature can see and hear the prime dimension, but everything looks gray and insubstantial. Sight and hearing on the prime dimension are limited to 60 feet.

Force effects and abjurations affect them normally. Their effects extend onto the sub space dimensional from this dimension, but not vice versa. A sub space dimensional creature cannot attack material creatures, and manifestations they manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the sub space dimension. Treat other sub space dimensional creatures and objects as material.

Blur

SRD illusion (glamer)

Level Telepathy 2

Manifesting Time 1 standard action

Components V

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility manifestation does not counteract the blur effect, but a true seeing manifestation does.

Opponents that cannot see the subject ignore the manifestation's effects (though fighting an unseen opponent carries penalties of its own).

Brain Lock

SRD: Enchantment (mind-affecting)

Level: Soul 2

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./ level)

Target one living creature of medium size or

smaller

Duration 1 round/level (D)

Saving Throw Will negates

Resistance yes

Description

The character locks away the target's higher mind. The victim stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). They can defend themselves against physical attacks (Dexterity bonus to DEF still applies), but otherwise cannot move and can not use psychic / supernatural powers.

A brain locked flyer can flap its wings and may fall. A swimmer can swim and may drown.

Break

SRD transmutation

Level Mechanic 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller object

Duration instantaneous

Saving Throw Fortitude negates (object)

Resistance yes (object)

Description

The character can attempt to break, or at least damage, any one medium or small object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If manifest onto a broken item, that item is destroyed on a failed save.

This content is from material published by Paizo Publishing, LLC, but is not part of the Pathfinder Core Rules.

Section 15: Copyright Notice - Advanced Player's Guide

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Break Manifestation

SRD abjuration

Level Universal 5

Manifesting Time 1 minute

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature per level, all within 30 ft. of each other

Duration instantaneous

Saving Throw see text

Resistance no

Description

This manifestation frees victims from enchantments, transmutations, and curses and other psychic / magical manifestations. Break manifestation can reverse even an instantaneous effect. For each such effect, the character makes a manifester level check (1d20 + manifester level,

maximum +15) against a DC of 11 + manifester level of the effect. Success means that the creature is free of the manifestation, curse, or effect. For a cursed psychic / magic item, the DC is equal to the DC of the curse.

If the manifestation is one that cannot be dispelled by dispel magic, break manifestation works only if that manifestation is 5th level or lower.

If the effect comes from a psychic device or magic item, break manifestation does not remove the curse from the item, but it does free the victim from the item's effects.

Cause Fear

SRD necromancy [fear, mind-affecting]

Level Soul 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature with 5 or fewer HD

Duration 1d4 rounds or 1 round; see text

Saving Throw Will partial

Resistance yes

Description

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for one round. Creatures with six or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Charm AI

SRD enchantment (charm) [mind-affecting]

Level Mechanic 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one artificial intelligence creature

Duration 1 hour/level

Saving Throw Will negates

Resistance yes

Description

This power functions as Charm Person except that it targets artificial intelligences, including androids.



Charm Person

SRD enchantment (charm) [mind-affecting]

Level Telepathy 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 hour/level

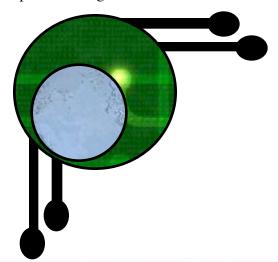
Saving Throw Will negates

Resistance yes

Description

This charm makes a humanoid creature regard the character as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by the character or their allies, however, it receives a +5 bonus on its saving throw.

The manifestation does not enable the character to control the charmed person as if it were an automaton, but it perceives their words and actions in the most favorable way. They can try to give the subject orders, but they must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the character or their apparent allies that threatens the charmed person breaks the manifestation. They must speak the person's language to communicate their commands, or else be good at pantomiming.



Circle of Death

SRD necromancy [death]

Level Energy 6

Manifesting Time 1 standard action

Components V, S, M (a crushed black pearl worth 500 sbc)

Range medium (100 ft. + 10 ft./level)

Area several living creatures within a 40-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude negates

Resistance yes

Description

Circle of death snuffs out the life force of living creatures, killing them instantly. The manifestation slays 1d4 HD worth of living creatures per manifester level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of nine or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Clairaudience-Clairvoyance

SRD divination (scrying)

Level ESP 3

Manifesting Time 10 minutes

Components V, S, T

Range long (400 ft. + 40 ft./level)

Effect psychic sensor

Duration 1 min./level (D)

Saving Throw none

Resistance no

Description

Clairaudience/clairvoyance creates an invisible sensor effect at a specific location that enables the character to hear or see (character's choice) almost as if they were there. The character does not need line of sight or line of effect, but the locale must be known, a place familiar to them, or an obvious one. Once they have selected the locale, the sensor doesn't move, but they can rotate it in all directions to view the area as desired. Unlike other scrying manifestations, this manifestation does not allow

psychic / magically enhanced senses to work through it. If the chosen locale is psychic / magically dark, the character sees nothing. If it is naturally pitch black, they can see in a 10-foot radius around the center of the manifestation's effect. Clairaudience/clairvoyance functions only on the plane of existence they are currently occupying.

Clone

SRD necromancy

Level Soul 8

Manifesting Time 10 minutes

Components V, S, M (laboratory supplies worth 1,000 abc), F (special laboratory equipment costing 500 sbc)

Range 0 ft.

Effect one clone

Duration instantaneous

Saving Throw none

Resistance no

Description

This manifestation makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, the character must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least one cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the manifestation is manifest, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already

dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes two points of Constitution drain instead (if this would reduce its Con to zero or less, it can't be cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The manifestation duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Commune

SRD divination

Level ESP 6

Manifesting Time 10 minutes

Components V, S, M (holy or unholy water and incense worth 500 SBC), T

Range personal

Target you

Duration 1 round/level

Saving Throw n/a

Resistance n/a

Description

The character contacts their deity, the universal mind, or some other great source of information, and asks questions that can be answered by a simple yes or no. The character is allowed one such question per manifester level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.



The manifestation, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the character lags, discuss the answers, or go off to do anything else, the manifestation ends.

Comprehend Languages

SRD divination

Level ESP 1

Manifesting Time 1 standard action

Components V, S, T

Range personal

Target you

Duration 10 min./level

Description

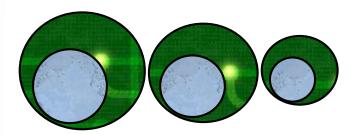
Saving Throw n/a

Resistance n/a

The character can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The manifestation enables the character to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Psychic / Magical writing cannot be read, though the manifestation reveals that it is psychic / magical. This manifestation can be foiled by certain warding psychic auras / magic (such as the secret page and illusory script manifestations). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency manifestation.



Confess

SRD enchantment (compulsion)

[language-dependent, mind-affecting]

Level Soul 2

Manifesting Time 1 standard action

Components V, S, T

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 round

Saving Throw Will partial; see text

Resistance yes

Description

The character asks the target creature a single question. On the subject's next action, it must answer truthfully in the same language as the question or take 1d6 points of damage per two manifester levels (maximum 5d6) and be sickened for 2d4 rounds.

A successful Will save negates the sickening effect and halves the damage.

A creature that is unable to answer still takes damage.

Confusion

SRD enchantment (compulsion) [mind-affecting]

Level Soul 4, Telepathy 4

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Targets all creatures in a 15-ft.-radius burst

Duration 1 round/level

Saving Throw Will negates

Resistance yes

Description

This manifestation causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01-25	Act normally
26-50	Do nothing but babble incoherently
51-75	Deal 1d8 points of damage + Str
	modifier to self with item in hand
76-100	Attack nearest creature (for this
	purpose, a familiar counts as part of
	the subject's self)

A confused character cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is then attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Confusion, Lesser

SRD enchantment (compulsion) [mind-affecting]

Level Soul 1

Manifesting Time 1 standard action

Components V, S, T

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

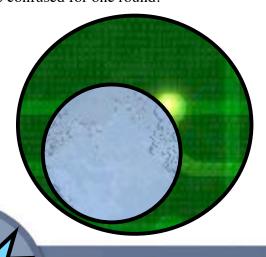
Duration 1 round

Saving Throw Will negates

Resistance yes

Description

This manifestation causes a single creature to become confused for one round.



Contingency

SRD evocation

Level Universal 6

Manifesting Time at least 10 minutes; see text

Components V, S, F (ivory statuette of you worth

1,500 sbc)

Range personal

Target you

Duration 1 day/level (D) or until discharged

Saving Throw Fortitude negates

Resistance yes

Description

The character can place another manifestation upon their person so that it comes into effect under some condition they dictate when casting contingency.

The contingency manifestation and the companion manifestation are cast at the same time.

The 10-minute casting time is the minimum total for both castings; if the companion manifestation has a casting time longer than ten minutes, use that instead.

The character must pay any costs associated with the companion manifestation when they cast contingency.

The manifestation to be brought into effect by the contingency must be one that affects their person and be of a manifestation level no higher than one-third their caster level (rounded down, maximum 6th level).

The conditions needed to bring the manifestation into effect must be clear, although they can be general.

In all cases, the contingency immediately brings into effect the companion manifestation, the latter being "cast" instantaneously when the prescribed circumstances occur.

If complicated or convoluted conditions are prescribed, the whole manifestation combination (contingency and the companion magic) may fail when triggered.

The companion manifestation occurs based solely on the stated conditions, regardless of whether you want it to.

The character can use only one contingency manifestation at a time; if a second is cast, the first one (if still active) is dispelled.

Control Weather

SRD transmutation **Level** Telekinesis 7

Manifesting Time 10 minutes; see text

Components V, S

Range 2 miles

Area 2-mile-radius circle, centered on you; see text

Duration 4d12 hours; see text

Saving Throw none

Resistance no

Description

The character changes the weather in the local area. It takes ten minutes to manifest the power and an additional ten minutes for the effects to occur. The character can call forth weather appropriate to the climate and season of the area they are in. They can also use this manifestation to cause the weather in the area to become calm and normal for the season.

The character controls the general tendencies of the weather, such as the direction and intensity of the wind. They cannot control specific applications of the weather, where lightning strikes, for example, or the exact path of a tornado. The weather continues as they left it for the duration, or until they use a standard action to designate a new kind of weather (which fully manifests itself ten minutes later). Contradictory conditions are not possible simultaneously.

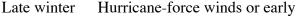
Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A mystic manifesting this manifestation doubles the duration and affects a circle with a 3-mile radius.

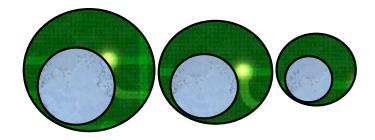
Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hail storm

Autumn	Hot or co	ld weather,	fog, or	r sleet

Winter	Frigid cold, blizzard, or thaw
--------	--------------------------------







Create Ice

SRD conjuration (creation) [cold]

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area one 5-ft-square of ice

Duration instantaneous

Saving Throw none

Resistance no

Description

This manifestation generates a sheet of clear, pure ice. Enough ice is generated to cover one 5-foot square, which is treated as difficult terrain. This ice melts after one hour (the ice melts into roughly 16 gallons of water, weighing 120 lbs), or ten minutes in hot terrain.

Crushing Despair

SRD enchantment (compulsion) [mind-affecting]

Level Space-Time 4

Manifesting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration 1 min./level

Saving Throw Will negates

Resistance yes

Description

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

Cure Light Wounds

SRD conjuration (healing)

Level Universal 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text

Resistance yes (harmless); see text

Description

When laying the character's hand upon a living creature, they channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this manifestation deals damage to them instead of curing their wounds. An undead creature can apply resistance, and can attempt a Will save to take half damage.

Darkness

SRD vocation [darkness]

Level Energy 2

Manifesting Time 1 standard action

Components V, T

Range touch

Target object touched

Duration 1 min./level (D)

Saving Throw none

Resistance no

Description

This manifestation causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This manifestation has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without



penalty. Non-psychic / magical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Psychic / Magical light sources only increase the light level in an area if they are of a higher manifestation level than darkness.

If darkness is manifest on a small object that is then placed inside or under a lightproof covering, the manifestation's effect is blocked until the covering is removed.

This manifestation does not stack with itself. Darkness can be used to counter or dispel any light manifestation of equal or lower manifestation level.

Darkvision

SRD transmutation

Level Universal 2

Manifesting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency manifestation.

Daze

SRD enchantment (compulsion) [mind-affecting]

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw Will negates

Resistance yes

Description

This manifestation clouds the mind of a humanoid creature with four or fewer Hit Dice so that it takes no actions. Humanoids of five or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this manifestation, it is immune to the effects of this manifestation for one minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Daze Monster

SRD enchantment (compulsion) [mind-affecting]

Level Space-Time 2

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature of 6 HD or less

Duration 1 round

Saving Throw Will negates

Resistance yes

Description

This manifestation functions like daze, but it can affect any one living creature of any type. Creatures of seven or more HD are not affected.



Manifestation Staff



Delayed Blast Plasma Bomb

SRD evocation [fire]

Level Energy 7

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration 5 rounds or less; see text

Saving Throw Reflex half

Resistance yes

Description

This manifestation functions like plasma bomb, except that it is more powerful and can detonate up to five rounds after the manifestation is manifest. The burst of flame deals 1d6 points of fire damage per manifester level (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if the character desire, or they can choose to delay the burst for as many as five rounds. They select the amount of delay upon completing the manifestation, and that time cannot change once it has been set unless someone touches the bead. If they choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment ten feet). If a creature handles and moves the bead within one round of its detonation, there is a 25% chance that the bead detonates while being handled.

Demand

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 8

Manifesting Time 10 minutes

Components V, S, T

Range see text

Target one creature

Duration 1 round; see text

Saving Throw Will partial

Resistance yes

Description

This manifestation functions like sending, but the message can also contain a suggestion (see the suggestion manifestation), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as one.

If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion.

The creature can also give a short reply immediately.

Detect Manifestation

SRD divination

Level Psychic 0

Manifesting Time 1 standard action

Component V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none

Resistance no

Description

The character detects psychic and magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of psychic and magical auras.

2nd Round: Number of different psychic or magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the character can make

Knowledge (psychic / arcana) skill checks to determine the type of power involved in each



detection attempt. (Make one check per aura: DC 15 + manifestation level, or 15 + 1/2 caster level for a non-manifestation effect.) If the aura emanates from a psychic / magic item, the character can attempt to identify its properties (see manifestation craft).

Psychic / Magical areas, multiple types, or strong local emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a manifestation's functioning manifestation level or an item's level. If an aura falls into more than one category, detect manifestation indicates the stronger of the two.

Lingering Aura: A psychic or magical aura lingers after its original source dissipates (in the case of a manifestation) or is destroyed (in the case of a magic item). If detect manifestation is cast and directed at such a location, the manifestation indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Detect Poison

SRD divination

Level Psychic 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target or Area one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none

Resistance no

Description

The character determines whether a creature, object, or area has been poisoned or is poisonous. The character can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (Chemistry) skill may try a DC 20 Craft (Chemistry) check if the Wisdom check fails, or may try the Craft (Chemistry) check prior to the Wisdom check. The manifestation can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Scrying

SRD divination

Level ESP 4

Manifesting Time 1 standard action

Components V, S

Range 40 ft.

Area 40-ft.-radius emanation centered on you

Duration 24 hours

Saving Throw none

Resistance no

Description

The character immediately becomes aware of any attempt to observe them by means of a divination (scrying) manifestation or effect. The manifestation's area radiates from them and moves as they move. They know the location of every psychic / magical sensor within the manifestation's area.

If the scrying attempt originates within the area, the character also knows its location; otherwise, they and the scrier immediately make opposed manifester level checks (1d20 + manifester level). If the character at least matches the scrier's result, they get a visual image of the scrier and an accurate sense of his direction and distance from them.

Detect Secret Doors

SRD divination

Level ESP 1

Manifesting Time standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none

Resistance no

Description

The character can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this manifestation. The amount of information revealed depends on how long they study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside their line of sight, then they discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by the character.

Each round, the character can turn to detect secret doors in a new area. The manifestation can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Thoughts

SRD divination [mind-affecting]

Level Telepathy 2

Manifesting Time 1 standard action

Components V, S, F/T (a copper piece)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw Will negates; see text

Resistance no

Description

The character detects surface thoughts. The amount of information revealed depends on how long they study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of one or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least ten points higher than the character's own Intelligence score), they are stunned for one round and the manifestation ends. This manifestation does not let them determine the location of the thinking minds if they cannot see the creatures whose thoughts they are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents them from reading its thoughts, and they must manifest detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, the character can turn to detect thoughts in a new area. The manifestation can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Discern Lies

SRD divination

Level Telepathy 4

Manifesting Time 1 standard action

Components V, S, T

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

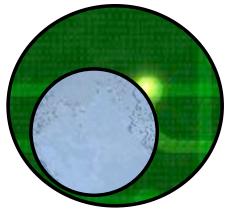
Duration concentration, up to 1 round/level **Saving Throw** Will negates

Resistance no

Description

Each round, the character concentrates on one target, who must be within range, the character knows if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The manifestation does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, the character may concentrate on a different target.



Discern Location

SRD divination

Level ESP 8

Manifesting Time 10 minutes

Components V, S, T

Range unlimited

Target one creature or object

Duration instantaneous

Saving Throw none

Resistance no

Description

A discern location manifestation is among the most powerful means of locating creatures or objects. Nothing short of a mind blank manifestation or the direct intervention of a deity keeps the character from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The manifestation reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the manifestation, the character must have seen the creature or have some item that once belonged to it. To find an object, they must have touched it at least once.

Discordant Blast

SRD evocation sonic

Level Energy 5

Manifesting Time 1 standard action

Components V, S

Range 10 ft. or 30 ft.

Area see text

Duration instantaneous

Saving Throw none

Resistance yes

Description

The character creates a psychic wave of thunder and force, either in a 10-foot radius burst centered on them or in 30-foot cone-shaped burst.

Creatures in the area take 3d6 points of sonic damage and are pushed away as if bull rushed. Make a combat maneuver check and apply its results to each creature in the area. The character's CMB for this bull rush is equal to their manifester level plus their Charisma modifier. This bull rush does not provoke an attack of opportunity. A discordant blast cannot penetrate a silence manifestation (or any similar psychic / magical silence effect).

Disguise Self

SRD illusion (glamer)

Level Telepathy 1

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

Description

The character makes themselves, including clothing, armor, weapons, and equipment, look different. The character can seem one foot shorter or taller, thin, fat, or in between. They cannot change their creature type (although they can appear as another subtype). Otherwise, the extent of the apparent change is up to the character. They could add or obscure a minor feature or look like an entirely different person or gender.

The manifestation does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the character or their equipment. If they use this manifestation to create a disguise, they get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Note that this is not a physical change, but one generated in the minds of those about the character.

Disintegrate

SRD transmutation

Level Space-Time 6

Manifesting Time 1 standard action

 $\textbf{Components}\ V,S,T$

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw Fortitude partial (object)

Resistance yes

Description

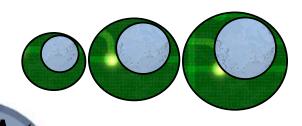
A thin, green ray springs from the character's finger. They must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6).

Any creature reduced to zero or fewer hit points by this manifestation is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antipsychic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to zero or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.



Dispel Manifestation

SRD abjuration

Level Universal 3

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target Single target, area manifestation, creature, or object

Duration instantaneous

Saving Throw none

Resistance no

Description

The character can use dispel manifestation to end one ongoing manifestation that has been manifest on a creature or object, to temporarily suppress the psychic / magical abilities of an item, or to counter another manifester's manifestation. A dispelled manifestation ends as if its duration had expired. Some manifestations, as detailed in their descriptions, cannot be defeated by dispel manifestation. Dispel manifestation can dispel (but not counter) manifestation like effects just as it does manifestations. The effect of a manifestation with an instantaneous duration can't be dispelled, because the psychic / magical effect is already over before the dispel manifestation can take effect.

The character choose to use dispel manifestation in one of two ways: a targeted dispel or a counter manifestation.

Targeted Dispel: One object, creature, or manifestation is the target of the dispel manifestation. The character makes one dispel check (1d20 + the character's manifester level) and compare that to the manifestation with highest manifester level (DC = 11 + the manifestation's manifester level). If successful, that manifestation ends. If not, compare the same result to the manifestation with the next highest manifester level. Repeat this process until the character has dispelled one manifestation affecting the target, or they have failed to dispel every manifestation.

For example, a 7th level manifester uses dispel manifestation, targeting a creature affected by stoneskin (manifester level 12th) and fly

(manifester level 6th). The manifester level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no manifestations would have been affected.

The character can also use a targeted dispel to specifically end one manifestation affecting the target or one manifestation affecting an area (such as a wall of fire). They must name the specific manifestation effect to be targeted in this way. If their manifester level check is equal to or higher than the DC of that manifestation, it ends. No other manifestations or effects on the target are dispelled if their check is not high enough to end the targeted effect.

If the character target an object or creature that is the effect of an ongoing manifestation (such as a monster summoned by summon monster), they make a dispel check to end the manifestation that conjured the object or creature.

If the object that they target is an item, they make a dispel check against the item's manifester level (DC = 11 + the item's manifester level). If they succeed, all the item's psychic / magical properties are suppressed for 1d4 rounds, after which the item recovers its properties. A suppressed item becomes non-psychic or non-magical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. An item's physical properties are unchanged: A suppressed psychic / magic sword is still a sword.

The character automatically succeeds on their dispel check against any manifestation that they manifest themselves. Counter manifestation: When dispel manifestation is used in this way; the manifestation targets a manifester and is manifest as a counter manifestation. Unlike a true counter manifestation, however, dispel manifestation may not work; the character must make a dispel check to counter the other manifester's manifestation.

Disrupt Undead

SRD necromancy

Level Psychic 0

Manifesting Time 1 standard action

 $\textbf{Components}\ V,\,S$

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none

Resistance yes

Description

The character directs a ray of positive energy. They must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Dominate Person

SRD enchantment (compulsion) [mind-affecting

Level Telepathy 5

Manifesting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration 1 day/level

Saving Throw Will negates

Resistance yes

Description

The character can control the actions of any humanoid creature through a telepathic link that they establish with the subject's mind.

If the character and the subject have a common language, they can generally force the subject to perform as they desire, within the limits of its abilities. If no common language exists, the



character can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." The character knows what the subject is experiencing, but they do not receive direct sensory input from it, nor can it communicate with them telepathically.

Once the character has given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing the character's orders or giving a dominated creature a new command is a move action.

By concentrating fully on the manifestation (a standard action), the character can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with them. The character cannot actually see through the subject's eyes, so it's not as good as being there themselves, but they still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the character and the subject are on the same plane. The character need not see the subject to control it.



If the character does not spend at least one round concentrating on the manifestation each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar manifestation can prevent the character from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Dominate Monster

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 9

Target one creature

Manifesting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration 1 day/level

Saving Throw Will negates

Resistance yes

Description

This manifestation functions like dominate person, except that the manifestation is not restricted by creature type.

Dream

SRD illusion (phantasm) [mind-affecting]

Level Soul 5

Manifesting Time 1 minute

Components V, S

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none

Resistance yes

Description

The character, or a messenger they touch, sends a message to others in the form of a dream. At the beginning of the manifestation, the character must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the

recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the manifestation is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the manifestation begins, the messenger can choose to wake up (ending the manifestation) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the manifestation.

Creatures who don't sleep or don't dream cannot be contacted by this manifestation. The messenger is unaware of their own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Ectoplasmic Cloud

SRD conjuration (creation)

Level Energy 5

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 min./level

Saving Throw Fortitude partial; see text

Resistance no

Description

This manifestation generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with three or fewer HD (no save). A living creature with four to six HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on the character's turn each round while in the cloud).

Unlike a fog cloud, the ectoplasmic clouds moves away from the character at ten feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is ten feet farther away from the point of origin where the character manifest the manifestation.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be manifest underwater.

Ectoplasmic Splash

SRD conjuration (creation) [acid]

Level Psychic 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one missile of acid

Duration instantaneous

Saving Throw none

Resistance no

Description

The character generates and fires a small orbs of bio acid at the target. The character must succeed on a ranged touch attack to hit their target. The orb deals 1d3 points of acid damage. This acid disappears after one round.

Ego Rod

SRD transmutation

Level Universal 1

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target one touched non-magical oak club or quarterstaff

Duration 1 min./level

Saving Throw Will negates (object)

Resistance yes (object)

Description

The character's own non-psychic / magical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls.

A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a small club or quarterstaff so transmuted deals 1d8 points of damage, a medium 2d6, and a large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by the character. If they do not wield it, the weapon behaves as if unaffected by this manifestation.

Electrical Storm

SRD evocation [Energy]

Level Mechanic 7

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area two 10-ft. cubes per level (S)

Duration instantaneous

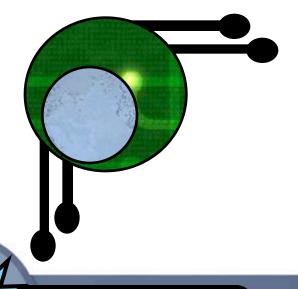
Saving Throw Reflex half

Resistance yes

Description

When an electrical storm is manifested, the whole area is shot through with bolts of crackling electricity. Any creature within the area takes 1d6 points of fire damage per supernatural class level (maximum 20d6). Creatures that fail their Reflex save also catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished.

Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.



Endure Elements

SRD abjuration

Level Energy 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Enemy Hammer

SRD transmutation

Level Telekinesis 6

Manifesting Time 1 standard action

Components V, S,

Range long (400 ft. + 40 ft./level)

Targets one creature

Duration 1 round/level (D)

Saving Throw Fortitude partial

Resistance yes

Description

The character grabs a creature with telekinesis and uses it to batter nearby opponents or objects. The character must target a specific creature when casting this manifestation and once they select that creature they cannot switch to another. Each round, as a standard action, they can attempt to hurl the target at any creature or object within 30 feet of it. The character must make an attack roll whenever they use the target as a weapon. The attack bonus for this attack is equal to their caster level plus either their Intelligence or Charisma modifier (whichever is higher).

If the character successfully hit the new target with the creature both it and the creature take damage based on the creature's size.

Creature Size	Damage Dealt
Fine	1d4
Diminutive	1d6
Tiny	1d8
Small	1d10
Medium	2d6
Large	2d8
Huge	2d10
Gargantuan	3d6
Colossal	3d8

The target creature can make a Fortitude saving throw each time you attempt to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save it loses all actions for the round and ends its turn prone in a square adjacent to the target of the character attack. However, if the creature chooses to resist the character's efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw.

The manifestation ends immediately if the target creature dies or is destroyed.



Energy Drain

SRD necromancy

Level Soul 9

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray of negative energy

Duration instantaneous

Saving Throw Fortitude partial; see text for

enervation

Resistance yes

Description

The character points their finger and fires a black ray of negative energy that suppresses the life force of any living creature it strikes. The character must make a ranged touch attack to hit. If they hit, the subject gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain manifestation's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

An undead creature struck by the ray gains 2d4 x5 temporary hit points for one hour.

Entangle

SRD transmutation

Level Mechanic 1

Manifesting Time 1 standard action

Components V, S, T

Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw Reflex partial; see text

Resistance no

Description

This manifestation causes cords, wires, hoses, pipes and mechanical components to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the entangled

condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Dexterity check. The DC for this check is equal to the DC of the manifestation.

Escape Artist check: The DC for this check is equal to the DC of the manifestation. The entire area of effect is considered difficult terrain while the effect lasts. If the wires in the area carry live electricity, those in the area take one point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the entangling material, might be possible at GM discretion.

Enthrall

SRD enchantment (charm) [language dependent, mind affecting, sonic]

Level Telepathy 2

Manifesting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets any number of creatures

Duration 1 hour or less

Saving Throw Will negates; see text

Resistance yes

Description

If the character has the attention of a group of creatures, they can use this manifestation to hold them enthralled. To manifest the manifestation, they must speak or sing without interruption for one full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the manifestation. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on their saving throw. A target with four or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts

as long as the character speaks or sings, to a maximum of one hour. Those enthralled by the character words take no action while they speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3 round delay still applies) if the character loses concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward the character, they can collectively make a Charisma check to try to end the manifestation by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the manifestation if this check result beats the character's Charisma check result. Only one such challenge is allowed per use of the manifestation.

If any member of the audience is attacked or subjected to some other overtly hostile act, the manifestation ends and the previously enthralled members become immediately unfriendly toward you. Each creature with four or more HD or with a Wisdom score of 16 or higher becomes hostile.

Extradimensional Pocket

SRD transmutation

Level Space-Time 2

Manifesting Time 1 standard action

Components V, S

Range touch

Target one touched piece of rope from 5 ft. to 30 ft. long

Duration 1 hour/level (D)

Saving Throw none

Resistance no

Description

The character creates an extradimensional space that is outside the usual universe. Creatures in the extradimensional space are hidden, beyond the reach of manifestations (including divinations), unless those manifestations work across planes. The



space holds as many as eight creatures (of any size). The portal cannot be removed or hidden.

Powers cannot be manifest across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot portal. The portal is visible, but cannot see through. Anything inside the extradimensional space drops out when the manifestation ends.

Fabricate

SRD transmutation

Level Mechanic 5

Manifesting Time see text

Components V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)

Range close (25 ft. + 5 ft./2 levels)

Target up to 10 cu. ft./level; see text

Duration instantaneous

Saving Throw none

Resistance no

Description

The character converts material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate manifestation. The quality of items made by this manifestation is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to one cubic foot per level instead of ten cubic feet.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Manifesting requires one round per ten cubic feet of material to be affected by the manifestation.

False Sensory Input

SRD illusion (mind affecting)

Level Mechanic 3

Manifesting Time 1 full-round action

Components V, S

Range long (400 ft. + 40 ft./level)

Target one computerized machine or android **Duration** concentration up to 1 minute per level

Saving Throw none

Resistance no

Description

The character has a limited ability to falsify one of the target's senses.

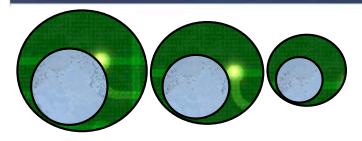
The subject thinks he she sees, hears, smells, tastes, or feels something other than what his senses actually report.

The character cannot fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but you can falsify the specifics of one sensation to different specifics. For instance, they could make one human look like another specific human, a closed door look like it's open, a vat of acid smell like rose water, a parrot look like a bookend, stale food taste like fresh fruit. a light pat feel like a bullet wound, a scream sound like howling wind, and so on. The character can switch between senses you falsify round by round. They cannot alter a sensation's intensity by more than 50%. While the character might be able to make acidic fumes smell nice, they cannot get acid to taste like candy. If this power is used to distract an enemy supernatural character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power.

Sokuja Witch Hunter's Blade

Psychic Powers





False Vision

SRD illusion (glamer)

Level Universal 5

Manifesting Time 1 standard action

Components V, S, M (crushed jade worth 250 sbc)

Range touch

Area 40-ft.-radius emanation

Duration 1 hour/level (D)

Saving Throw none

Resistance no

Description

This manifestation creates a subtle illusion, causing any divination (scrying) manifestation used to view anything within the area of this manifestation to instead receive a false image (as the major image manifestation), as defined by the character at the time of manifesting. As long as the duration lasts, they can concentrate to change the image as desired. While the character is not concentrating, the image remains static.

Fear

SRD necromancy [fear, mind-affecting]

Level Soul 4

Manifesting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level or 1 round; see text

Saving Throw Will partial

Resistance yes

Description

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for one round.

Feeblemind

SRD enchantment (compulsion) [mind-affecting]

Level Soul 5

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw Will negates; see text

Resistance yes

Description

Target creatures Intelligence and Charisma scores each drop to one. The affected creature is unable to use Intelligence or Charisma based skills, manifest manifestations, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish manifestation is used to cancel the effect of the feeblemind. A creature that can manifest psychic / arcane manifestations, such as a psychic or mystic, takes a -4 penalty on its saving throw.

Find the Path

SRD divination

Level ESP 5

Manifesting Time 3 rounds

Components V, S

Range personal or touch

Target you or creature touched

Duration 10 min./level

Saving Throw none or Will negates (harmless)

Resistance no or yes (harmless)

Description

The recipient of this manifestation can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of manifesting.



The manifestation enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the manifestation enables the subject to sense what cavern corridor to take when a choice presents itself. The manifestation ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze manifestation in a single round, specifying the destination as outside the maze. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the manifester as he follows the path revealed by this manifestation.

Find Traps

SRD divination

Level ESP 2

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min /level

Description

The character gains intuitive insight into the workings of traps. The character gains an insight bonus equal to 1/2 their manifester level (maximum +10) on Perception checks made to find traps while the manifestation is in effect. They receive a check to notice traps within ten feet of them, even if they are not actively searching for them. Note that find traps grants no ability to disable the traps that they may find.

Finger of Death

SRD necromancy [death]

Level Telepathy 7

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial

Resistance yes

Description

This power instantly delivers ten points of damage per caster level.

If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level.

The subject might die from damage even if it succeeds on its saving throw.

Flare

SRD evocation [light]

Level Psychic 0

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Effect burst of light

Duration instantaneous

Saving Throw Fortitude negates

Resistance yes

Description

This minor power creates a burst of light. If the character causes the light to burst in front of a single creature, that creature is dazzled for one minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.



Grey's Farseer Staff

Flare Burst

SRD evocation [light]

Level Energy 1

Manifesting Time 1 standard action

 $\textbf{Components}\ V$

Range close (25 ft. + 5 ft./2 levels)

Effect 10-ft.-radius burst of light

Duration instantaneous

Saving Throw Fortitude negates

Resistance yes

Description

This manifestation functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.

Floating Disk

SRD evocation [force]

Level Telekinesis 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 3-ft.-diameter disk of force

Duration 1 hour/level

Saving Throw none

Resistance no

Description

The character creates a slightly concave, circular plane of force that follows them about and carries loads for them. The disk is three feet in diameter and one inch deep at its center. It can hold 100 pounds of weight per manifester level. If used to transport a liquid, its capacity is two gallons. The disk floats approximately three feet above the ground at all times and remains level. It floats along horizontally within manifestation range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of five feet between itself and the character.

The disk winks out of existence when the manifestation duration expires. The disk also winks out if the character moves beyond its range or try to take the disk more than three feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Fly

SRD transmutation

Level Telekinesis 3

Manifesting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 1 min./level

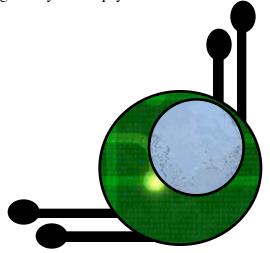
Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly manifestation requires only as much concentration as walking, so the subject can attack or manifest manifestations normally. The subject of a fly manifestation can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 the character's manifester level.

Should the manifestation duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per ten feet of fall. Since dispelling a manifestation effectively ends it, the subject also descends safely in this way if the fly manifestation is dispelled, but not if it is negated by an antipsychic field.



Foresight

SRD divination

Level ESP 9

Manifesting Time 1 standard action

 $\textbf{Components}\ V,S,T$

Range personal or touch

Target see text

Duration 10 min./level

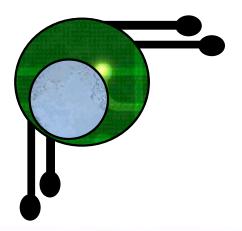
Saving Throw none or Will negates (harmless)

Resistance no or yes (harmless)

Description

This manifestation grants the character a powerful sixth sense in relation to themselves or another. Once foresight is manifest, they receive instantaneous warnings of impending danger or harm to the subject of the manifestation. The character is never surprised or flat-footed. In addition, the manifestation gives the character a general idea of what action they might take to best protect themselves and gives them a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever they would lose a Dexterity bonus to AC.

When another creature is the subject of the manifestation, the character receives warnings about that creature. They must communicate what they learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate manifestation) can all be accomplished before some danger befalls the subject, provided they act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.



Free Fall

SRD transmutation

Level Space Time 6

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area up to 10-ft. cubes per level (S)

Duration 1 round/level

Saving Throw none, see text

Resistance no

Description

This power creates an area of zero gravity, causing objects to float about freely. See the acrobatics skill for more details about acting in a zero G environment. If the character manifest this power in an area of high gravity, they can choose create either a 0 G or 1 G (Earthlike environment).

Freedom of Movement

SRD abjuration

Level Space-Time 4

Manifesting Time 1 standard action

Components V, S, T

Range personal or touch

Target you or creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

This manifestation enables the character, or a creature they touch, to move and attack normally for the duration of the manifestation, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The manifestation also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement manifestation does not, however, grant waterbreathing.



Freezing Sphere

SRD evocation [cold]

Level Energy 6

Manifesting Time 1 standard action

Components V, S, F (a small crystal sphere)

Range long (400 ft. + 40 ft./level)

Target, Effect, or Area see text

Duration instantaneous or 1 round/level; see text

Saving Throw Reflex half; see text

Resistance yes

Description

Freezing sphere creates a frigid globe of cold energy that streaks from the character's fingertips to the location they select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per manifester level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per manifester level (maximum 15d8) and is staggered for 1d4 rounds. If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for one round per manifester level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

The character can refrain from firing the globe after completing the manifestation, if they wish. Treat this as a touch manifestation for which they are holding the charge. They can hold the charge for as long as one round per level, at the end of which time the freezing sphere bursts centered on them (and they receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.



Geas /Quest

SRD enchantment (compulsion) [language-dependent, mindaffecting]

Level Soul 6

Manifesting Time 10 minutes

Components V

Target one living creature

Duration 1 day/level or until discharged (D)

Saving Throw none

Resistance yes

Description

This manifestation functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas / quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of ñ12. No ability score can be reduced to less than one by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas / quest.

A remove curse manifestation ends a geas / quest manifestation only if its manifester level is at least two higher than the character's manifester level. Break manifestation does not end a geas / quest, but limited wish, miracle, and wish do. Psychics usually refer to this manifestation as geas, while mystics call the same manifestation quest.

Geas, Lesser

SRD enchantment (compulsion)

[language-dependent, mindaffecting]

Level Soul 4

Manifesting Time 1 round

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature with 7 HD or less

Duration 1 day/level or until discharged (D)

Saving Throw Will negates

Resistance yes

Description

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must have seven or fewer

HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the manifestation remains in effect for a maximum of one day per manifester level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another - penalty accumulates, up to a total of -8. No ability score can be reduced to less than one by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by break manifestation, limited wish, remove curse, miracle, or wish. Dispel manifestation does not affect a lesser geas.

Ghost Sound

SRD illusion (figment)

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief

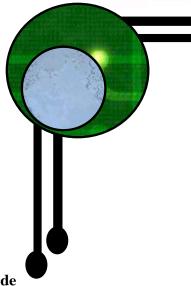
Resistance no

Description

Ghost sound allows the character to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. They choose what type of sound ghost sound creates when manifesting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on the character's level. They can produce as much noise as four normal humans per manifester level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound manifestation produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring lien beast is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image manifestation. Ghost sound can be made permanent with a permanency manifestation.



Glide
SRD transmutation
Level Space-Time 2

Manifesting Time 1 standard action

Components V, S, T

Range personal

Targets you

Duration until landing or 1 minute/level (D)

Saving Throw Will disbelief

Resistance no

Description

The character takes no damage from falls (as if from feather fall).

In addition, they can move up to five feet in any horizontal direction for every one foot they all, at a speed of 60 feet per round.

They cannot use this manifestation to actually gain height, merely coast in other directions as you fall.

If subjected to a strong wind or any other effect that causes you to rise the character can takes advantage of it in order to increase the distance you can glide.

The manifestation ends as soon as their feet touch the ground regardless of its remaining duration.

If the manifestation expires while they are still in the air you fall the remaining distance as normal. Globe of Invulnerability, Lesser

SRD abjuration

Level Universal 4

Manifesting Time 1 standard action

Components V, S

Range 10 ft.

Area 10-ft.-radius spherical emanation, centered on you

Duration 1 round/level (D)

Saving Throw none

Resistance no

Description

An immobile, faintly shimmering psychic sphere surrounds the character and excludes all manifestation effects of 3rd level or lower. The area or effect of any such manifestations does not include the area of the lesser globe of invulnerability. Such manifestations fail to affect any target located within the globe. Excluded effects include manifestation like abilities and manifestations or manifestation like effects from items. Any type of manifestation, however, can be manifest through or out of the magical globe. Manifestations of 4th level and higher are not affected by the globe, nor are manifestations already in effect when the globe is manifest. The globe can be brought down by a dispel manifestation. The character can leave and return to the globe without penalty.

Note that manifestation effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. If a given manifestation has more than one level depending on which character class is manifesting it, use the level appropriate to the manifester to determine whether lesser globe of invulnerability stops it.



Guiding Star

SRD divination

Level Space-Time 3

Casting Time 1 minute

Components V, S

Range personal

Targets you

Duration 1 day/level (D)

Saving Throw n/a

Resistance n/a

Description

The character forms a bond with their surroundings when they create this manifestation.

For the remaining duration of the manifestation they can always, as a standard action, determine their approximate distance from that area as well as the direction they must travel in order to reach it.

They cannot determine the location of the area if they are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar manifestations.

The character can only attune themselves to one location at a time. If the caster uses the manifestation at another spot they lose the ability to locate their original area.

Gust of Wind

SRD evocation [air]

Level Energy 2

Manifesting Time 1 standard action

Components V, S

Range 60 ft.

Effect line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration 1 round

Saving Throw Fortitude negates

Resistance yes

Description

This manifestation creates a severe blast of air (approximately 50 mph) that originates from the character, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must

creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a gust of wind effect.

This manifestation cannot move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a permanency manifestation.

Harm

SRD necromancy

Level Energy 5

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half; see text

Resistance yes

Description

Harm charges a subject with negative energy that deals ten points of damage per manifester level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than one. If used on an undead creature, harm acts like heal.

Haste

SRD transmutation

Level Space-Time 3

Manifesting Time 1 standard action

Components V, S, M (a shaving of licorice root)

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless)

Resistance yes (harmless)

Description

The transmuted creatures moves and acts more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make none extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so they cannot use it to manifest a second manifestation or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes them lose their Dexterity bonus to Armor Class (if any) also makes them lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects do not stack. Haste dispels and counters slow.



Heroism

SRD enchantment (compulsion) [mind-affecting]

Level Soul 3

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

This manifestation imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater

SRD enchantment (compulsion) [mind-affecting]

Level Soul 6

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

This manifestation functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to the character's manifester level (maximum 20).

Hold Machine

SRD enchantment (compulsion) [mind-affecting]

Level Mechanic 2

Manifesting Time 1 standard action

Components V, S

Target one Machine

Range medium (100 ft. + 10 ft./level)

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

This manifestation functions like hold person, except that it affects an autonomous computerized device or androids instead of a humanoid.

Hold Machine, Mass

SRD enchantment (compulsion) [mind-affecting]

Level Mechanic 7 Manifesting Time 1 standard action

Components V, S

Manifesting Time 1 standard action one or more machines, no two of which can be more than 30 ft. apart. One or more machines, no two of which can be more than 30 ft. apart.

Range medium (100 ft. + 10 ft./level)

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

This manifestation functions like hold machine, except as noted above.

Hold Monster

SRD enchantment (compulsion) [mind-affecting] Level Telekinesis 5

Manifesting Time 1 standard action

Components V, S, T

Target one living creature

Range medium (100 ft. + 10 ft./level)

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

This manifestation functions like hold person, except that it affects any living creature that fails its Will save.

Hold Monster, Mass

SRD enchantment (compulsion) [mind-affecting];

Level Telekinesis 9

Manifesting Time 1 standard action

Components V, S, T

Targets one or more creatures, no two of which can be more than 30 ft. apart

Range medium (100 ft. + 10 ft./level)

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

This manifestation functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

SRD enchantment (compulsion) [mind-affecting]

Level Telekinesis 3

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Target one humanoid creature

Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Hold Person, Mass

SRD enchantment (compulsion) [mind-affecting]

Level Telekinesis 7

Manifesting Time 1 standard action

Components V, S, T

Targets one or more humanoid creatures, no two of which can be more than 30 ft. apart

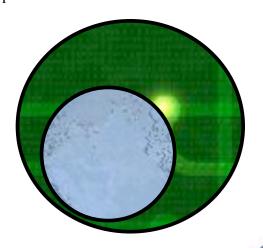
Duration 1 round/level (D); see text

Saving Throw Will negates; see text

Resistance yes

Description

This manifestation functions like hold person, except as noted.



Hold Portal

SRD abjuration

Level Telekinesis 1

Manifesting Time 1 standard action

Component V

Range medium (100 ft. + 10 ft./level)

Target one portal, up to 20 sq. ft./level

Duration 1 min./level (D)

Saving Throw none

Resistance no

Description

This manifestation psychically holds shut a door, gate, window, or shutter of wood, metal, or stone. The manifestation affects the portal just as if it were securely closed and normally locked. A knock manifestation or a successful dispel manifestation can negate a hold portal manifestation.

Add five to the normal DC for forcing open a portal affected by this manifestation.

Identify

SRD divination

Level ESP 1

Manifesting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration 3 rounds/level (D)

Saving Throw none

Resistance no

Description

This manifestation functions as detect manifestation, except that it gives you a +10 enhancement bonus on manifestation craft checks made to identify the properties and command words of items in the character's possession. This manifestation does not allow them to identify artifacts.



Insanity

SRD enchantment (compulsion) [mind-affecting]

Level Soul 7

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration instantaneous

Saving Throw Will negates

Resistance yes

Description

The affected creature suffers from a continuous confusion effect, as the manifestation. Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

Invisibility

SRD illusion (glamer)

Level Universal 2

Manifesting Time 1 standard action

Components V, S, T

Range personal or touch

Target you or a creature or object weighing no

more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object

Resistance yes (harmless) or yes (harmless, object) **Description**

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If the character manifests the manifestation on someone else, neither they nor their allies can see the subject, unless they can normally see invisible things or they employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than ten feet from it becomes visible. Of course,

the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The manifestation ends if the subject attacks any creature. For purposes of this manifestation, an attack includes any manifestation targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the manifestation. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Manifestations such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency manifestation.

Invisibility, Greater

SRD illusion (glamer)

Level Universal 4

Manifesting Time 1 standard action

Components: V, S

Target you or creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless)

Resistance yes (harmless) or yes (harmless, object) **Description**

This manifestation functions like invisibility, except that it does not end if the subject attacks.

Invisibility, Mass

SRD illusion (glamer)

Level Universal 7

Manifesting Time 1 standard action

Components: V, S

Range long (400 ft. + 40 ft./level)

Targets any number of creatures, no two of which

can be more than 180 ft. apart **Duration** 1 round/level (D)

Saving Throw Will negates (harmless)

Resistance yes (harmless) or yes (harmless, object)

Description

This manifestation functions like invisibility, except that the effect moves with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The manifestation is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

Invisibility Sphere

SRD illusion (glamer)

Level Universal 3

Manifesting Time 1 standard action

Components: V, S

Range long (400 ft. + 40 ft./level)

Area 10-ft.-radius emanation around the creature

Duration 1 round/level (D)

Saving Throw Will negates (harmless)

Resistance yes (harmless) or yes (harmless, object)

Description

This manifestation functions like invisibility, except that this manifestation confers invisibility upon all creatures within ten feet of the recipient at the time the manifestation is manifest. The center of the effect is mobile with the recipient. Those affected by this manifestation can see each other and themselves as if unaffected by the manifestation. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the manifestation is manifest do not become invisible.

Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the manifestation recipient attacks, the invisibility sphere ends.

Invisibility to Sensors

SRD illusion (glamer)

Level Mechanic 2

Manifesting Time 1 standard action

Components V, S

Range Personal or touch

Target you or a creature or object weighing no more than 100lbs./level

Duration 1 min./level(D)

Saving Throw Will negates (harmless) or Will negates (harmless, object)

Resistance yes (harmless) or yes (harmless, object) **Description**

This power functions like the invisibility power except that rather than vision, it affects all forms of technological detection.

The creature, or object touched, cannot be detected by electronic sensors, this includes vision, darkvision, magnetic detection, x rays, target acquisition systems and radar.

Thus, even a heavily armed android can walk through a metal detector without setting it off. However the creature is fully visible to living creatures. For the purposes of this power, cybernetic eyes and android eyes are considered electronic sensors.

This power does not mask any sounds produced by the creature, nor does it mask the creature's weight if it steps on a pressure pad. Also this power does not suppress the character's scent or the scent of gunpowder and explosives. **Iron Body**

SRD transmutation

Level Mechanic 8

Manifesting Time 1 standard action

Components V, S, T

Range personal

Target you

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object)

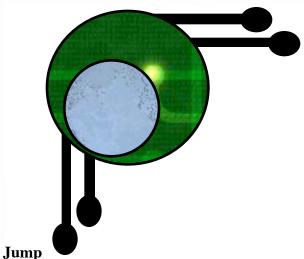
Resistance yes (harmless) or yes (harmless, object) **Description**

This manifestation sheaths the character's body so it is like living iron, which grants them several powerful resistances and abilities. They gain damage reduction 15/adamantine. They are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all manifestations or attacks that affect their physiology or respiration, because they have no physiology or respiration while this manifestation is in effect. They take only half damage from acid and fire.

The character gain a +6 enhancement bonus to their Strength score, but they take a ñ6 penalty to Dexterity as well (to a minimum Dexterity score of one), and their speed is reduced to half normal. The character has a manifestation failure chance of 35% and a -6 armor check penalty, just as if they were clad in heavy armor. They cannot drink (and thus cannot use potions) or play wind instruments.

The character unarmed attack deals damage equal to a club sized for them (1d4 for small characters or 1d6 for medium characters), and they are considered armed when making unarmed attacks.

The character weight increases by a factor of ten, causing you to sink in water like a stone. However, they could survive the lack of air at the bottom of the ocean at least until the manifestation duration expires.



SRD transmutation

Level Space-Time 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless)

Resistance yes

Description

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at manifester level 5th, and to +30 (the maximum) at manifester level 9th.

Keen Senses

SRD transmutation

Level ESP 2

Manifesting Time 1 standard action

Components V, T

Range touch

Targets creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject gains a +2 competence bonus on Perception checks and gains low-light vision.

Subjects that have low-light vision double the distance they can see under the effects of this manifestation.

Killing Touch

SRD necromancy

Level Soul 1

Manifesting Time 1 standard action

Components V, S

Range touch

Targets creature or creatures touched (up to one/level)

Duration instantaneous

Saving Throw Fortitude partial or Will negates; see text

Resistance yes

A touch from the character's hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes one point of Strength damage unless it makes a successful Fortitude saving throw. The character can use this melee touch attack up to one time per level.

An undead creature they touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per manifester level.

Knock

SRD transmutation

Level Telekinesis 2

Manifesting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one door, box, or chest with an area of up to 10 sq. ft./level

Duration instantaneous; see text

Saving Throw none

Resistance no

Description

Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or psychic / arcane lock. When the character completes the manifesting of this manifestation, make a manifester level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This manifestation opens secret doors, as well as

locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an psychically locked door, the manifestation does not remove the arcane lock but simply suspends its functioning for ten minutes.

In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each manifesting can undo as many as two means of preventing access.

Legend Lore SRD divination

Level ESP 6

Manifesting Time see text

Components V, S, M (incense worth 250 sbc), F (four pieces of ivory worth 50 sbc each)

Range personal

Target you

Duration see text

Saving Throw n / a

Resistance n/a

Description

Legend lore brings to the character's mind legends about an important person, place, or thing. If the person or thing is at hand, or if they are in the place in question, the manifesting time is only $1d4 \times 10$ minutes. If they have only detailed information on the person, place, or thing, the manifesting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help them find the person, place, or thing, thus allowing a better legend lore result next time). If the character knows only rumors, the manifesting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs them to more detailed information, thus allowing a better legend lore result next time).

During the manifesting, the character cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to their mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters who are 11th level and higher are legendary as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Levitate

SRD transmutation

Level Telekinesis 2

Manifesting Time 1 standard action

Components V, S

Range personal or close (25 ft. + 5 ft./2 levels)

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none

Resistance no

Description

Levitate allows the character to move yourself, another creature, or an object up and down as they wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The character can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

The character cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Life Bubble

SRD abjuration

Level Universal 5

Manifesting Time 1 standard action

 $\textbf{Components}\ V,S,T$

Range touch

Targets creatures touched, up to one/level

Duration 2 hours/level; see text

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The character surrounds the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions.

This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and manifestations like cloudkill and stinking cloud.

In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When the character manifests this power it has a total duration of two hours per caster level. The character can divide this duration up in any manner they wish, not necessarily equally, between up to one creature per caster level.



Light

SRD evocation [light]

Level Psychic 0

Manifesting Time 1 standard action

Components V, T

Range touch

Target object touched

Duration 10 min./level

Saving Throw none

Resistance no

Description

This manifestation causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this manifestation has no effect. The effect is immobile, but it can be manifest on a movable object.

The character can only have one light manifestation active at any one time. If they manifest this manifestation while another manifesting is still in effect, the previous manifesting is dispelled. If they make this manifestation permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness manifestation of equal or lower manifestation level.

Locate Creature

SRD divination

Level ESP 4

Components V, S

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 10 min./level

Saving Throw none

Resistance no

Description

This manifestation functions like locate object, except this manifestation locates a known creature.

The character slowly turns and senses when they are facing in the direction of the creature to be located, provided it is within range. They also know in which direction the creature is moving, if any.

The manifestation can locate a creature of a specific kind or a specific creature known to the character. It cannot find a creature of a certain type. To find a kind of creature, they must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the manifestation. It cannot detect objects. It can be fooled by mislead, non-detection, and polymorph manifestations.

Locate Object

SRD divination

Level ESP 2

Manifesting Time 1 standard action

Components V, S, F/T (a forked twig)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none

Resistance no

Description

The character senses the direction of a well-known or clearly visualized object. They can search for general items, in which case they locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the manifestation fails.

The character cannot specify a unique item unless they have observed that particular item firsthand (not through divination). The manifestation is blocked by even a thin sheet of lead. Creatures cannot be found by this manifestation. Polymorph any object and non-detection fool it.



SRD necromancy [evil]

Level Telekinesis 4

Manifesting Time 1 standard action

Components V, S

Range touch

Targets one or more corpses touched

Duration Concentration (up to 1 minute per level)

Saving Throw none

Resistance no

Description

This power allows the character to take control of intact corpses and move them as if they were puppets. Although they are considered undead, the corpses they control are actually being manipulated by telekinetic force to make their joints move. They have no awareness or senses of their own and move only at the character's direction. If the character puppets a corpse beyond their line of sight, they can still direct it blindly, but all actions suffer an -8 total concealment penalty.

The character may touch up to six corpses as part of manifesting this power.

Macabre puppets cannot be moved quickly, thus the character can only direct them to perform a single move or standard action each round. Directing macabre puppets is a standard action requiring concentration.

The permanency manifestation can turn these macabre puppets into actual zombies, by expending 50 sbc worth of arcane ritual materials per zombie. The undead can be made to follow the character, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead they create with this manifestation, they cannot create more HD of undead than twice their supernatural class level with a single manifestation of this power. The desecrate manifestation doubles this limit.



The undead the character creates remain under their control indefinitely. No matter how many times they use this power, however, they can control only 4 HD worth of undead creatures per supernatural class level. If they exceed this number, all the newly created creatures fall under their control, and any excess undead from previous castings become uncontrolled. The character chooses which creatures are released.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy. For the purposes of this manifestation, a fallen android is considered a corpse.

Macabre Puppet (CR 1/2)

XP 200

Medium Undead, Evil

Inti +0; Senses None; Perception NA

Defense

AC Same as corpse used, but without class bonus

hp 12 (2d8+3)

Fort +0, Ref +0, Wil +3

Defensive Abilities; DR 5/slashing; Immune

inanimate object

Weakness none

Offense

Speed 30 ft.

Melee slam +4 (1d6+4)

Special Attacks

manifestation-Like Abilities (CL)

Statistics

Str 17, Dex 10, Con --, Int --, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

SQ Staggered

Full fledged zombies have the same stats as macabre puppets, but they gain darkvision 60 ft. and a perception of +0.



Machine Cloak

SRD abjuration

Level Mechanic 8

Manifesting Time 1 standard action

 $\textbf{Components}\ V,\,S$

Range 20 ft.

Target one creature/level in a burst centered on you

Duration 1 round/level (D)

Saving Throw See text

Resistance yes (harmless)

Description

Crackling energy surrounds the subjects protecting them from attack and granting them resistance to supernatural powers manifested by living creatures and causing living creatures to become blinded when they strike the subjects. This power has four effects.

First, each warded creature gains a +4 deflection bonus to DEF and a +4 resistance bonus on saves. This benefit applies to all attacks, not just those made by living creatures.

Second, each warded creature gains supernatural resistance 25 against powers manifested by living creatures.

Third, the power protects the recipients from possession and mental influence, similar to protection from evil.

Finally, if a living creature succeeds on a melee attack against a creature warded by a machine cloak, the offending attacker is blinded (Fortitude save negates, as blindness / deafness, but against machine cloak's save DC.)



SRD transmutation [earth]

Level Mechanic 9

Manifesting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration 1 round/level or 1 hour/level; see text (D)

Saving Throw none

Resistance yes

Description

The character causes any sort of roads, buildings, spaceship hulls or other artificial terrain to surge beneath their feet and safely propel they with devastating force over great distances.

This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching manufactured objects (including robots, androids and constructs) but tearing through and damaging organic characters and natural surrounding.

When the character casts the manifestation they must choose the wave's type, either a tsunami or a swell.

If they choose a tsunami, they create a 30-foot-high tidal wave of concrete or metal hurtling across the landscape that lasts for one round per level.

If they choose a swell, they create a more controlled and gentle 5-foot-high wave that lasts for one hour per level.

Regardless of its form or composition, the crest of the wave extends ten feet in front of and behind then character, and five feet per level to both their left and right.

The character can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions they could take if standing on solid ground) as it travels.

The character can grant up to one additional creature per level the ability to safely accompany them on this wave.

When the character first creates the wave, they must choose its path by facing the direction they wish it to travel. Once they make this decision, they cannot change it.

The wave, in either version, moves at eight times the character's base land speed.

Any artificial object, creature, or phenomena simply rises up and down with the wave as it passes, taking no damage or injury.

However, anything else coming into contact with the wave takes either 6d6 points of bludgeoning damage (if the tsunami) or 1d6 points of bludgeoning damage (if the swell).

The wave damages any natural objects or plants.

When this power is first manifest, the character can choose to make it a road builder wave. A road builder wave levels and paves over the terrain it passes over, including any plants destroyed by the wave. This is a fast and effective way to build the infrasturcture of fledgling colony worlds.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle.

The character cannot alter the dimensions of the wave as it travels.

If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest.

In such cases the manifestation ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries the character forward through this new terrain without any injury until it collapses, at which point they suffer the normal effects of the terrain in which they are deposited.

Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face).

The character can only create the wave if standing on the ground. They cannot create it when underground or on terrain that it cannot incorporate.

Make Whole

SRD transmutation

Level Mechanic 2

Manifesting Time 10 minutes

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one object of up to 10 cu. ft./level or one construct creature of any size

Duration instantaneous

Saving Throw Will negates (harmless, object)

Resistance yes (harmless, object)

Description

This manifestation functions as mending, except that it repairs 1d6 points of damage per level when manifest on a construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at zero hit points or less), and restores the magic properties of the item if the character's manifester level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the manifestation bypasses any immunity to magic as if the manifestation did not allow manifestation resistance.

Man and Machine

SRD transmutation (polymorph)

Level Mechanic 9

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. +5ft/2 levels)

Target one humanoid or android

Duration 1 min/level (D)

Saving Throw Fortitude negates

Resistance yes

Description

When the character targets a humanoid with this power, the humanoid is temporarily turned into an android. When the character targets an android, it is temporarily turned into the humanoid it most closely resembles (usually human). This change drastically alters the target's appearance, but the two forms bare a distinct likeness to one another.

The target immediately looses all racial traits associated with its old race and gains the traits for its new race. For simplicity, humans turned into androids loose access to one feat and loose one hit point per hit die, rather than skill points. Androids changed into humans are treated as enigma characters with a knowledge specialty (physical sciences).

This change does not affect the character's base stats, saves, attack bonuses or other numerical aspects of the character.

Any physical augmentation or upgrades an android has are represented in the new body, and maintain the same game effects, but they become techno-organic devices grafted onto the character's living body. The android's brain no longer functions as an internal computer and any devices dependant on an internal computer disappear in the new form.

The presence of cyberware in the body causes this power to behave unpredictably. Roll 1d20, if the d20 roll is greater than the total Body Cost, the

cyborg turns into an android; and all of the cyberware functions as normal android modifications. If the result is less than or equal to the total Body Cost of the implanted cyberware, the cyberware become techno-organic devices grafted onto the cyborg's body.

The effects of Man and Machine can be made permanent via the Permanency power, at the cost of 22,500 sbc.

Manifestation Staff

SRD transmutation

Level Mechanic 6

Manifesting Time 10 minutes

Components V, S, F (the staff that stores the manifestation)

Range touch

Target metallic quarterstaff touched

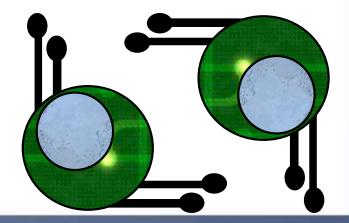
Duration permanent until discharged (D)

Saving Throw Will negates (object)

Resistance yes (object)

Description

The character stores one power that they can normally manifest in a metallic quarterstaff, becoming computerized. Only one such manifestation can be stored in a staff at a given time, and the character cannot have more than one manifestation staff at any given time. They can manifest a manifestation stored within a staff just as though it were among those they had prepared, but it does not count against their normal allotment for a given day. They use up any applicable material components required to manifest the manifestation when they store it in the manifestation staff.



Manifestation Turning

SRD abjuration

Level Universal 7

Manifesting Time 1 standard action

Components V, S, T

Range personal

Target you

Duration until expended or 10 min./level

Saving Throw n / a

Resistance n / a

Description

Manifestations and manifestation-like effects targeted on the character are turned back upon the original manifester. The abjuration turns only manifestations that have the character as a target. Effects and area manifestations are not affected. Manifestation turning also fails to stop touch range manifestations. From seven to ten (1d4+6) manifestation levels are affected by the turning. The exact number is rolled secretly.

When the character is targeted by a manifestation of higher level than the mount of manifestation turning the character has left, that manifestation is partially turned. Subtract the amount of manifestation turning left from the manifestation level of the incoming manifestation, then divide the result by the manifestation level of the incoming manifestation to see what fraction of the effect gets through. For damaging manifestations, the character and the manifester each take a fraction of the damage. For non-damaging manifestations, each has a proportional chance to be the one who is affected. If the character and the manifesting attacker are both warded by manifestation turning effect in operation, a resonating field is created. Roll randomly to determine the result.

Mechanical Tentacles

SRD conjuration (creation)

Level Mechanic 4

Manifesting Time 1 standard action

Components V, S,

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none

Resistance: no **Description**

This manifestation causes a field of black tentacles of living metal and electrical wires to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the manifestation is the target of a combat maneuver check made to grapple each round at the beginning of the character's turn, including the round that black tentacles is manifest. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use the character's manifester level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire manifestation effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles manifestation

d%	Effect
01- 70	Manifestation drains away without effect.
71- 80	Manifestation affects both of equally at full effect.
81- 97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98- 100	Both of go through a rift into another plane.

receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this manifestation cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Mending

SRD transmutation

Level Psychic 0

Manifesting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw Will negates (harmless, object)

Resistance yes (harmless, object)

Description

This manifestation repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this manifestation to function. Psychic and magical items can be repaired by this manifestation, but the character must have a manifester level equal to or higher than that of the object. Psychic and magic items that are destroyed (at zero hit points or less) can be repaired with this manifestation, but this manifestation does not restore their magic abilities. This manifestation does not affect creatures (including constructs). This manifestation has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.





Mental Blast

SRD telepathy

Level Telepathy 3

Manifesting Time 1 standard action

Components S

Range medium (60 ft.)

Target one living creature

Duration instantaneous

Saving Throw Will negates

Resistance no

Description

The character can deliver a telepathic strike that stuns the target for 3d4 rounds.

Mental Bloodhound

SRD transmutation

Level ESP 3

Manifesting Time 1 standard action

Components V, S

Range personal

Targets the caster

Duration 1 hour/level

Saving Throw n/a

Resistance n/a

Description

The character gains the scent special quality, including the ability to track by scent. They receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. They take a -4 penalty on saving throws against odor-related effects such as the stench ability and stinking cloud. A creature under the effects of bloodhound can detect poison by scent with a DC 20 Perception check.

This content is from material published by Paizo Publishing, LLC, but is not part of the Pathfinder Core Rules.

Section 15: Copyright Notice - Advanced Player's Guide

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Mental Shock

SRD evocation [cold]

Level Energy 5

Manifesting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half

Resistance yes

Description

The mental shock creates an area of extreme cold, originating from the character's hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per manifester level (maximum 15d6).

Message

SRD transmutation [language-dependent]

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one creature/level

Duration 10 min./level

Saving Throw none

Resistance no

Description

The character can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. The character points their finger at each creature they want to receive the message. When they whisper, the whispered message is audible to all targeted creatures within range. Magical silence, one foot of stone, 1 one inch of common metal (or a thin sheet of lead), or three feet of wood or dirt blocks the manifestation.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the manifestation's range. The creatures that receive the message can whisper a reply that the character hears. The manifestation transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, the character must mouth the words and whisper.

Metal Shape

SRD transmutation [earth]

Level Mechanic 4

Manifesting Time 1 standard action

Components V, S

Range touch

Target metal object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none

Resistance no

Description

The character can form an existing piece of metal into any shape that suits their purpose. While it's possible to make crude coffers, doors, and so forth with metal shape, fine detail isn't possible.

There is a 30% chance that any shape including moving parts simply doesn't work.

Meteor Swarm

SRD evocation [fire]

Level Energy 9

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area four 40-ft.-radius spreads, see text

Duration instantaneous

Saving Throw none or Reflex half, see text

Resistance yes

Description

Meteor swarm is a very powerful and spectacular manifestation that is similar to plasma bombs in many aspects. When the character manifests it, four 2-foot diameter spheres spring from their outstretched hand and streak in straight lines to the spots they select. The meteor spheres leave a fiery trail of sparks.

If the character aims a sphere at a specific creature, they may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's fire damage (see below).

If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. The character may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

Mind Blank

SRD abjuration

Level Telepathy 8

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 24 hours

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject is protected from all devices and manifestations that gather information about the target through divination magic (such as detect evil, locate creature, scry, and see invisible). This manifestation also grants a +8 resistance bonus on saving throws against all mind affecting manifestations and effects. Mind blank even foils limited wish, miracle, and wish manifestations when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as psychic eye, the manifestation works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.



Mind Fog

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 5

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect fog spreads in 20-ft. radius, 20 ft. high

Duration 30 minutes and 2d6 rounds; see text

Saving Throw Will negates

Resistance ves

Description

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in one round. The fog is thin and does not significantly hamper vision.

Mislead

SRD illusion (figment, glamer)

Level Telepathy 6

Manifesting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target/Effect you/one illusory double

Duration 1 round/level (D) and concentration + 3 rounds: see text

Saving Throw none or Will disbelief (if interacted with); see text

Resistance no

Description

The character becomes invisible (as greater invisibility, a glamer), and at the same time, an illusory double of the character (as major image, a figment) appears. They are then free to go elsewhere while their double moves away. The double appears within range but thereafter moves as they direct it (which requires concentration

beginning on the first round after the manifesting). The character can make the figment appear superimposed perfectly over their own body so that observers does not notice an image appearing and the character turning invisible. They and the figment can then move in different directions. The double moves at the character's speed and can talk and gesture as if it were real, but it cannot attack or manifest manifestations, though it can pretend to do so.

The illusory double lasts as long as the character concentrates upon it, plus three additional rounds. After they cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for one round per level, regardless of concentration.

Modify Memory

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 4

Manifesting Time 1 round; see text

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration permanent

Saving Throw Will negates

Resistance yes

Description

The character reaches into the subject's mind and modify as many as five minutes of its memories in one of the following ways.

- * Eliminate all memory of an event the subject actually experienced. This manifestation cannot negate charm, geas/quest, suggestion, or similar manifestations.
- * Allow the subject to recall with perfect clarity an event it actually experienced.
- * Change the details of an event the subject actually experienced.
- * Implant a memory of an event the subject never experienced.

Manifesting the manifestation takes one round. If the subject fails to save, the character proceeds with the manifestation by spending as much as five minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory they wish to modify in the subject.

If the character's concentration is disturbed before the visualization is complete, or if the subject is ever beyond the manifestation's range during this time, the manifestation is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Moment of Prescience

SRD none

Level ESP 8

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged

Saving Throw n/a

Resistance n / a

Description

This manifestation grants the character a sixth sense. Once during the manifestation's duration, the character may choose to use its effect. This manifestation grants them an insight bonus equal to their manifester level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, they can apply the insight bonus to their AC against a single attack (even if flatfooted).

Activating the effect doesn't take an action; the character can even activate it on another character's turn. The character must choose to use the moment of prescience before they make the roll it is to modify.

Once used, the manifestation ends. The character cannot have more than one moment of prescience active on them at the same time.

Moonstruck

SRD enchantment [compulsion] mind-affecting

Level Soul 4

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one humanoid creature

Duration 1 round/level

Saving Throw Will negate

Resistance yes

Description

The character invokes the mystical power of the moon to drive the target into a mad, bestial frenzy.

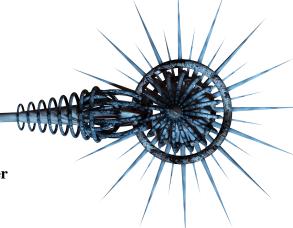
If the target fails its save, it is dazed for one round, dropping held items as its nails and teeth elongate and sharpen.

The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the manifestation's duration the target behaves as if under simultaneous rage and confusion manifestations, attacking with its natural weapons in preference to other actions.

During the final round of the manifestation's duration, the target is again dazed as it returns to its normal state.

Natural Attacks by Size

Natural Attack		Base Damage by Size			Damage Type				
	Fine	Dim.	Tiny	Small	Medium	Large	Huge	Garg.	Col.
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Claw	-	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8





Unknown Psychic Power

Move Earth

SRD transmutation [earth]

Level Telekinesis 6

Manifesting Time see text

Components V, S, M (clay, loam, sand, and an iron blade)

Range long (400 ft. + 40 ft./level)

Area dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration instantaneous

Saving Throw none

Resistance no

Description

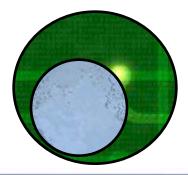
Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

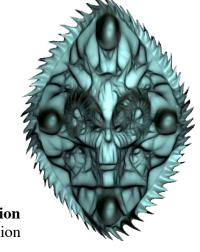
In no event can rock formations be collapsed or moved. The area to be affected determines the manifesting time. For every 150- foot square (up to ten feet deep), manifesting takes ten minutes. The maximum area, 750 feet by 750 feet, takes four hours and ten minutes to move.

This manifestation does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The manifestation cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This manifestation has no effect on earth creatures.





Neo Perception SRD Divination

Level ESP 7

Manifesting Time 1 standard action

Components V, S

Range touch

Target self

Duration 1 round/level (D)

Saving Throw harmless

Resistance yes (harmless)

Description

Neo perception speeds up the manifester's mind and senses allowing him or her to react instantaneously to threats. It does not change the flow of time or allow the manifester to move more quickly than normal, but they see the chaos around him unfolding as if in slow motion.

Neo perception grants the character a +4 dodge bonus to Def, and REF saves. The character gains a +4 insight bonus to damage rolls, as their able to study the opponent's weak points before striking. In addition for the duration of the manifestation, the character gains the Improved Uncanny Dodge ability for the duration of neo perception. The character cannot be flanked unless the attacker has at least four more infiltrator levels than the characters manifester level.

If the manifester already has Uncanny Dodge (see above) from another class, the levels from the classes that grant Uncanny Dodge stack to determine the minimum infiltrator level required to flank the character.

Nightmare

SRD illusion (phantasm) [mind-affecting, evil];

Level Soul 5

Manifesting Time 10 minutes

Components V, S

Range unlimited

Target one living creature

Duration instantaneous

Saving Throw Will negates; see text

Resistance yes

Description

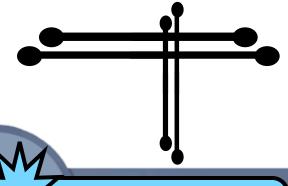
The character sends a hideous and unsettling phantasmal vision to a specific creature that they name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane manifestations for the next 24 hours.

The difficulty of the save depends on the character's knowledge the subject and the physical connection (if any) they have to that creature.

Dispel evil manifest on the subject while the character is manifesting the manifestation dispels the nightmare and causes them to be stunned for ten minutes per manifester level of the dispel evil.

If the recipient is awake when the manifestation begins, the character can choose to cease manifesting (ending the manifestation) or to enter a trance until the recipient goes to sleep, whereupon they become alert again and complete the manifesting. If the character is disturbed during the trance, they must succeed on a Concentration check as if they were in the midst of manifesting a manifestation or the manifestation ends.



If the character chooses to enter a trance, they are not aware of their surroundings or the activities around them while in the trance. They are defenseless, both physically and mentally, while in the trance. (They always fail Reflex and Will saving throws, for example.)

Creatures who does not sleep (such androids) or dream are immune to this manifestation.

Knowledge	Will Save Modifier
None*	+10
Secondhand	+5
(they have heard of the subject	et)
Firsthand	+0
(they have met the subject)	
Familiar	-5
(they know the subject well)	

^{*}You must have some sort of connection to a creature of which you have no knowledge.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, etc.	-10

Obscure Object

SRD abjuration

Level ESP 3

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target one object touched of up to 100 lbs./level

Duration 8 hours (D)

Saving Throw Will negates (object)

Resistance yes (object)

Description

This manifestation hides an object from location by divination (scrying) effects, such as the scrying manifestation or psychic powers. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Open /Close

SRD transmutation

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration instantaneous

Saving Throw Will negates (object)

Resistance yes (object)

Description

The character can open or close (their choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the manifestation fails. In addition, the manifestation can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this manifestation's ability to affect.

Object Reading

SRD Divination

Level ESP 1

Manifesting Time 1 standard action

Components V

Range Touch

Target one object

Duration Concentration up to 10 minutes/level

Saving Throw n / a

Resistance n / a

Description

Objects accumulate psychic impressions left by their previous owners, which can be read by the use of this power. The amount of information revealed depends on how long as the character studies a particular object.

1st round: Last owner's gender.

2nd round: Last owner's age.

3rd round: Last owner's appearance.

4th round: Last owner's driving motivation.

5th round: How the last owner gained and lost the

obiect.

6th round: Pervious-to-last owner's gender and so on.

An object without any previous owners reveals no information. The character can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the character reads the same object again, they do not pick up where they left off in the list of previous owners.

At the GM's discursion, some owners or the events the object were involved in make such a strong impression that they jump ahead in line. For example, if a plasma sword was wielded by a star knight in his last stand against a hoard of alien demons, that might be the first impression revealed, instead of the long list of antique dealers and museum curators who have handled the sword since then.

Overland Flight

SRD transmutation

Level Telekinesis 5

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

This manifestation functions like a fly manifestation, except the character can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half their manifester level. When using this manifestation for long-distance movement, the character can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means they can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Perfect Sight

SRD Divination

Level ESP 9

Manifesting Time 1 standard action

Components V, S

Range self

Target you

Duration 1 round/level

Saving Throw n / a

Resistance n / a

Description

While perfect sight is active, the character is aware of all creatures and activity out to a range of 60 ft. (spherical).

Perfect sight more closely resembles radar, than actual vision. Normal and magical darkness, invisibility, concealment, blur and displacement effects, and incorporeal illusions are ineffective against perfect sight.

The character can see through solid objects. They are also sensitive to changes in density. Thus they could distinguish a buried gold bar from the surrounding soil, or a creature hiding under the surface of a lake.

Perfect sight reveals the shapes and densities of objects, but not what they look like. It is impossible to read by perfect sight.

Permanency

SRD universal

Level Universal 5

Manifesting Time 2 rounds

Components V, S, M (see tables below)

Range see text

Target see text

Duration permanent; see text

Saving Throw none

Resistance no

Description

This manifestation makes the duration of certain other manifestations permanent. The character first

manifests the desired manifestation and then follows it with the permanency manifestation.

Depending on the manifestation, they must be of a minimum manifester level and must expend a specific sbc value of diamond dust as a material component.

The character can make the following manifestations permanent in regards to themselves.

Manifestation	Minimum man	ifester Level	SBC Cost
Comprehend la	inguages	9th	2,500 sbc
Darkvision		10^{th}	5,000 sbc
Detect manifes	tation	9 th	2,500 sbc
Read psychic is	mpressions	9 th	2,500 sbc
Psychic sight	_	$11^{\rm th}$	7,500 sbc
See invisibility	•	10 th	5,000 sbc
Tongues		11^{th}	7,500 sbc

The character cannot manifest these manifestations on other creatures. This application of permanency can be dispelled only by a manifester of higher level than they were when they manifest the manifestation.

In addition to personal use, permanency can be used to make the following manifestations permanent on themselves, another creature, or an object (as appropriate).

Manifestation N	Iinimum manifester Level	SBC Cost
Resistance	9th	2,500 sbc
Telepathic bond	* 13 th	12,500 sbc

*Only bonds two creatures per manifesting of permanency.

Additionally, the following manifestations can be manifest upon objects or areas only and rendered permanent.



Manifestation Min	imum manifester Level	SBC Cost
Animate objects	14 th	15,000 sbc
Psychic Lights	9th	2,500 sbc
Ghost sound	9th	2,500 sbc
Gust of wind	11 th	7,500 sbc
Invisibility	10 th	5,000 sbc
Photonic sphere	17^{th}	22,500 sbc
Photonic wall	16 th	20,000 sbc
Teleportation circl	e 17 th	22,500 sbc
Wall of fire	12 th	10,000 sbc
Wall of force	13 th	12,500 sbc

Manifestations manifest on other targets are vulnerable to dispel magic as normal. The GM may allow other manifestations to be made permanent.

Photonic Ball

SRD evocation [light]

Level Energy 3

Manifesting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none

Resistance no

Description

The character touches an object when they manifest this manifestation, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this manifestation is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If photonic ball is manifest on a small object that is then placed inside or under a light-proof covering, the manifestation's effects are blocked until the covering is removed.

Photonic balls brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Photonic balls counters or dispels any darkness manifestation of equal or lower level, such as darkness.

Photonic Sphere

SRD abjuration

Level Universal 9

Components V

Range 10 ft.

Effect 10-ft.-radius sphere centered on you

Duration 10 min./level (D)

Saving Throw see text

Resistance see text

Description

This manifestation functions like photonic wall, except the character conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds them and protects them from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4 x10 minutes.

The character can pass into and out of the prismatic sphere and remain near it without harm. When they are inside it, however, the sphere blocks any attempt to project something through the sphere (including manifestations). Other creatures that attempt to attack them or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since the character is at the center of the

sphere, so the lower half is usually occluded by the floor surface they are standing on. The colors of the sphere have the same effects as the colors of a phontoic wall.

Photonic sphere can be made permanent with a permanency manifestation.

Photonic Blast

SRD illusion (pattern) [mind-affecting]

Level Energy 1

Manifesting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous; see text

Saving Throw Will negates

Resistance yes

Description

A vivid cone of clashing colors springs forth from the character hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for one round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for one round.

5 or more HD: The creature is stunned for one round.

Sightless creatures are not affected by photonic spray.

Photonic Spray

SRD evocation

Level Universal 7

Manifesting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw see text

Resistance yes

Description

This manifestation causes seven shimmering, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the manifestation with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

Color

1d8 of Beam

1 Red 20 points fire damage (Reflex half)

2 Orange 40 points acid damage (Reflex half)

3 Yellow 80 points electricity damage (Reflex half)

4 Green Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 Con/rd.; Cure 2 consecutive Fort saves)

5 Blue Flesh to stone (Fortitude negates)

6 Indigo Insane, as insanity manifestation (Will negates)

7 Violet Sent to another plane (Will negates)

8 Struck by Roll twice more, ignoring any additional rolls of this result.



Photonic Wall

SRD abjuration

Level Universal 8

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect wall 4 ft./level wide, 2 ft./level high

Duration 10 min./level (D)

Saving Throw see text

Resistance see text

Description

Photonic wall creates a vertical, opaque wall of a shimmering, multicolored plane of light that protects the character from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and they character can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are four feet wide per manifester level and two feet high per manifester level. A prismatic wall manifestation manifest to materialize in a space occupied by a creature is disrupted, and the manifestation is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the character or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by manifesting the specified manifestations on the wall; however, the first color must

Order	Color	Effect of Color	Negated by
1 st	Red	Stops non-magical ranged weapons.	Cold Deals 20 points of fire damage (Reflex half).
2^{nd}	Orange	Stops magical ranged weapons.	Gust of wind Deals 40 points of acid damage (Reflex half).
3 rd	Yellow	Stops poisons, gases, and petrifaction.	Disintegrate Deals 80 points of electricity damage (Reflex half).
4 th	Green	Stops breath weapons.	Etradimensional Portal Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive Fort saves).
5 th	Blue	Stops divination and mental attacks.	Psychic missile Turned to stone (Fortitude negates).
6 th	Indigo	Stops all manifestations.	Daylight Will save or become insane (as insanity manifestation).
$7^{ m th}$	Violet	Energy field destroys all objects effects.*	Dispel manifestation or Creatures sent to and another plane (Will negates). greater dispel magic

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create photonic effects one color at a time, and manifestation resistance might render some colors ineffective (see above) before being brought down before the second can be affected, and so on. A rod of cancellation or a Psychic's disjunction manifestation destroys a photonic wall, but an antipsychic field fails to penetrate it. Dispel manifestation can only be used on the wall once all the other colors have been destroyed. Manifestation resistance is effective against a photonic wall, but the manifester level check must be repeated for each color present.

Photonic wall can be made permanent with a permanency manifestation.

Plasma Bomb

SRD evocation [fire]

Level Energy 3

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half

Resistance yes

Description

A plasma bomb manifestation generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per manifester level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The character points their finger and determines the range (distance and height) at which the plasma bomb is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the plasma bomb at that point. An early impact results in an early detonation. If the character attempts to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The plasma bomb sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the plasma bomb may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other manifestation effect does.

Plasma Cloud

SRD conjuration (creation) [fire]

Level Energy 8

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 round/level (D)

Saving Throw Reflex half, see text

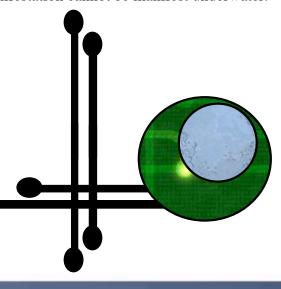
Resistance no

Description

A plasma cloud manifestation creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with other cloud manifestation, the smoke moves away from the character at ten feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is ten feet farther away from where they were when they manifest the manifestation. By concentrating, they can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond their maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with other clouds, wind disperses the smoke, and the manifestation cannot be manifest underwater.



Plasma Hands

SRD evocation [fire]

Level Energy 1

Manifesting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half

Resistance yes

Description

A cone of searing flame shoots from the character's fingertips.

Any creature in the area of the flames takes 1d4 points of fire damage per manifester level (maximum 5d4).

Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Plasma Sphere

SRD evocation [fire]

Level Energy 2

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates

Resistance yes

Description

A burning globe of plasma rolls in whichever direction the character points and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than four feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as the character actively directs it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A plasma sphere winks out if it exceeds the manifestation's range.

Polar Ray

SRD evocation [cold]

Level Energy 8

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw none

Resistance yes

Description

A blue-white ray of freezing air and ice springs from the character's hand. They must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per manifester level (maximum 25d6) and 1d4 points of Dexterity drain.



Power Word Blind

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 7

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature with 200 hp or less

Duration see text

Saving Throw none

Resistance yes

Description

The character utters a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the manifestation depends on the target's current hit point total.

Any creature that currently has 201 or more hit points is unaffected.

Hit Points	Duration
50 or less	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

Power Word Kill

SRD enchantment (compulsion) [death, mind-affecting]

Level Energy 9, Telepathy 9

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature with 100 hp or less

Duration instantaneous

Saving Throw none

Resistance yes

Description

The character utters a single word of power that instantly kills one creature of their choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

Power Word Stun

SRD enchantment (compulsion) [mind-affecting]

Level Telepathy 8

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature with 150 hp or less

Duration See text

Saving Throw none

Resistance yes

Description

The character utters a single word of power that instantly causes one creature of their choice to become stunned, whether the creature can hear the word or not. The duration of the manifestation depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points	Duration
50 or less	4d4 rounds
51 to 100	2d4 rounds
101 to 150	1d4 rounds

Prestidigitation

SRD universal

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range 10 ft.

Target, Effect, or Area see text

Duration 1 hour

Saving Throw see text

Resistance no

Description

Prestidigitations are minor tricks that novice manifesters use for practice. Once manifest, a prestidigitation manifestation enables them to perform simple magical effects for one hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift one pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor one pound of nonliving material.



It cannot deal damage or affect the concentration of manifesters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation manifestation are extremely fragile, and they cannot be used as tools, weapons, or manifestation components. Finally, prestidigitation lacks the power to duplicate any other manifestation effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only one hour.

Prying Eyes
SRD divination
Level ESP 5
Manifesting Time 1 minute
Components V, S
Range 1 mile
Effect 10 or more levitating eyes
Duration 1 hour/level; see text (D)
Saving Throw none
Resistance no
Description

The character creates a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + their manifester level. These eyes move out, scout around, and return as the character direct them when manifesting the manifestation. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they are small and difficult to spot. Each eye is a fine construct, about the size of a small apple, that has one hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to the character's manifester level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect the character's ability to receive visual information about them surroundings. An eye traveling in darkness must find its way by touch.

When the character creates the eyes, they specify instructions they want them to follow in a command of no more than 25 words. Any knowledge the character possesses is known by the eyes as well.

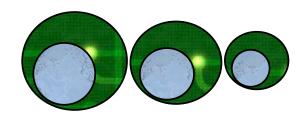
In order to report their findings, the eyes must return to their hand. Each replays in the character's mind all it has seen during its existence.

It takes an eye one round to replay one hour of recorded images. After relaying its findings, an eye disappears. If an eye ever gets more than one mile away from the character, it instantly ceases to exist. However, the character's link with the eye is such that they will know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to one hour per manifester level or until they return to the character. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Prying Eyes, Greater
SRD divination
Level ESP 8
Manifesting Time 1 minute
Components V, S
Range 1 mile
Effect 10 or more levitating eyes
Duration 1 hour/level; see text (D)
Saving Throw none
Resistance no
Description

This manifestation functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.



Project Image

SRD illusion (shadow)

Level Telepathy 7

Manifesting Time 1 standard action

Components V, S, M (a small replica of you worth 5 SBC)

Range medium (100 ft. + 10 ft./level)

Effect one shadow duplicate

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with)

Resistance no

Description

The character taps energy from a dark sub dimension to create a quasi-real, illusory version of themselves. The projected image looks, sounds, and smells like the character but is intangible. The projected image mimics their actions (including speech) unless they direct it to act differently (which is a move action).

The character can see through its eyes and hear through its ears as if they were standing where it is, and during their turn they can switch from using its senses to using their own, or back again, as a free action. While they are using its senses, their body is considered blinded and deafened.

If the character desires, any manifestation they manifest whose range is touch or greater can originate from the projected image instead of from them. The projected image cannot manifest any manifestations on itself except for illusion manifestations. The manifestations affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. The character must maintain line of effect to the projected image at all times. If their line of effect is obstructed, the manifestation ends. If they use dimension door, teleport, plane shift, or a similar manifestation that breaks their line of effect, even momentarily, the manifestation ends.

Protection from Energy

SRD abjuration

Level Energy 3

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Fortitude negates (harmless)

Resistance yes (harmless)

Description

Protection from energy grants temporary immunity to the type of energy the character specifies when they manifest it (acid, cold, electricity, of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection manifestation absorbs damage until its power is exhausted.

Protection from Manifestations

SRD abjuration

Level Universal 8

Manifesting Time 1 standard action

Components V, S, M (diamond worth 500 sbc), F (One 1,000 sbc diamond per target. Each subject must carry the gem for the duration of the manifestation. If a subject loses the gem, the manifestation ceases to affect him.)

Range touch

Targets up to one creature touched per four levels

Duration 10 min./level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The subject gains a +8 resistance bonus on saving throws against manifestations and manifestation like abilities (but not against supernatural and extraordinary abilities).



Protection from Supernatural

SRD abjuration

Level Soul 1

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless)

Resistance no; see text

Description

This manifestation wards a creature from attacks by supernatural creatures, from mental control.

It creates a magical barrier around the subject at a distance of one foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by supernatural creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any manifestations or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects).

This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this manifestation. The effects resume when the duration of this manifestation expires.

While under the effects of this manifestation, the target is immune to any new attempts to possess or exercise mental control over the target.

This manifestation does not expel a controlling life force (such as a ghost or manifester), but it does prevent them from controlling the target.

This second effect only functions against manifestations and effects created by supernatural creatures or objects, subject to GM discretion.

Psychic Ammo

SRD transmutation [fire]

Level Universal 3

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target fifty projectiles, all of which must be together at the time of manifesting

Duration 10 min./level

Saving Throw none

Resistance no

Description

This manifestation allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones and bullets) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. This will not work on energy weapons.

Psychic Armor

SRD conjuration (creation) [force]

Level Universal 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Resistance no

Description

An invisible but tangible field of force surrounds the subject of a psychic armor manifestation, providing a +4 armor bonus to AC. Unlike mundane armor, psychic armor entails no armor check penalty, arcane manifestation failure chance, or speed reduction. Since psychic armor is made of force, incorporeal creatures cannot bypass it the way they do normal armor.



Psychic Aura

SRD illusion (glamer)

Level Telepathy 1

Manifesting Time 1 standard action

 $\textbf{Components}\ V,\,S$

Range touch

Target one touched object weighing up to 5 lbs./level

Duration 1 day/level (D)

Saving Throw none; see text

Resistance no

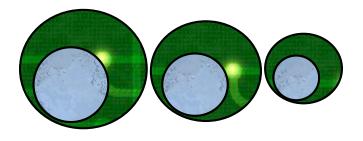
Description

The character alters an item's aura so that it registers to detection as mundane (and power with similar capabilities) as though it were non-psychic, or a item of a kind they specify, or the subject of a power they specify.

If the object bearing psychic auras has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he or she believes the aura and no amount of testing reveals what the true power is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), this power does not work.

Note: A psychic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a psychic aura.



Psychic Curse

SRD necromancy

Level Universal 4

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates

Resistance yes

Description

The character places a curse on the subject. Choose one of the following.

- * -6 decrease to an ability score (minimum 1).
- * -4 penalty on attack rolls, saves, ability checks, and skill checks.
- * Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

The character may also invent their own curse, but it should be no more powerful than those described above.

The curse bestowed by this manifestation cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish manifestation.

Bestow curse counters remove curse.

Psychic Darts

SRD conjuration (creation) [fire]

Level Energy 7

Manifesting Time 1 standard action

Components V, S, M (acorns or holly berries)

Range touch

Targets up to four acorns or up to eight holly berries

Duration 10 min./level or until used

Saving Throw none or Reflex half; see text

Resistance no

Description

Depending on the version of fire darts the character choose, they turn small objects into splash weapons that they or another character can throw, or they turn other objects into bombs that they can detonate on command.

Small Grenades: As many as four objects can be turned into special thrown splash weapons. A grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the object is capable of dealing 1d4 points of fire damage per manifester level (maximum 20d4) divided among the acorns as the character wishes. No acorn can deal more than 10d4 points of damage.

Each grenade explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take one point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

Bombs: The character turn as many as eight small objects into special bombs. Theses bombs are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only five feet). If the character is within 200 feet and speak a word of command, each bomb instantly bursts into flame, causing 1d8 points of fire damage + 1 point per manifester level to every creature in a 5-foot-radius burst and igniting any combustible materials within five feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Psychic Eye

Level ESP 4

Manifesting Time 10 minutes

Components V, S, M (a bit of bat fur)

Range unlimited

Effect psychic sensor

Duration 1 min./level (D)

Saving Throw none

Resistance no

Description

The character creates an invisible psychic sensor that sends the character visual information. The character can create the psychic eye at any point point they can see, but it can then travel outside their line of sight without hindrance. A psychic eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if the character were there.

The eye can travel in any direction as long as the manifestation lasts. Solid barriers block its passage, but it can pass through a hole or space as small as one inch in diameter. The eye cannot enter another plane of existence, even through a gate or similar magical portal.

The character must concentrate to use an arcane eye. If they do not concentrate, the eye is inert until they again concentrate.

Psychic Fall

SRD transmutation

Level Space-Time 1

Manifesting Time 1 immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one Medium or smaller freefalling object or creature/ level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level **Saving Throw** Will negates (harmless) or Will negates (object)

Resistance yes (object)

Description

The affected creatures or objects fall slowly. Psychic fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the manifestation is in effect. When the manifestation duration expires, a normal rate of falling resumes.

The manifestation affects one or more medium or smaller creatures (including gear and carried objects



up to each creature's maximum load) or objects, or the equivalent in larger creatures: a large creature or object counts as two medium creatures or objects, a huge creature or object counts as four medium creatures or objects, and so forth.

This manifestation has no special effect on ranged weapons unless they are falling quite a distance. If the manifestation is manifest on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Psychic fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Psychic Forcefield

SRD abjuration

Level Space-Time 2

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

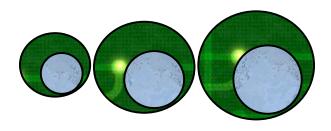
Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This manifestation does not grant the character the ability to damage creatures with similar damage reduction. Once the manifestation has prevented a total of ten points of damage per manifester level (maximum 100 points), it is discharged.



Psychic Hand

SRD transmutation

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one non-magical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none

Resistance no

Description

The character points their finger at an object and can lift it and move it at will from a distance. As a move action, they can propel the object as far as 15 feet in any direction, though the manifestation ends if the distance between them and the object ever exceeds the manifestation's range.

Psychic Hand, Clenched Fist

SRD evocation [force]

Level Telekinesis 8

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

This manifestation functions like interposing hand, except that the hand can also push or strike one opponent that the character selects. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by the character, its ability to notice or attack invisible or concealed creatures is no better than the character.

The hand attacks once per round, and its attack bonus equals the character's manifester level + their Intelligence, Wisdom, or Charisma modifier (for a mystic or psychic respectively) + 11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this manifestation's save DC) or be stunned

for one round. Directing the manifestation to a new target is a move action.

The clenched fist can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does. Its CMB for bull rush checks uses the character's manifester level in place of its base attack bonus, with a +11 bonus for its Strength score and a +1 bonus for being Large.

Psychic Hand, Choking

SRD: Evocation (Force)

Level Telekinesis 4

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft.+ 10ft. level)

Target one living creature

Duration 2 rounds/level (D)

Saving Throw Will negates

Resistance yes

Description

The character creates an invisible hand of force which closes around the target's throat, choking them. On the character's next round the target must begin holding his breath. This follows the normal rules for suffocation.

The hand has one hit point per supernatural character level, a DEF of 20, and a DR of 5. However because it is wrapped around the target's throat, the target takes the same damage as the hand, without the benefits of damage reduction. If the target moves beyond the range of this power, it ends immediately.

While potentially lethal, the amount of time it takes to asphyxiate the target and limited duration of this power means that only high level characters can actually kill this way. However, on your turn, the character can manifest this power again, right before the effects of the other one wears off, increasing the duration and lethality of the effect, but the target is allows a new will save against the effect at that time.

This is however an effective way to silence a target and prevent him or her from using any abilities which rely on being able to speak or be heard.

Psychic Hand, Crushing Hand

SRD evocation [force]

Level Telekinesis 9

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

This manifestation functions as interposing hand, except that it can also grapple one opponent as grasping hand. Its CMB and CMD for grapple checks use the character's manifester level in place of its base attack bonus, with a +12 bonus for its Strength score (35) and a +1 bonus for being Large (its Dexterity is 10, granting no bonus to the CMD). A crushing hand deals 2d6+12 points of damage on each successful grapple check against an opponent. The crushing hand can instead be directed to bull rush a target (as forceful hand), using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

Psychic Hand, Forceful

SRD evocation [force]

Level Telekinesis 6

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

This manifestation functions as interposing hand, except that it can also pursue and bull rush one opponent the character selects. The forceful hand gets one bull rush attack per round. This attack does

not provoke an attack of opportunity. Its CMB for bull rush checks uses the character's manifester level in place of its base attack bonus, with a +8 bonus for its Strength score (27), and a +1 bonus for being large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the manifestation to a new target is a move action. Forceful hand prevents the opponent from moving closer to the character without first succeeding on a bull rush attack, moving both the forceful hand and the target closer to them. The forceful hand can instead be directed to interpose itself, as interposing hand does.

Psychic Hand, Grasping Hand

SRD evocation [force]

Level Telekinesis 7

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

This manifestation functions as interposing hand, except that it can also grapple one opponent the character selects. The grasping hand gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its CMB and CMD for grapple checks use your manifester level in place of its base attack bonus, with a +10 bonus for its Strength (31) score and a +1 bonus for being large (its Dexterity is 10, granting no bonus on the Combat Maneuver Defense).

The hand holds but does not harm creatures that it grapples. Directing the manifestation to a new target is a move action. The grasping hand can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

Psychic Hand, Interposing

SRD evocation [force]

Level Telekinesis 5

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

Interposing hand creates a large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two of them, regardless of where the character moves or how the opponent tries to get around it, providing cover (+4 AC) for them against that opponent. Nothing can fool the hand, it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however

An interposing hand is ten feet long and about that wide with its fingers outstretched. It has as many hit points as you do when the character is undamaged, and is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that do not cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic fields, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its manifester. Disintegrate or a successful dispel magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the manifestation to a new target is a move action.



Psychic Lock

SRD abjuration

Level Telekinesis 2

Manifesting Time 1 standard action

Components V, S, M (gold dust worth 25 sbc)

Range touch

Target door, chest, or portal touched, up to 30 sq. ft./level in size

Duration permanent

Saving Throw none

Resistance no

Description

A psychic lock manifests upon a door, chest, or portal magically locks it. The character can freely pass their own psychic lock without affecting it. If the locked object has a lock, the DC to open that lock increases by +10 while it remains attached to the object. If the object does not have a lock, this manifestation creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this manifestation can be opened only by breaking in or with a successful dispel magic or knock manifestation. Add ten to the normal DC to break open a door or portal affected by this manifestation. A knock manifestation does not remove an arcane lock; it only suppresses the effect for ten minutes.

Psychic Lights

SRD evocation [light]

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none

Resistance no

Description

Depending on the version selected, they create up to four glowing spheres of light (which look like will-oí-wisps), or one faintly glowing, vaguely humanoid shape. The psychic lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the character desire (no

concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round.

A light winks out if the distance between the character and it exceeds the manifestation's range. The character can only have one psychic lights manifestation active at any one time. If they cast this manifestation while another casting is still in effect, the previous casting is dispelled. If they make this manifestation permanent, it does not count against this limit.

Psychic lights can be made permanent with a permanency manifestation.

Psychic Mark

SRD universal

Level Psychic 0

Casting Time 1 standard action

Components V, S

Range touch

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none

Resistance no

Description

This manifestation allows the character to inscribe their personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An psychic mark manifestation enables the character to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect manifestation causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible psychic mark. A Read Psychic Impressions reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase manifestation.

If a psychic mark is placed on a living being, the effect gradually fades in about a month.

Psychic mark must be cast on an object prior to casting instant summons on the same object (see that manifestation description for details).

Psychic Missile

SRD evocation [force]

Level Universal 1

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

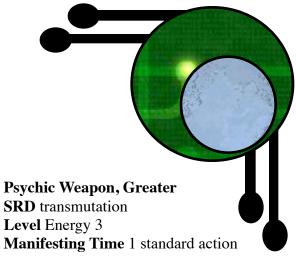
Saving Throw none

Resistance yes

Description

A missile of psychic energy darts forth from the character's fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature cannot be singled out. Objects are not damaged by the manifestation.

For every two manifester levels beyond 1st, the character gains an additional missile at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If they shoot multiple missiles, they can have them strike a single creature or several creatures. A single missile can strike only one creature. They must designate targets before they check for manifestation resistance or roll damage.



Components V, S, T

Range close (25 ft. + 5 ft./2 levels)

Target one weapon or 50 projectiles (all of which must be together at the time of manifesting)

Duration 1 hour/level

Saving Throw Will negates (harmless, object)

Resistance yes (harmless, object)

Description

Psychic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. A weapon gain an enhancement bonus on attack and damage rolls of +1 per four manifester levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from psychic energy.

Alternatively, the character can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this manifestation. This will not effect energy weapons.

Psychic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapons +1 bonus on attack rolls. The character cannot manifest this manifestation on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this manifestation.



Psychic's Disjunction

SRD abjuration

Level Universal 9

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Area all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)

Duration 1 minute/level

Saving Throw Will negates (object)

Resistance no

Description

All magical effects and magic items and power manifestations within the radius of the manifestation, except for those that the character caries or touches, are disjoined. That is, manifestations and manifestation-like effects are unraveled and destroyed completely (ending the effect as a dispel manifestation does), and each permanent psychic / magic item must make a successful Will save or be turned into a normal item for the duration of this manifestation.

An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural one on the die, the item is destroyed instead of being suppressed.

The character also have a 1% chance per manifester level of destroying an antipsychic field. If the antipsychic field survives the disjunction, no items within it are disjoined.

The character can also use this manifestation to target a single item. The item gets a Will save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to Psychic's disjunction, though there is only a 1% chance per manifester level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all manifesting abilities. These abilities cannot be recovered by mortal magic, not even miracle or wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Psychic Shield

SRD evocation [fire or cold]

Level Energy 4

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Reflex save for half damage

Resistance yes

Description

This manifestation wreathes the character in psychic flames and causes damage to each creature that attacks them in melee. The flames also protect them from either cold-based or fire-based attacks, depending on if they choose cool or warm flames for their fire shield. Any creature striking them with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per manifester level (maximum +15). This damage is either cold damage (if they choose a chill shield) or fire damage (if they choose a warm shield). If the attacker has manifestation resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack the character. When manifesting this manifestation, they appear to immolate themselves but the flames are thin and wispy, increasing the light level within ten feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is manifest, violet or red if the warm shield is employed.

The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. The character takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, they take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. The character takes only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, they take no damage on a successful saving throw.

Psychic Sight

SRD divination

Level ESP 3

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Description

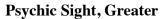
This manifestation makes the character's eyes glow blue and allows them to see magical and psychic auras within 120 feet. The effect is similar to that of a detect manifestation, but psychic sight does not require concentration and discerns aura location and power more quickly.

The character knows the location and power of all magical and psychic auras within their sight. An aura's power depends on a manifestation's functioning level or an item's manifester's level, as noted in the description of the detect manifestation. If the items or creatures bearing the auras are in line of sight, the character can make manifestation craft skill checks to determine the school of magic involved in each. (Make one check per aura; DC15 + manifestation level, or 15 + half manifester's level for a non-manifestation effect.)

If the character concentrate on a specific creature within 120 feet of them as a standard action, they can determine whether it has any manifesting or manifestation-like abilities, whether these are psychic or mystic (manifestation-like abilities register as psychic / arcane), and the strength of the most powerful manifestation or manifestation like ability the creature currently has available for use.

As with detect power, the character can use this manifestation to identify the properties of psychic / magic items, but not artifacts.

Arcane sight can be made permanent with a permanency manifestation.



SRD divination

Level ESP 7

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Description

This manifestation functions like arcane sight, except that the character automatically knows which manifestations or magical effects are active upon any individual or object you see.

Unlike psychic sight, this manifestation cannot be made permanent with a permanency manifestation.

Psychic Splendor

SRD transmutation

Level Soul 2

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Resistance yes

Description

The transmuted creature becomes more poised, articulate, and personally forceful. The manifestation grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Psychics and mystics (and other manifesters who rely on Charisma) affected by this manifestation do not gain any additional bonus manifestations for the increased Charisma, but the save DCs for manifestations they manifest while under this manifestation's effect do increase.



Psychic Storm

SRD evocation [cold]

Level Energy 4

Manifesting Time 1 standard action

Components V, S, T

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none

Resistance yes

Description

Great psychic hailstone like forces pound down upon those effected manifestation, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the manifestation is manifest. For the remaining duration of the manifestation, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Push

SRD evocation (force)

Level Telekinesis 3

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature or object

Duration instantaneous

Saving Throw none, special Ref see text

Resistance no

Description

The character strikes the target with a sudden jolt of telekinetic force and send them flying. This attack functions as a Bull rush attempt, except that you use the sum of their manifester level and key ability score modifier in place of their CMB.

This telekinetic force has an effective size of medium for determining how large of creatures can be affects, and bonuses for differences in size. Objects have a CMD of six modified by their size. The character cannot modify this power the Improved Bull Rush or Greater Bull Rush feats.

The character does not need to be in melee with the target, and can push him or her in any direction they wish, so long as the motion is in a straight line.

In addition, if the target is pushed more than five ft., it must make a Ref save or be knocked prone.

Rage

SRD enchantment (compulsion) [mind-affecting]

Level Soul 3

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none

Resistance yes

Description

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a ñ2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects are not fatigued at the end of the rage.

Rainbow Pattern

SRD illusion (pattern) [mind-affecting]

Level Telepathy 4

Manifesting Time 1 standard action

Components V (psychic only), S, M (a piece of phosphor), F (a crystal prism); see text

Range medium (100 ft. + 10 ft./level)

Effect colorful lights with a 20-ft.-radius spread

Duration Concentration +1 round/level (D)

Saving Throw Will negates

Resistance yes

Description

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the manifestation's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), the character can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who cannot see them are no longer affected.

The manifestation does not affect sightless creatures.

Ray of Enfeeblement

SRD necromancy

Level Space-Time 1

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration 1 round/level

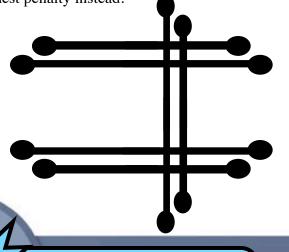
Saving Throw Fortitude half

Resistance yes

Description

A coruscating ray springs from the character's hand. They must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two manifester levels (maximum 1d6+5).

The subject's Strength score cannot drop below one. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.



Ray of Ectoplasmic Cold

SRD evocation [cold]

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none

Resistance yes

Description

A ray of freezing air and ice projects from the character's pointing finger. They must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Psychic Impressions

SRD divination

Level Psychic 0

Manifesting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you

Duration 10 min./level

Saving Throw n / a

Resistance n / a

Description

The character can decipher magical and psychic inscriptions on objects or books, scrolls, weapons, and the like that would otherwise be unintelligible. This deciphering does not normally invoke the psychic / magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the manifestation is manifest and the character has read the psychic / magical inscription, they are thereafter able to read that particular writing without recourse to the use of this power again. They can read at the rate of one page (250 words) per minute. The manifestation allows them to identify a glyph of warding with a DC 13 manifestation craft check, a greater glyph of warding with a DC 16 manifestation craft check, or any symbol manifestation with a manifestation craft check (DC 10 + manifestation level).

Read magic can be made permanent with a permanency manifestation.

Regenerate, Metallic

SRD conjuration (healing)

Level Mechanic 8

Manifesting Time 3 full rounds

Components V, S, T

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates (harmless)

Resistance yes (harmless)

Description

The subject's severed, broken and ruined parts, are repaired. After the manifestation is manifest, the physical regeneration is complete in one round if the severed parts are present and touching the android or machine. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per manifester level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It only affects androids and machines.

Remove Curse

SRD abjuration

Level Universal 4

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

Remove curse can remove all curses on an object or a creature. If the target is a creature, the character must make a manifester level check (1d20 + manifester level) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful manifester level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Repair Light Damage

SRD conjuration (healing)

Level Mechanic 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text

Resistance yes (harmless); see text

Description

When laying the character's hands upon an android or machine, they channel positive energy that cures 1d8 points of damage +1 point per supernatural class level (maximum +5).

Repair Light, Mass

SRD conjuration (healing)

Level Mechanic 5

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will half (harmless) or Will half; see text

Resistance yes (harmless) or yes; see text **Description**

The character can channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected android or machine.

Repair Moderate Damage

SRD conjuration (healing)

Level Mechanic 2

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

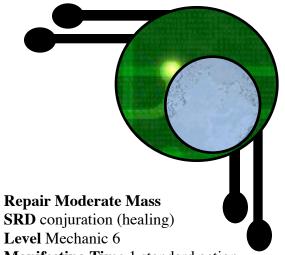
Duration instantaneous

Saving Throw Will half (harmless); see text

Resistance yes (harmless); see text

Description

This manifestation functions like repair light damage, except that it cures 2d8 points of damage + 1 point per supernatural class level (maximum +10).



Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will half (harmless) or Will half; see text

Resistance yes (harmless) or yes; see text **Description**

This manifestation functions like mass repair light, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Repair Serious Damage

SRD conjuration (healing)

Level Mechanic 3

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text

Resistance yes (harmless); see text

Description

This manifestation functions like repair light damage, except that it cures 3d8 points of damage + 1 point per supernatural class level (maximum +15)

Repair Serious, Mass

SRD conjuration

Level Mechanic 7

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will half (harmless) or Will half; see text

Resistance yes (harmless) or yes; see text

Description

This manifestation functions like mass repair light, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

Repulsion

SRD abjuration

Level Space-Time 6

Manifesting Time 1 standard action

Components V, S, F/T (a pair of canine statuettes worth 50 sbc)

Range up to 10 ft./level

Area up to 10-ft.-radius/level emanation centered on you

Duration 1 round/level (D)

Saving Throw Will negates

Resistance yes

Description

An invisible, mobile field surrounds the character and prevents creatures from approaching. The character decides how big the field is at the time of manifesting (to the limit their level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward them for the duration of the manifestation. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can manifest manifestations and attack them with ranged weapons.

If the character moves closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against

them if they come within reach. If a repelled creature moves away from the character and then tries to turn back toward them, it cannot move any closer if it is still within the manifestation's area.

Resilient Sphere

SRD evocation [force]

Level Space-Time 4

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 1-ft.-diameter/level sphere, centered around a creature

Duration 1 min./level (D)

Saving Throw Reflex negates

Resistance yes

Description

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere.

The sphere contains its subject for the manifestation's duration. The sphere functions as a wall of force, except that it can be negated by dispel magic. A subject inside the sphere can breathe normally.

The sphere cannot be physically moved either by people outside it or by the struggles of those within.

Resistance

SRD abjuration

Level Psychic 0

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The character imbues the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency manifestation.

Resist Energy

SRD abjuration

Level Universal 2

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless)

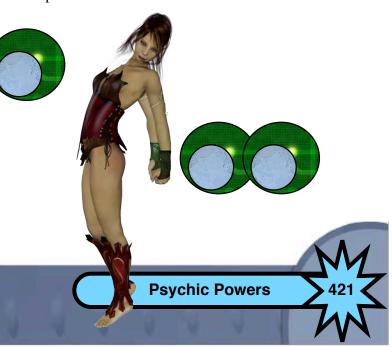
Resistance yes (harmless)

Description

This abjuration grants a creature limited protection from damage of whichever one of five energy types the character selects: acid, cold, electricity, fire, or sonic. The subject gains resist energy ten against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or psychic / magical source), that damage is reduced by ten points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The manifestation protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection manifestation absorbs damage until its power is exhausted.



Reverse Gravity

SRD transmutation

Level Space-Time 7

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level)

Area up to one 10-ft. cube/level (S)

Duration 1 round/level (D)

Saving Throw none; see text

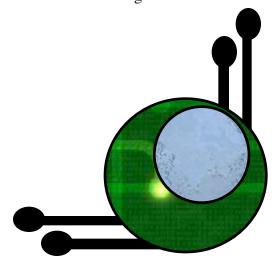
Resistance no

Description

This manifestation reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in one round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the manifestation ends. At the end of the manifestation duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the manifestation strikes.

Creatures who can fly or levitate can keep themselves from falling.



Rusting Grasp

SRD transmutation

Level Mechanic 4

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target one non-magical ferrous object (or the volume of the object within three ft. of the touched point) or one ferrous creature

Duration see text

Saving Throw none

Resistance no

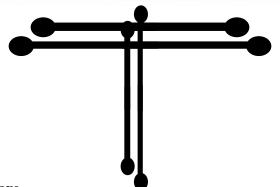
Description

Any iron or iron alloy item the character touches crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this manifestation.

The character may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion.

Weapons in use by an opponent targeted by the manifestation are more difficult to grasp. The character must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Also, the character must touch the weapon and not the other way around.

Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage + 1 per manifester level (maximum +15) per successful attack. The manifestation lasts for one round per level, and the character can make one melee touch attack per round.



Scare

SRD necromancy [fear, mind-affecting]

Level Soul 2

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one living creature per three levels, no two of which can be more than 30 ft. apart

Duration 1 round/level or 1 round; see text for cause fear

Saving Throw Will partial

Resistance yes

Description

This manifestation functions like cause fear, except that it causes all targeted creatures of less than six HD to become frightened.

Scorching Ray

SRD evocation [fire]

Level Energy 2

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one or more rays

Duration instantaneous

Saving Throw none

Resistance yes

Description

The character blasts their enemies with a searing beam of plasma. They may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Screen

SRD illusion (glamer)

Level Universal 8

Manifesting Time 10 minutes

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft. cube/level (S)

Duration 24 hours

Saving Throw none or Will disbelief (if interacted

with); see text

Resistance no

Description

This manifestation creates a powerful protection from scrying and observation. When manifesting the manifestation, the character dictates what will and will not be observed in the manifestation's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by the character with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

SRD divination (scrying)

Level ESP 4

Manifesting Time 1 hour

 $\textbf{Components} \ V, S, M/T \ (a \ pool \ of \ water), F \ (a \ silver$

mirror worth 1,000 sbc)

Range see text

Effect magical sensor

Duration 1 min./level

Saving Throw Will negates

Resistance yes

Description

The character can observe a creature at any distance. If the subject succeeds on a Will save, the manifestation fails. The difficulty of the save depends on how well the character's knowledge of the subject and what sort of physical connection (if any) they have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Will Save	Knowledge Modifier	
None*	+10	
Secondhand	+5	
(have heard of the subject)		
Firsthand	+0	
(have met the subject))	
Familiar	-5	
(know the subject wel	11)	

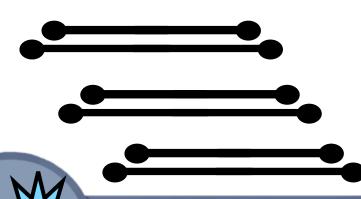
*The character must have some sort of connection (see below) to a creature of which they have no knowledge.

Will Save	Connection Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair	r, etc10

If the save fails, the character can see and hear the subject and its surroundings (approximately ten feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) manifestations, the sensor has their full visual acuity, including any magical effects. In addition, the following manifestations have a 5% chance per manifester level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect manifestation, and message.

If the save succeeds, the character cannot attempt to scry on that subject again for at least 24 hours.



Scrying, Greater

SRD divination (scrying)

Level ESP 5

Manifesting Time 1 standard action

Components V, S

Duration 1 hour/level

Saving Throw Will negates

Resistance yes

Description

This manifestation functions like scrying, except as noted above. Additionally, all of the following manifestations function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect manifestation, message, read psychic impressions, and tongues.

See Invisibility

SRD divination

Level ESP 2

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

Saving Throw n / a

Resistance n / a

Description

The character can see any objects or beings that are invisible within their range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to the character as translucent shapes, allowing them easily to discern the difference between visible, invisible, and ethereal creatures.

The manifestation does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency manifestation.

Sending

SRD evocation

Level Telepathy 5

Manifesting Time 10 minutes

 $\textbf{Components}\ V,S,T$

Range see text

Target one creature

Duration 1 round; see text

Saving Throw none

Resistance no

Description

The character contacts a particular creature with which they are familiar and send a short message of 25 words or less to the subject. The subject recognizes the character as if it knows them. It can answer in like manner immediately. A creature with an Intelligence score as low as one can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Shatter

SRD evocation [sonic]

Level Space-Time 2

Manifesting Time 1 standard action

Components V, S, T

Range close (25 ft. + 5 ft./2 levels)

Area or Target 5-ft.-radius spread; or one solid object or one crystalline creature

Duration instantaneous

Saving Throw Will negates (object); Will negates (object) or Fortitude half; see text;

Resistance yes

Description

Shatter creates a loud, ringing noise that breaks brittle, non- psychic / magical objects; sunders a single solid, non- psychic / magical object; or damages a crystalline creature.

Used as an area attack, shatter destroys non-psychic / magical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the manifestation. Objects weighing more than one pound per level of the character are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the character can target shatter against a single solid non-psychic / magical object, regardless of composition, weighing up to ten pounds per manifester level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per manifester level (maximum 10d6), with a Fortitude save for half damage.

Shield

SRD abjuration [force]

Level Telekinesis 1, Universal 1

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

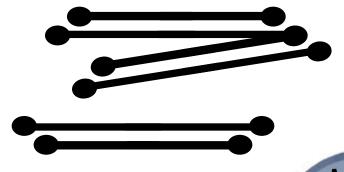
Duration 1 min./level (D)

Saving Throw n / a

Resistance n / a

Description

Shield creates an invisible shield of force that hovers in front of the character. It negates magic missile attacks directed at them. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane manifestation failure chance.



Shocking Grasp

SRD evocation [electricity]

Level Mechanic 1

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none

Resistance yes

Description

The character's successful melee touch attack deals 1d6 points of electricity damage per manifester level (maximum 5d6). When delivering the jolt, they gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Silence

SRD illusion (glamer)

Level Energy 2

Manifesting Time 1 round

Components V, S

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius emanation centered on a creature, object, or point in space

Duration 1 round/level (D)

Saving Throw Will negates; see text or none (object)

Resistance yes; see text or no (object)

Description

Upon the manifesting of this manifestation, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, manifestations with verbal components cannot be manifest, and no noise whatsoever issues from, enters, or passes through the area. The manifestation can be manifest on a point in space, but the effect is stationary unless manifest on a mobile object. The manifestation can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the

manifestation and can use manifestation resistance, if any. Items in a creature's possession or items that emit sound receive the benefits of saves and manifestation resistance, but unattended objects and points in space do not. Creatures in an area of a silence manifestation are immune to sonic or language-based attacks, manifestations, and effects.

Silent Image

SRD illusion (figment)

Level Telepathy 1

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with)

Resistance no

Description

This manifestation creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion does not create sound, smell, texture, or temperature. They can move the image within the limits of the size of the effect.

Simulacrum

SRD illusion (shadow)

Level Soul 7

Manifesting Time 12 hours

Components V, S, M (ice sculpture of the target plus powdered rubies worth 500 sbc per HD of the simulacrum)

Range 0 ft.

Effect one duplicate creature

Duration instantaneous

Saving Throw none

Resistance no

Description

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from any inanimate materials. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD).



The character cannot create a simulacrum of a creature whose HD or levels exceed twice their manifester level. They must make a Disguise check when you manifest the manifestation to determine how good the likeness is.

A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the manifester's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to its true materials and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 sbc per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Slay Living

SRD necromancy [death]

Level Soul 5

Manifesting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude partial

Resistance yes

Description

The character can attempt to slay any one living creature. When they manifest this manifestation, their hand seethes with eerie dark fire. They must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per manifester level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per manifester level. The subject might die from damage even if it succeeds on its saving throw.

Sleep

SRD enchantment (compulsion) [mind-affecting]

Level Soul 1

Manifesting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Area one or more living creatures within a

10-ft.-radius burst

Duration 1 min./level

Saving Throw Will negates

Resistance yes

Description

A sleep manifestation causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the manifestation's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs or androids, or undead creatures.

Slipstream

SRD conjuration (creation) [water]

Level Space-Time 5

Manifesting Time 1 standard action

Components V, S, T

Range touch

Targets creature touched

Duration 10 minutes/level (D)

Saving Throw Reflex negates (harmless)

Resistance no

Description

The character creates a low-cresting wave of water that carries the target along the surface of water or the ground.

When moving across level ground, the target's speed increases by ten feet.

If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill.

While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this manifestation grants a swim speed of 20 ft.

Slow

SRD transmutation

Level Space-Time 3

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

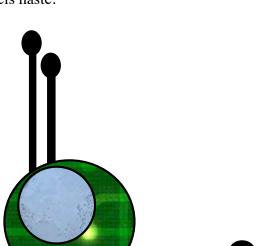
Saving Throw Will negates

Resistance yes

Description

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this manifestation are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects do not stack. Slow counters and dispels haste.



Snare, Cables

SRD transmutation

Level Mechanic 3

Manifesting Time 3 rounds

Components V, S, T

Range touch

Target touched cable with a 2 ft. diameter + 2

ft./level

Duration Until triggered or broken

Saving Throw none

Resistance no

Description

This manifestation enables the character to make a snare that functions as a trap. The snare can be made from any cable. When they manifest snare upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trap finding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If there is a strong and supple place to secure it, the snare can be fastened to it. The manifestation causes the cable to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground. If no such place is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the manifestation.

Solid Fog

SRD conjuration (creation)

Level Space-Time 4

Components V, S

Range medium (100 ft. + 10 ft. level)

Effect fog spreads in 20-ft. radius, 20 ft. high

Duration 1 min./level

Saving Throw none

Resistance no

Description

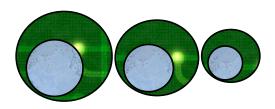
A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond five feet. A creature within five feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A severe wind (31+ mph) disperses these vapors, and it does so in one round.

The spell does not function underwater.

In addition the fog obscures sight, the solid fog is so thick that it impedes movement. Creatures moving through a solid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed so that each ten feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Solid fog can be made permanent with a permanency manifestation. A permanent solid fog dispersed by wind reforms in ten minutes.



Soul Bind

SRD necromancy

Level Soul 9

Manifesting Time 1 standard action

Components V, S, F (see text)

Range close (25 ft. + 5 ft./2 levels)

Target corpse

Duration permanent

Saving Throw Will negates

Resistance no

Description

The character draws the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than one round per manifester level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the manifestation on the gem can one free the soul (which is then still dead).

The focus for this manifestation is a black sapphire of at least 1,000 sbc value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Speak with Animals

SRD divination

Level Telepathy 3

Manifesting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Saving Throw n / a

Resistance n / a

Description

The character can ask questions of and receive answers from animals, but the manifestation does not make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly towards the character, it may do some favor or service for them.

Speak with Dead

SRD necromancy [language-dependent]

Level Telepathy 3

Manifesting Time 10 minutes

Components V, S, T

Range 10 ft.

Target one dead creature

Duration 1 min./level

Saving Throw Will negates; see text

Resistance no

Description

The character grants the semblance of life to a corpse, allowing it to answer questions. The character may ask one question per two manifester levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from the character's, the corpse gets a Will save to resist the manifestation as if it were alive.

If successful, the corpse can refuse to answer your questions or attempt to deceive the character, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new manifestation fails. The character can manifest this manifestation on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This manifestation does not affect a corpse that has been turned into an undead creature.



Status

SRD divination

Level ESP 2

Manifesting Time 1 standard action

Components V, S

Range touch

Targets one living creature touched per three levels

Duration 1 hour/level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

When character needs to keep track of comrades who may get separated, status allows them to mentally monitor their relative positions and general condition. They are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the manifestation has been manifest upon the subjects, the distance between them and the manifester does not affect the manifestation as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the manifestation ceases to function.

Stone Shape

SRD transmutation [earth]

Level Telekinesis 4

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target stone or stone object touched, up to 10 cu.

ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none

Resistance no

Description

Then character can form an existing piece of stone into any shape that suits their purpose. While it is possible to make crude coffers, doors, and so forth with stone shape, fine detail is not possible. There is a 30% chance that any shape including moving parts simply does not work.

Stoneskin

SRD abjuration

Level Mechanic 4

Manifesting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 SBC)

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/ adamantine. It ignores the first ten points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the manifestation has prevented a total of ten points of damage per manifester level (maximum 150 points), it is discharged.

Suggestion

SRD enchantment (compulsion)

[language-dependent, mindaffecting]

Level Telepathy 2

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 hour/level or until completed

Saving Throw Will negates

Resistance yes

Description

The character influences the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the manifestation.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the manifestation ends when the subject finishes what it was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the manifestation duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Suggestion, Mass

SRD enchantment (compulsion) [language-dependent, mindaffecting]

Level Telepathy 6

Manifesting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 hour/level or until completed

Saving Throw Will negates

Resistance yes

Description

This manifestation functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Sunbeam

SRD evocation [light]

Level Energy 7

Manifesting Time 1 standard action

Components V, S, T

Range 60 ft.

Area line from your hand

Duration 1 round/level or until all beams are exhausted

Saving Throw Reflex negates and Reflex half; see text

Resistance yes

Description

For the duration of this manifestation, the character can use a standard action to evoke a dazzling beam of intense light each round. They can call forth one beam per three manifester levels (maximum six beams at 18th level). The manifestation ends when its duration runs out or their allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per manifester level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the manifestation deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst

SRD evocation [light]

Level Energy 8

Manifesting Time 1 standard action

Components V, S, T

Range long (400 ft. + 40 ft./level)

Area 80-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial; see text

Resistance yes

Description

Sunburst causes a globe of searing radiance to explode silently from a point the character selects. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per manifester level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the

destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the manifestation deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness manifestations of lower than 9th level within its area.

Sympathetic Vibration

SRD evocation [sonic]

Level Space-Time 8

Manifesting Time 10 minutes

Components V, S

Range touch

Target one freestanding structure

Duration up to 1 round/level

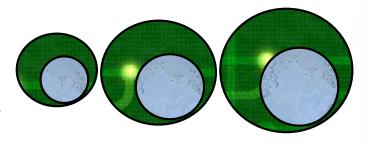
Saving Throw none; see text

Resistance yes

Description

By attuning themselves to a freestanding structure, the character can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure, bypassing hardness. The character can choose at the time of manifesting to limit the duration of the manifestation; otherwise it lasts for one round per level. If the manifestation is manifest upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.



Sympathy

SRD enchantment (compulsion) [mind-affecting] **Level** Soul 8

Manifesting Time 1 hour

Components V, S, M (a drop of honey and crushed pearls worth 1,500 sbc)

Range close (25 ft. + 5 ft./2 levels)

Target one location (up to a 10-ft. cube/level) or one object

Duration 2 hours/level (D)

Saving Throw Will negates; see text

Resistance yes

Description

The character cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by them. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Telekinesis

SRD transmutation

Level Telekinesis 5

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target or Targets see text

Duration concentration (up to 1 round/level) or instantaneous; see text

Saving Throw Will negates (object) or none; see text

Resistance yes (object); see text

Description

The character moves objects or creatures by

concentrating on them. Depending on the version selected, the manifestation can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per manifester level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with manifestation resistance.

This version of the manifestation can last one round per manifester level, but it ends if the character ceases concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The manifestation ends if the object is forced beyond the range. If the character ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The character might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, the character can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip.

Resolve these attempts as normal, except that they do not provoke attacks of opportunity, the character uses their manifester level in place of their Combat Maneuver Bonus, and they add their Intelligence modifier or Charisma modifier in place of their Strength or Dexterity modifier. No save is allowed against these attempts, but manifestation resistance applies normally. This version of the manifestation can last one round per manifester level, but it ends if the character ceases concentration.

Violent Thrust: Alternatively, the manifestation energy can be spent in a single round. The character can hurl one object or creature per manifester level

(maximum 15) that is within range and all within ten feet of each other toward any target within ten feet per level of all the objects.

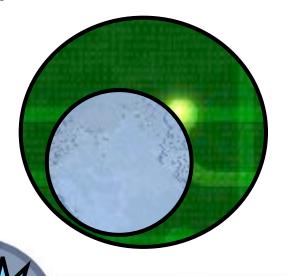
The character can hurl up to a total weight of 25 pounds per manifester level (maximum 375 pounds at 15th level).

The character must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using their base attack bonus + your Intelligence modifier or Charisma modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from one point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the manifestation can be hurled, but they are allowed Will saves (and manifestation resistance) to negate the effect, as are those whose held possessions are targeted by the manifestation.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen ten feet (1d6 points).



Telekinetic Concussion

SRD psychic, evocation (force)

Level Telekinesis 2

Casting Time 1 standard action

Components V

Range Medium (100ft. + 10ft./level)

Target One individual

Duration Instantaneous

Saving Throw Fort half

Resistance Yes

Description

A target the character selects is pummeled with telekinetic force for 3d6 points of damage. The character may choose to have the power deal only nonlethal instead of lethal damage.

Concussion always affects a target within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks and so on) cannot be damaged by this power.

Telekinetic Sphere

SRD evocation [force]

Level Telekinesis 8

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 1-ft.-diameter/level sphere, centered around creatures or objects

Duration 1 min./level (D)

Saving Throw Reflex negates (object)

Resistance yes (object)

Description

This manifestation functions like resilient sphere, but the creatures or objects caught inside the globe created by the manifestation are made nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from them out to medium range (100 feet + 10 feet per manifester level) after the sphere has succeeded in encapsulating its contents.

The character can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. They can begin moving a sphere in the round after manifesting the manifestation. If they concentrate on doing so (a standard action), they can move the sphere as much as 30 feet in a round. If they cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. The character can resume concentrating on their next turn or any later turn during the manifestation's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

The character can move the sphere telekinetically even if they are in it.

Telepathic Bond

SRD divination

Level Telepathy 5

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets you plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration 10 min./level (D)

Saving Throw none

Resistance no

Description

The character forges a telepathic bond among themselves and a number of willing creatures, each of which must have an Intelligence score of three or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, the character may leave themselves out of the telepathic bond forged. This decision must be made at the time of manifesting.

Telepathic bond can be made permanent with a permanency manifestation, though it only bonds two creatures per manifesting of permanency.

Teleport

SRD conjuration (teleportation)

Level Space-Time 5

Manifesting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Resistance no and yes (object)

Description

This manifestation instantly transports the character to a designated destination, which may be as distant as 100 miles per manifester level. Interplanar travel is not possible. The character can bring along objects as long as their weight does not exceed their maximum load. They may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three manifester levels. A large creature counts as two medium creatures, a huge creature counts as four medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the character. As with all manifestations where the range is personal and the target is the caster, they need not make a saving throw, nor is manifestation resistance applicable to them. Only objects held or in use (attended) by another person receive saving throws and manifestation resistance.

The character must have some clear idea of the location and layout of the destination. The clearer their mental image, the more likely the teleportation

works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this manifestation. Refer to the following information for definitions of the terms on the table.

Familiarity:

"Very familiar" is a place where the character has been very often and where they feel at home.

"Studied carefully" is a place the character knows well, either because they can currently physically see it or they have been there often.

"Seen casually" is a place that they have seen more than once but with which they are not very familiar.

"Viewed once" is a place that the character has seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if the character is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to them. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for the character to hope to arrive at or even be off target from.

On Target: The character appears where they want to be.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The character winds up in an area that's visually or thematically similar to the target area. Generally, they appear in the closest similar place within range. If no such area exists within the manifestation's range, the manifestation simply fails instead.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01 to 97	98 to 99	100	-
Studied carefully	01 to 94	95 to 97	98 to 99	100
Seen casually	01 to 88	89 to 94	95 to 98	99 to 100
Viewed once	01 to 76	77 to 88	89 to 96	97 to 100
False destination	-	-	1 to 92	93 to 100





Manifestation Staff

Teleport, Greater

SRD conjuration (teleportation)

Level Space-Time 7

Manifesting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object)

Resistance no and yes (object)

Description

This manifestation functions like teleport, except that there is no range limit and there is no chance the character arrives off target. In addition, they need not have seen the destination, but in that case they must have at least a reliable description of the place to which they are teleporting. If they attempt to teleport with insufficient information (or with misleading information), they disappear and simply reappear in their original location. Interplanar travel is not possible.

Teleport Object

SRD conjuration (teleportation)

Level Space-Time 7

Manifesting Time 1 standard action

Components V

Range touch

Target one touched object of up to 50 lbs./level and 3 cu. ft./level

Saving Throw Will negates (object)

Resistance yes (object)

Description

This manifestation functions like teleport, except that it teleports an object, not the character. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic manifestation manifest on that point brings the vanished item back from the Ethereal Plane.

Teleportation Circle

SRD conjuration (teleportation)

Level Space-Time 9

Manifesting Time 10 minutes

Components V, M (amber dust to cover circle worth 1,000 SBC)

Range 0 ft.

Effect 5-ft.-radius circle that teleports those who activate it

Duration 10 min./level (D)

Saving Throw none

Resistance yes

Description

The character creates a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once the character designates the destination for the circle, they cannot change it. The manifestation fails if they attempt to set the circle to teleport creatures into a solid object, to a place with which they are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If they intend to keep creatures from activating it accidentally, they need to mark the circle in some way.

Teleportation circles can be made permanent with a permanency manifestation. A permanent teleportation circle that is disabled becomes inactive for ten minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trap finding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + manifestation level, or 34 in the case of teleportation circle.



Temporal Stasis

SRD transmutation

Level Space-Time 8

Manifesting Time 1 standard action

Components V, S, M (powdered diamond, emerald,

ruby, and sapphire dust worth 5,000 sbc)

Range touch

Target creature touched

Duration permanent

Saving Throw Fortitude negates

Resistance yes

Description

The character must succeed on a melee touch attack. They place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful dispel magic manifestation or a freedom manifestation).

Thicken Skin

SRD transmutation

Level Mechanic 2

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw none

Resistance yes (harmless)

Description

Thicken skin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by one for every three manifester levels above 3rd, to a maximum of +5 at 12th level.

Time Stop

SRD transmutation

Level Space-Time 9

Manifesting Time 1 standard action

Components V

Range personal

Target you

Duration 1d4+1 rounds (apparent time); see text

Saving Throw none

Resistance yes

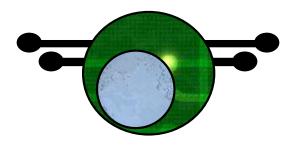
Description

This manifestation seems to make time cease to flow for everyone but the character. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm them. While the time stop is in effect, other creatures are invulnerable to the character's attacks and manifestations; they cannot target such creatures with any attack or manifestation. A manifestation that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most manifesters use the additional time to improve their defenses, summon allies, or flee from combat.

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but they can affect any item that is not in another creature's possession.

The character is undetectable while time stop lasts. They cannot enter an area protected by an antipsychic field while under the effect of time stop.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.



Tongues

SRD divination

Level Telepathy 3

Manifesting Time 1 standard action

Components V, T

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Resistance no

Description

This manifestation grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who does not speak. The subject can make itself understood as far as its voice carries. This manifestation does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency manifestation.

Touch of Fatigue

SRD necromancy

Level Psychic 0

Manifesting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude negates

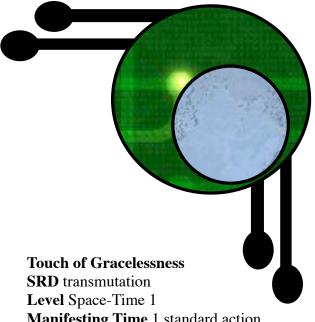
Resistance yes

Description

The character channels negative energy through their touch, fatiguing the target. They must succeed on a touch attack to strike a target. The subject is immediately fatigued for the manifestation's duration.

This manifestation has no effect on a creature that is already fatigued.

Unlike with normal fatigue, the effect ends as soon as the manifestation's duration expires.



Manifesting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration 1 round/level

Saving Throw Fortitude partial

Resistance yes

Description

With a single touch, the character reduces a creature to a fumbling clown.

The target takes a penalty to its Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5).

This penalty cannot drop the target's Dexterity score below one.

In addition, if the subject moves more than half its speed, it falls prone.

If the subject flies, its maneuverability is reduced by one step (perfect maneuverability becomes good, good becomes average, and so on).

A successful Fortitude save halves the penalty to Dexterity and negates the possibility of falling prone or the reduction to fly maneuver abilities.

Touch of Idiocy

SRD enchantment (compulsion) [mind-affecting]

Level Soul 2

Manifesting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw no

Resistance yes

Description

With a touch, the character reduces the target's mental faculties. The character's successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty cannot reduce any of these scores below one.

This manifestation's effect may make it impossible for the target to manifest some or all of its manifestations, if the requisite ability score drops below the minimum required to manifest manifestations of that level.

True Seeing

SRD divination

Level ESP 5

Manifesting Time 1 standard action

Components V, S, M (an eye ointment that costs 250 SBC)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The character confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of

polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the manifestation effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

True Strike

SRD divination

Level ESP 1

Manifesting Time 1 standard action

Components V

Range personal

Target you

Duration see text

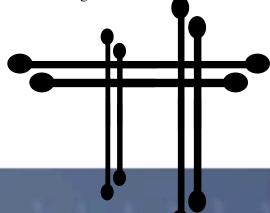
Saving Throw n / a

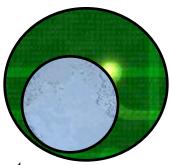
Resistance n / a

Description

The character gains temporary, intuitive insight into the immediate future during their next attack. The character next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus.

Additionally, the character is not affected by the miss chance that applies to attackers trying to strike a concealed target.





Unseen Servant
SRD conjuration (creation)
Level Telekinesis 1
Manifesting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one invisible, mindless, shapeless servant

Effect one invisible, mindless, shape **Duration** 1 hour/level

Saving Throw none

Resistance no

Description

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the character's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as the character remains within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of two (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It cannot perform any task that requires a skill check with a DC higher than ten or that requires a check using a skill that cannot be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes six points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the manifestation's range (measured from your current position), the servant ceases to exist.

Unwilling Shield

SRD necromancy

Level Energy 6

Manifesting Time 1 standard action

Components V, S, M (ruby dust worth 250 SBC)

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 round/level (D)

Saving Throw Will negate

Resistance yes

Description

Like shield other, unwilling shield creates a mystic connection between the character and the target, but unlike shield other, the target shares the wounds that they receive.

In addition, the link draws upon the target's life force to supplement their own defenses.

The character gains a +1 luck bonus to AC and on saving throws.

The character take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by them is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected.

If the character takes a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the manifestation ends, subsequent damage is no longer divided between the character and the subject, but damage already split is not assigned to them.

If the character and the target of the manifestation move out of range of each other, the manifestation remains active, but damage is no longer shared until they are once again within range of each other. **Vampiric Touch**

SRD necromancy

Level Soul 3

Manifesting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/1 hour; see text

Saving Throw none

Resistance yes

Description

The character must succeed on a melee touch attack. Their touch deals 1d6 points of damage per two manifester levels (maximum 10d6). They gain temporary hit points equal to the damage you deal. They cannot gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear one hour later.

Veil

SRD illusion (glamer)

Level Telepathy 6

Manifesting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Targets one or more creatures, no two of which can

be more than 30 ft. apart

Duration concentration + 1 hour/level (D)

Saving Throw Will negates; see text

Resistance yes; see text

Description

The character instantly changes the appearance of the subjects and then maintain that appearance for the manifestation's duration. They can make the subjects appear to be anything they wish. The subjects look, feel, and smell just like the creatures the manifestation makes them resemble. Affected creatures resume their normal appearances if slain. The character must succeed on a Disguise check to duplicate the appearance of a specific individual. This manifestation gives them a +10 bonus on the check.

Unwilling targets can negate the manifestation's effect on them by making Will saves or with manifestation resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but manifestation resistance does not help.

Ventriloquism

SRD illusion (figment)

Level Telepathy 1

Manifesting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Effect intelligible sound, usually speech

Duration 1 min./level (D)

Saving Throw Will disbelief (if interacted with)

Resistance no

Description

The character can make their voice (or any sound that they can normally make vocally) seem to issue from someplace else. They can speak in any language they know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Vision

SRD divination

Level ESP 7

Manifesting Time 1 standard action

Components V, S, M (incense worth 250 sbc), F

(four pieces of ivory worth 50 sbc each)

Range personal

Target you

Duration see text

Saving Throw n / a

Resistance n/ a

Description

This manifestation functions like legend lore, except that it works more quickly and produces some strain on the character. The character poses a question about some person, place, or object, then manifest the manifestation. If the person or object is at hand or if the character is in the place in question, they receive a vision about it by succeeding on a



manifester level check (1d20 + 1 per manifester level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this manifestation is complete, the character is fatigued.

Wall of Fire

SRD evocation [fire]

Level Energy 4

Manifesting Time 1 standard action

Components V, S, T

Range medium (100 ft. + 10 ft./level

Effect opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none

Resistance yes

Description

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the character, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within ten feet and 1d4 points of fire damage to those past ten feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per manifester level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in one round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a permanency manifestation. A permanent wall of fire that is extinguished by cold damage becomes inactive for ten minutes, then reforms at normal strength.

Wall of Force

SRD evocation [force]

Level Space-Time 5

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect wall whose area is up to one 10-ft. square/

Duration 1 round /level (D)

Saving Throw none

Resistance no

Description

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a Psychic's disjunction can still dispel it.

A wall of force can be damaged by manifestations as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a wall of force has hardness 30 and a number of hit points equal to 20 per manifester level. Contact with a sphere of annihilation or rod of cancellation instantly destroys a wall of force.

Breath weapons and manifestations cannot pass through a wall of force in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a wall of force.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the manifestation fails.

Wall of force can be made permanent with a permanency manifestation.

Wall of Ice

SRD evocation [cold]

Level Energy 4

Manifesting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration 1 min./level

Saving Throw Reflex negates; see text

Resistance yes

Description

This manifestation creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the manifestation automatically fails.

Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for ten minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is one inch thick per manifester level. It covers up to a 10-foot-square area per manifester level (so a 10th level psychic can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has three hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to zero is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + manifester level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per manifester level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is three feet plus one foot per manifester level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Warp Plastic

SRD transmutation

Level Telekinesis 2

Manifesting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target 1 Small plastic object/level, all within a 20-ft. radius

Duration instantaneous

Saving Throw Will negates (object)

Resistance yes (object)

Description

The character cause plastic to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option).

A boat starship with plastic seals springs a leak. A ranged or melee weapon with a warped grip causes a -4 penalty on attack rolls. Some melee weapons, like plastic clubs are rendered useless.

The character may warp one small or smaller object or its equivalent per caster level. A medium object



counts as two small objects, a large object as four, a huge object as eight, a gargantuan object as 16, and a colossal object as 32.

Alternatively, the character can un-plastic wood (effectively warping it back to normal) with this manifestation. Make whole, on the other hand, does no good in repairing a warped item.

The character can combine multiple consecutive warp wood manifestations to warp (or un-warp) an object that is too large for you to warp with a single manifestation. Until the object is completely warped, it suffers no ill effects.

Water Breathing

SRD transmutation

Level Universal 3

Manifesting Time 1 standard action

Components V, S, T

Range touch

Target living creatures touched

Duration 2 hours/level; see text

Saving Throw Will negates (harmless)

Resistance yes (harmless)

Description

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the character touches. The manifestation does not make creatures unable to breathe air.

Waves of Exhaustion

SRD necromancy

Level Soul 7

Manifesting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw no

Resistance yes

Description

Waves of negative energy cause all living creatures in the manifestation's area to become exhausted. This manifestation has no effect on a creature that is already exhausted.

Waves of Fatigue

SRD necromancy

Level Space-Time 5

Manifesting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

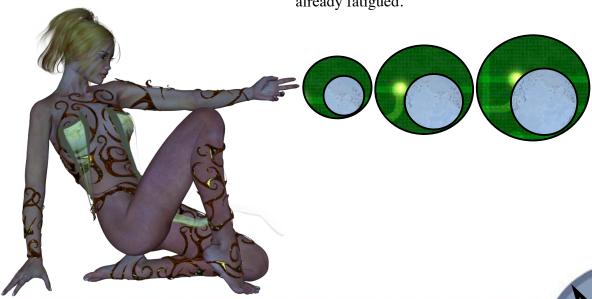
Duration instantaneous

Saving Throw no

Resistance yes

Description

Waves of negative energy render all living creatures in the manifestation's area fatigued. This manifestation has no effect on a creature that is already fatigued.



Whispering Wind

SRD transmutation [air]

Level Telepathy 2

Manifesting Time 1 standard action

Components V, S

Range 1 mile/level

Area 10-ft.-radius spread

Duration no more than 1 hour/level or until discharged (destination is reached)

Saving Throw none

Resistance no

Description

The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to them, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

The character can prepare the manifestation to bear a message of no more than 25 words, cause the manifestation to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air. They can likewise cause the whispering wind to move as slowly as one mile per hour or as quickly as one mile per ten minutes.

When the manifestation reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Wind Wall

SRD evocation [air]

Level Telekinesis 3

Manifesting Time 1 standard action

 $\textbf{Components}\ V,S,T$

Range medium (100 ft. + 10 ft./level)

Effect wall up to 10 ft./level long and 5 ft./level high (S)

Duration 1 round/level

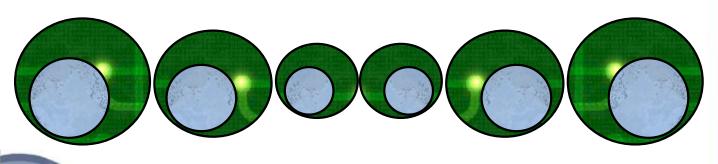
Saving Throw none; see text

Resistance yes

Description

An invisible vertical curtain of wind appears. It is two feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, the character can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.



LEGAL INFORMATION

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a.

This document provides an interface to the basic rules and materials needed to create content compatible with the best-selling tabletop RPG system in the world.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of the text in this document is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.opengamingfoundation.org or www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content: (f) "Trademark"

means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3.Offer and Acceptance: By Using the Open Game Content You indicate your acceptance of the terms of this License
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

Copyright notice

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 1999, 2000, Wizard of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Future System Reference Document Copyright 2004, Wizards of the Coast: Authors Christopher Perkins, Rodney Thompson, JD Wiker, based on material by Bill Slavicsek, Richard Baker, Kimber Eastland, David Noonan and Rich Redman

Anime d20 — System Reference Document v1.0

BESM d20 Copyright 2003, Guardians Of Order, Inc.; Author Mark C. MacKinnon.

Cyberware: On the Bleeding Edge of Technology (EN World Gamer #1) Copyright 2004, En Publishing; Author Ramsey "Tome Wyrm" Lundock

EverQuest Role Playing Game: Player's Handbook Copyright 2002, Sony Computer Entertainment America Inc.

Pathfinder Role Playing Game: 2009 Paizo Publishing

Science Fiction Beauties' Handbook 2007 Comstar Media, Author Ramsey "Tome Wyrm" Lundock

Sci Fi Spaceships 2007 Comstar Media, Authors Margaret S. Lundock and Ramsey "Tome Wyrm" Lundock

Silver Age Sentinels d20 Copyright 2002, Guardians Of Order, Inc.; Authors Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble.

Spycraft Copyright 2002 Alderac Entertainment Group: Authors Patrick Kapera, Kevin Wilson

Travellers Handbook (T20) 2002 Quicklink Interactive: Authors Martin Dougherty, Hunter Gordon

Unearthed Arcana 2004 Wizards of the Coast: Authors: Andy Collins, Jesse Decker, David Noonam, Rich Redman



All games available at (Click on the name to visit their site)

RPGNow.com

e23.sjgames.com

wargamedownloads.com

wargamevault.com

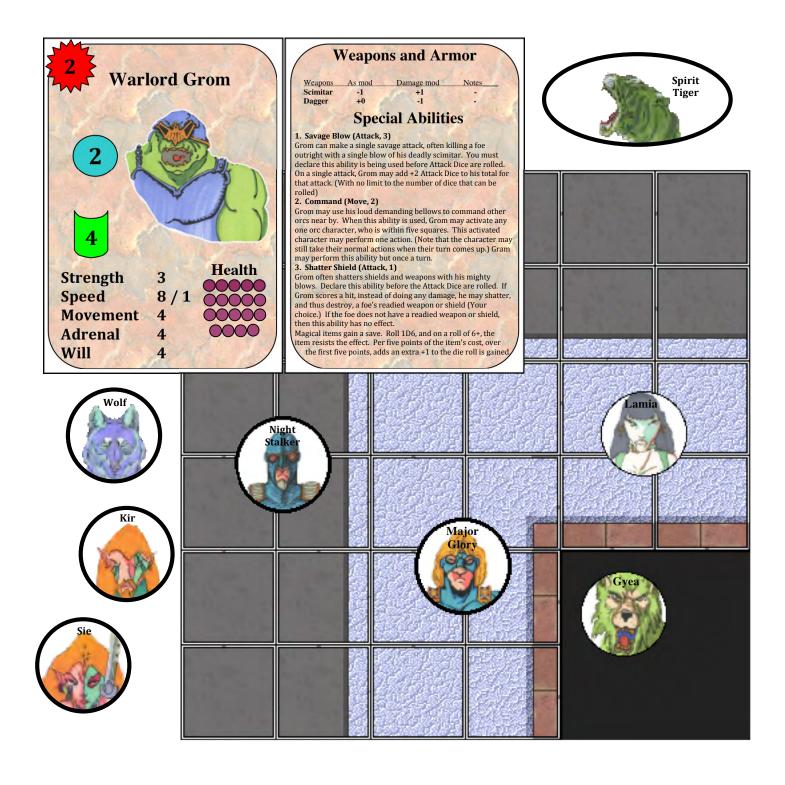
Yourgamesnow.com

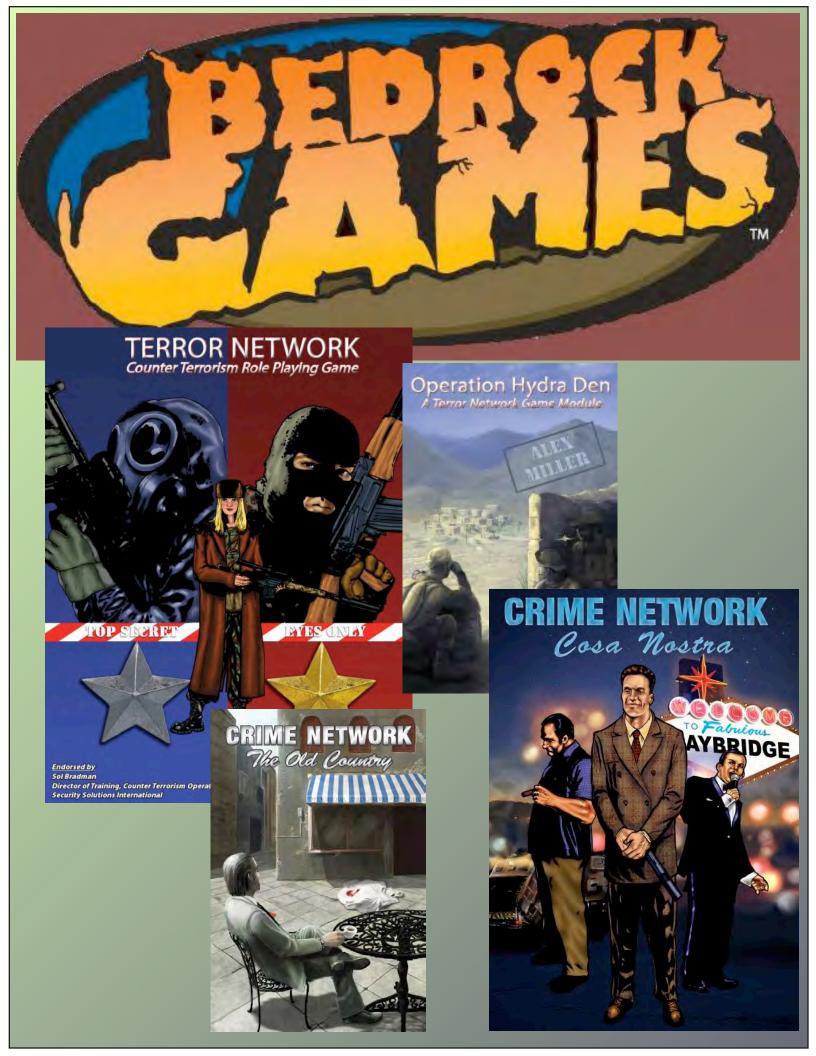
Drivethrustuff.com

Click here for a free catalog and coupon book. Inside you will find links to all of our great games and some coupons for 20% or more off selected games.

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.





Fantasy maker hanobook

TOOKSHOPPE VOKKME 11 PENNIESS CANATIAN STEREOTYPES





Avalon Games is happy to announce its newest print Imprint, Port Nova. Port Nova is a great little publisher of Sci-Fi tabletop war games. Maker of the wonderful Strike legion Series of Game Rules, this series of Sci-FI gaming rules for miniatures is both expansive and fun.

Fully expandable, Port Nova has already come out with two modules for the system that expands both the gaming and the possible uses for the system.

If you love Sc-Fi gaming, tabletop wars or a good time, then be sure to check out this and other great game offered by Port Nova.



Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

