

d20 ALTERNATE HOUSE RULES VI

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CHARACTER CREATION

- **Step 1:** Generate ability scores.
- **Step 2:** Select species.
- **Step 3:** Select traits.
- **Step 4:** Select starting occupation.
- **Step 5:** Select skills.
- **Step 6:** Select feats.
- **Step 7:** Determine Defense bonus, save bonuses, Wealth and Reputation bonuses, Backgrounds, and other purchasable qualities.
- **Step 8:** Purchase equipment.
- **Step 9:** Determine other characteristics.

You begin play with a number of points to spend on building your character. Character creation costs are described below. Additional details on the following entries are presented below.

100 points is a fair approximation of a 1st level character – however, do not assume that every 100 points equates to a level – it doesn't. After the initial 100 point value, each "level" is worth about 30 – 60 points (being generous; this assumes the purchase of Hit Dice or Action Points each time). Thus, a 5th level equivalent character is about 280 points, and a 10th level equivalent is about 500 points.

WHAT IF I DON'T HAVE ENOUGH POINTS?

In some cases, a character option may have a cost greater than the number of points you've been given to build your character with (this is most likely to occur because of species). What to do?

Well, the GM may simply not let you select the option, thus avoiding the matter altogether. If the GM will let you select the option, then the most common procedure is as follows:

Reduce your starting points by 50% and use them to build your character normally. From then on, 50% of your accumulated XP goes towards paying off the cost of the option.

For example, if you are starting with 100 points, and select a species with a cost of 200, you get the species, but you only get 50 points for other features. From now on, one out of every two XP you earn you do not get to spend, but instead apply towards the 200 point cost. Once you've paid this off, you gain your XP normally.

The GM may select, at his discretion, to pay off some of the cost with Negative Traits.

CHARACTER CREATION/ADVANCEMENT COSTS TABLE			
Purchase	Initial	In Play	Time
Ability scores			
<i>3d6 in order</i>	0	n/a	n/a
3d6 as desired	5	n/a	n/a
4d6-lowest in order	10	n/a	n/a
4d6-lowest as desired	15	n/a	n/a
5d6-2 lowest in order	20	n/a	n/a
5d6-2 lowest as desired	25	n/a	n/a
110-point buy	15	n/a	n/a
Fighting	n/a	New *1	240 hours
Strength	n/a	New *1	240 hours
Dexterity	n/a	New *1	240 hours
Constitution	n/a	New *1	240 hours
Perception	n/a	New *2	480 hours
Intelligence	n/a	New *2	480 hours
Wisdom	n/a	New *2	480 hours
Charisma	n/a	New *2	480 hours
Aggression	n/a	New *2	480 hours
Appearance	n/a	Surgical	Surgical
Faith	n/a	New *3 + rp	-
Traits	Special	n/a	n/a
Starting occupation	n/a	n/a	n/a
Skills			
Non-weapon	1 per rank	1 per rank	New *10 hr
Weapon	4 per rank	4 per rank	New *10 hr
Feats	5	5	120 hours
Base Defense bonus (dodge)	4 per +1	4 per +1	240 hours
Save bonuses			
Fortitude	2 per +1	2 per +1	240 hours
Reflex	2 per +1	2 per +1	240 hours

CHARACTER CREATION/ADVANCEMENT COSTS TABLE			
Purchase	Initial	In Play	Time
Will	2 per +1	2 per +1	240 hours
Wealth bonus	5 per +1	5 per +1	240 hours
Reputation bonus	5 per +1	5 per +1	240 hours
Contact	Rtg + Rtg	Rtg + Rtg	10% *1d3 d
Action point			
d2	1	1	n/a
d3	2	2	n/a
d4	5	5	n/a
d5	7	7	n/a
d6	10	10	n/a
d8	12	12	n/a
d10	15	15	n/a
d12	17	17	n/a
d14	20	20	n/a
d16	22	22	n/a
d20	25	25	n/a
d24	27	27	n/a
d30	30	30	n/a
Iterative attack	50	50	240 hours
Hit Die			
d6	10	10	120 hours
d8	12	12	150 hours
d10	15	15	180 hours
d12	17	17	210 hours
d14	20	20	240 hours
d16	22	22	270 hours
d20	25	25	300 hours
d24	27	27	330 hours
d30	30	30	360 hours
Powers	Varies	Varies	Rank *8

Ability scores: The standard method for ability score generation does not have an XP cost.

If you purchase point buy, this works in a different manner than core. Your scores start at 0. You spend the points on a 1-to-1 basis. For example, if you are using 110-point buy, and increase your Strength to 10, that costs 10 of your 110 points. Starting ability score are limited to 18 + species modifier.

Traits: There are three kinds of traits – Neutral Traits, Negative Traits, and Positive Traits.

Starting occupation: This is your starting occupation. Typically, it identifies either your basic day job, or your occupation prior to becoming a criminal.

Skills: All skills not covered under the description of "Weapon Skills" are non-weapon skills.

- **Characters begin play with a number of free skill ranks equal to their Intelligence score.** These can be used for Weapon Skills, but each rank in a weapon skill costs four of these free ranks.
- **Characters also begin play with a number of ranks equal to their Intelligence score in Speak (Native) Language.**

Feats: There's a lot of them, so look them over carefully. Keep in mind that they are scattered across a couple of books and this document.

- **Characters begin play with a number of free feats equal to their Intelligence bonus. These feats can be selected from any non-combat feats** (if it affects your attacks, damage, or Defense, it's probably a combat-related feat).

Base Defense bonus: This is your base Defense bonus. It is a dodge bonus, so it stacks with other dodge bonuses. Your base Defense bonus is lost any time your Dexterity bonus is lost.

Save bonuses: These are your base saving throw bonuses. Each +1 is purchased separately for each save type.

Wealth bonus: This is your Wealth bonus. Depending on the setting, you may receive a free Wealth bonus.

Reputation bonus: Reputation bonus follows the normal rules. If you have multiple identities, each must have its own Reputation bonus.

Contact: Contacts are people and organizations you know who can help you with information, materials, and other aid. Contacts have two ratings – Connection and Loyalty (and the ratings are always in this order). Each rating has from 1 to 20 levels. This acts as a bonus to appropriate rolls. The cost of a contact is the Connection rating + the Loyalty rating.

- **Bonus Contacts:** You begin play with a number of free contact points equal to your Charisma score.

Action point: Action points function in much the same manner as other d20 games. Action points are renewable; when you spend one, it is gone until the next session.

- **Bonus Action Points:** All characters begin play with a free 1d6 action point unless specifically noted otherwise.

Iterative attack: You are able to make iterative attacks. Making an iterative attack requires a full-round action. Each time you purchase this ability, you are entitled to make an additional attack, but each additional attack suffers a -5 penalty. For example, if you have Iterative Attack +1, you may make up to 2 attacks with a full-round action, but the second attack is at a -5 penalty. If you have Iterative Attack +3, you can make up to 4 attacks as a full-round action with the following modifiers: -0/-5/-10/-15. Iterative Attack can be purchased a maximum of (Fighting bonus) times. For example, a character with a +4 Fighting bonus can purchase this four times, allowing him up to 5 attacks.

If you have a Fighting modifier of +0, you can purchase only Iterative Attack +1, and the cost is 75.

If you have a Fighting penalty, you can purchase only Iterative Attack +1, and the cost is 100.

Iterative attacks are additional attacks, in addition to your normal actions per round. So if you have 3 base actions per round and you have Iterative Attacks +3, you can conceivably take up to 6 attack in a round, or 2 actions and 4 attacks, etc. You *must* use a regular action as an attack to gain the Iterative attacks.

Hit Die: To determine a character's base hit points, take the average of all of his ability scores (except for Appearance), round up, and add 10. This means an "average" person will have 20-21 hit points. As usual, subdual hit points equal normal hit points.

If you want more hit points, purchase Hit Dice. Each HD roll applies equally to both general and subdual hit points. To determine the modifier you apply to these purchased Hit Dice, take the result you got from averaging your scores, and treat that number as an ability score to determine the modifier. Thus, if your average was 15, you'd gain a +2 bonus to each HD.

Powers: To improve the rank of a power you already have, you simply pay the final "per rank" cost (including all extras and flaws). If you are buying a new rank, and applying an Extra for the first time, you must also pay points for the extra for each rank you already possess in the power as well.

For powers like *Damage* and *Protection* with ever-increasing costs, improving an existing power requires you to pay the difference between the old and new ranks (remembering that you can improve only one rank at a time).

Time: This is the time you must spend training before you can actually acquire the ability. Training assumes at least 4 hours per day on the goal. A character either can train up to (Wisdom) hours per day, on a single goal or divided between tasks (no more tasks per day than Wisdom bonus).

- **Ability scores:** When improving an ability score, you can improve only by one point at a time. If you wish to improve Appearance, find a reconstructive surgeon.
- **Skills:** If a skill is trained only, you must find some kind of teacher. You may be required to make Wealth checks when improving or learning skills to represent materials and other costs. You can improve a skill one rank at a time.
- **Feats:** You may be required to make Wealth checks when improving or learning skills to represent materials and other costs.
- **Base Defense bonus:** You can improve Base Defense only one point at a time.
- **Save bonuses:** You can improve save bonuses one point at a time, but you can work on all three simultaneously.
- **Wealth bonus:** You can improve Wealth bonus one point at a time.
- **Reputation bonus:** You can improve Reputation bonus one point at a time. If you have multiple Reputation bonuses, they cannot be improved simultaneously.
- **Contact:** You can attempt to develop contacts simultaneously. Gaining contacts in play is a cheaper option.
- **Action Point:** You can purchase an Action Point any time you have the XP.
- **Iterative attack:** You can learn only one new attack at a time.
- **Hit Die:** You can gain only one new hit die at a time.

ABILITY SCORES

The first step in creating a *d20 Modern* character is ability score generation. To generate ability scores, roll 3d6, in order of the ability scores, as follows:

- Fighting
- Strength

- Dexterity
- Constitution
- Perception
- Intelligence
- Wisdom
- Charisma
- Aggression
- Appearance
- Faith

Appearance (App)

Appearance is a new score, using the following rules.

Age Modifiers: The age of the character affects his Appearance score as follows:

- Young Adult +2
- Adult +0 (loses the +2 Young Adult bonus)
- Middle Age -1
- Old -1
- Venerable -1

These modifiers are cumulative – that is, a Venerable character loses a total of three points from Appearance.

Species: Creatures suffer a -2 penalty to Appearance-based checks when dealing with members of other species.

Spells: When using spells of the Enchantment (charm) type, the save DC is derived from the caster's Appearance score instead of the normal ability score.

Aggression [Agr]

Aggression measures your inherent propensity for violence. Aggression doesn't really affect any skills of feats (currently – subject to change in future), but it does provides some modifiers for the character.

- **Fear effects:** When making a save against a fear effect, you can choose to use your Aggression modifier in place of your Wisdom modifier.
- **Rage:** If you have some kind of rage ability, you gain only one-half of the normal ability score bonuses provided, but to those, you add your Aggression bonus. For example, if the rage ability provides a +4 bonus to Strength normally, and you have an Aggression modifier of +3, you would instead add +2+3=+5 to your Strength.

The other primary effects of Aggression come into play when you take damage from attacks and effects. If, from a single attack, you actually suffer damage in excess of your Constitution score, and you have an Aggression modifier (i.e., your Score is 9 or less, or 12 or higher), then roll an Aggression check with a DC equal to 30 – damage suffered.

If the roll succeeds, you will enter a type of berserker rage that lasts for 1d12 rounds, during which time, you add your Aggression bonus to your Strength and Constitution. You will do your utmost to destroy the source of the damage, using your most powerful attacks. If you destroy the target, you will move to the next closest target. You can attempt to prematurely end this rage with a Will save against a DC equal to your Aggression score.

If the roll is a natural 20, roll again. If this is also successful, you enter a suicidal rage. This provides the same modifiers as the berserker rage above, except that you can and will continue to fight until you die. You do not suffer the normal penalties for being disabled or dying. You can attempt to prematurely end a suicidal rage with a Will save against a DC of 5 + Aggression score.

If the initial Aggression check fails, use the following to gauge the results:

Failed by	Result
1 – 5	Stunned 1d3 rounds
6 – 10	Shaken 1d3 rounds
11 – 15	Frightened 1d4 rounds
16 – 20	Panicked 1d6 rounds
21+	Helpless 1d6 rounds

Faith [fai]

Faith measures your inherent faith in a greater power, be it Yahweh, Buddha, Allah, The Flying Spaghetti Monster, or Martha Stewart.

- **Reinforcement:** When you are resisting a mental effect that requires a save, and the situation is one in which your faith would aid, you can use your Faith modifier in addition the normal ability score modifier. For example, if you have a Faith of 18 (in God), and you are the subject of possession by a demon, you can add your Faith bonus to the Will save to resist. Equally, if you are then tortured, say with the goal of getting you to renounce God, you can add your Faith bonus to the Fortitude and Will saves called for by the mechanic.

If your fail to accurately portray your Faith score in play, the GM will modify the score as necessary.

More importantly, in some campaign models, Faith may allow you to request miracles form higher powers. Such rules are noted in the specific documents.

Fighting [fht]

Fighting represents your inherent talent for dealing harm to other creatures. Unless specifically noted, your Fighting modifier is used in place of the normal Strength and Dexterity modifiers for attack rolls.

Perception [Per]

Perception represents your general awareness of your surroundings. This primarily affects Listen and Spot, which use your Perception modifier instead of Wisdom.

Search is an odd skill in which you can choose to use either your Intelligence modifier, or your Perception modifier.

TRAITS

Unless noted otherwise, you may select traits and flaws only during character creation, although the GM may assign traits or flaw during play.

You may select up to **3 Neutral** traits.

You may select up to **4 Negative** traits. If you select Negative traits (each subject to GM discretion), you gain the listed value in bonus character points.

You may select up to **4 Positive** traits. Note the listed point value of these traits. Once you have selected them, the GM will select an equal point value in Negative traits for your character. Alternately, you can use character points during character creation to purchase Positive traits (with no corresponding selection of Negative traits) at 2* the listed value.

Buying Off Traits

Once play has begun, you can attempt to "buy off" certain negative traits and negative aspects of positive traits.

You can attempt to buy off traits using XP acquired during play. The actual requirements to buy off a trait are listed in the description. If you have to do anything other than or in addition to spending XP, you do not lose the XP if you fail the other component.

TRAITS TABLE	
Trait	Value
Neutral Traits	
Abrasive	0
Absent-Minded	0
Cautious	0
Charmed	0
Coldly Logical	0
Conspiratorial	0
Detached	0
Dishonest	0
Distinctive	0
Easy-Going	0
Farsighted	0
Hard of Hearing	0
Hardy	0
Honest	0
Illiterate	0
Muscle-bound	0
Nearsighted	0
Networked	0
Nightsighted	0
Polite	0
Preternaturally Sensitive	0
Quick	0
Reckless Melee	0
Relentless	0
Sheltered Childhood	0
Skinny	0
Slippery	0
Slow	0
Specialized	0
Stout	0
Strange Luck	0
Suspicious	0
Torpid	0
Uncivilized	0
Unholy	0
Negative Traits	
Achilles Heel	50

TRAITS TABLE	
Trait	Value
Addiction	10
Allergy	Special
Amnesia	1 / 2 / 3 / 4
Brain Static	10
Computer Illiterate	2
Criminal Record	5
Dependent	Rating * 2
Enemy	Rating * 2
Feeble	10
Flashbacks	4
Gremlins	5 / 10 / 15 / 20
Guilt	Rating * 2
Inattentive	5
Indebted	5
Jinxed	Rating
Manchurian Candidate	10
Meager Fortitude	6
Pacifist	1 / 4 / 10
Paranoid	10
Phobia	2 / 4 / 10
Rival	Rating
Positive Traits	
Adrenaline Surge	2
Aggressive	4
Agile	4
Battler	4
Believer	4
Bright	4
Charming	4
College Education	1
Coordinator	10
Eidetic Memory	3
Enduring	4
Extreme Effort	2 / 4 / 6
Insightful	4
Lovely	4
Perceptive	4
Piteous	4
Pounder	2 / 4 / 6
Strong	4
Will to Live	1 / 2 / 3

Neutral Traits

Abrasive

You are difficult and demanding in conversation, which tends to oppress those around you.

Effect: You gain a +1 bonus on Intimidate checks. You take a -1 penalty on Diplomacy checks and Bluff checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Charisma check (1 per week).

Absent-Minded

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Effect: You gain a +1 bonus on Knowledge checks (although this does not let you use a Knowledge skill untrained). You take a -1 penalty on Spot checks and Listen checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Will save (1 per week).

Cautious

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Effect: You gain an additional +1 dodge bonus to Defense whenever you fight defensively or take the total defense action. You take a -1 penalty on saving throws made to resist fear effects.

Special: You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait.

Charmed

Someone or something seems to be watching over you.

Effect: You gain a +2 bonus to any saving throws made to resist or avoid damage. You seem to have less control of your own destiny. Action Points cost you double.

Coldly Logical

You have a knack for separating the “cold, hard facts” from useless emotional entanglements.

Effect: You gain a +2 bonus on Sense Motive checks. You take a -2 penalty on Bluff and Diplomacy checks.

Buy Off: You can buy off the penalties from this trait by spending 4 XP and making a DC 20 Wisdom check (1 per week).

Conspiratorial

You can spot connections and patterns that others miss.

Effect: You gain a +1 bonus on Knowledge (current events) checks and Investigate checks. You see conspiracies even when there are none present. You take a -2 penalty on Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Wisdom check (1 per week).

Detached

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Effect: You gain a +1 bonus on Will saves. You take a -1 penalty on Reflex saves.

Dishonest

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Effect: You gain a +1 bonus on Bluff checks. You take a -2 penalty on Diplomacy checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Will save (1 per week).

Distinctive

You have some distinctive physical feature such as a scar, a prominent nose, a limp, or some similar characteristic that is hard to disguise or conceal.

Effect: You gain a +1 bonus on Reputation checks. You take a -1 penalty on Disguise checks.

Buy Off: You can buy off the penalty from this trait by having your distinction feature removed (most likely through surgery). However, if you do so, you lose the Reputation bonus as well.

Easy-Going

You are naturally friendly. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Effect: You gain a +1 bonus on Gather Information checks. You take a -1 penalty on Intimidate checks and Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Will save (1 per week).

farsighted

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Effect: You gain a +1 bonus on Spot checks. Your penalty for range increments 6-10 is only -1 per increment. You have a -2 penalty on Search checks. Within range increment 1, you suffer a -1 penalty to attack rolls.

focused

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Effect: You gain a +1 bonus on Concentration checks. You take a -1 penalty on Spot checks and Listen checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Will save (1 per week).

Hard of Hearing

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Effect: You gain a +1 bonus on Spot checks. You take a -2 penalty on Listen checks.

Hardy

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Effect: You gain a +1 bonus on Fortitude saves. You take a -1 penalty on Reflex saves.

Honest

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and

seeing deception in others.

Effect: You gain a +1 bonus on Diplomacy checks. You gain a -1 penalty on Bluff checks and Sense Motive checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Charisma check (1 per week).

Illiterate

You cannot read, but you have devoted yourself to learning other skills.

Effect: Choose any one skill except Decipher Script or Forgery. You gain a +1 bonus on checks using that skill. You are illiterate.

Special: You can eliminate the negative effects of this trait by spending XP to gain ranks in Read/Write Language. However, ranks in Read/Write Language cost you twice as much as normal.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Muscle-bound

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Effect: You gain a +1 bonus on Strength-based skill checks and ability checks. You take a -2 penalty on Dexterity-based skill checks and ability checks.

Nearsighted

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Effect: You gain +1 bonus on Search checks. You gain a +1 bonus to ranged attack rolls within 30 ft. You take a -1 penalty on Spot checks. At ranged increments 2-10, you suffer an additional -1 penalty to attack rolls.

Networked

You have a network of informants that feeds you information.

Effect: You gain a +2 bonus on Gather Information checks. Information flows both ways and maintaining a network of contacts isn't cheap. Gather Information checks made against you receive a +2 bonus and any Gather Information checks you make have their purchase DCs raised by 1.

Nightsighted

Your eyes are particularly well suited to using darkvision or low-light vision, but they are less well adapted to what others consider normal light.

Effect: Add 10 feet to the range of your darkvision, or increase the range of your low-light vision by 25%. You take a -2 penalty on Spot checks when in areas of bright light.

Special: You must have darkvision or low-light vision as a natural ability to have this trait.

Polite

You are courteous and well spoken.

Effect: You gain a +1 bonus on Diplomacy checks. You take a -2 penalty on Intimidate checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Charisma check (1 per week).

Preternaturally Sensitive

One of your five natural senses has developed beyond the norm.

Effect: Choose one sense (i.e. Sight, Hearing, etc). You gain a +2 bonus on checks involving the use of that sense (i.e. Spot checks for sight, Listen checks for hearing, etc). Your other senses are dull by comparison. You take a -3 penalty on checks involving your other senses.

Quick

You are fast, but less sturdy than average members of your race.

Effect: Your base land speed increases by 10 feet (if you don't have a land speed, apply the benefit to whichever of your speeds is highest). Whenever you gain a Hit Die, reduce the result by one point (minimum of 0).

Special: You must have a Constitution of 4 or higher to select this trait.

Reckless Melee

You naturally sacrifice accuracy to put more power behind your blows.

Effect: You gain a +1 bonus on damage rolls after successful melee attacks. You take a -1 penalty on melee attack rolls.

Relentless

You don't know the meaning of the word “tired”. You go all out until you simply can't continue.

Effect: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities. Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted.

Sheltered Childhood

You were coddled and protected as a child. Your isolation did not aid you

physically or socially, but your mind was allowed to develop.

Effect: You gain a +2 bonus to Intelligence, but suffer a -2 penalty to Strength and Charisma.

Skinny

You are very slender for your race.

Effect: You gain a +1 bonus on Escape Artist checks. You take a -2 penalty on Strength checks to avoid being bull rushed or overrun.

Slippery

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Effect: You gain a +1 bonus on Escape Artist checks to escape a grapple and on grapple checks to escape a grapple or avoid being grappled. You take a -1 penalty on all other grapple checks.

Slow

You are slow, but sturdier than average members of your race.

Effect: Whenever you gain a Hit Die, you gain a +1 bonus to the roll. Your base land speed is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to select this trait.

Specialized

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Effect: Choose one specific Craft or Knowledge skill. You gain a +1 bonus on checks using the specified skill. You take a -2 penalty on all other checks using the same skill (Craft or Knowledge, based on the skill chosen).

Stout

You are heavy for your race.

Effect: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun. You take a -1 penalty on Escape Artist checks.

Strange Luck

You have the weirdest luck.

Effect: When rolling a die purchased with an action point to improve a d20 roll, if you achieve the highest number possible on the die (generally a natural 6 on a d6), you re-roll that die, adding the second number you roll to the previous result. Do not re-roll a single die more than once. So, if you roll a 6 on a d6 action point die, and then re-roll it, getting a 4, the total value of the die roll becomes 10, resulting in a +10 bonus to the die roll the action point die was intended to modify.

When rolling a die purchased with an action point to improve a d20 roll, if you roll a natural 1, you re-roll that die, adding the second number you roll to the previous 1. The total result is applied as a penalty to the roll the action point die was intended to modify. Do not re-roll a single die more than once. So, if you roll a 1 on a d6 action point die, and then re-roll it, getting a 3, the total value of the die roll becomes -4, resulting in a -4 penalty to the die roll the action point die was intended to modify.

Suspicious

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Effect: You gain a +1 bonus on Sense Motive checks. You take a -1 penalty on Diplomacy checks and Intimidate checks.

Buy Off: You can buy off the penalties from this trait by spending 2 XP and making a DC 20 Charisma check (1 per week).

Torpid

You are sluggish and slow to react to danger, but also resistant to other's commands.

Effect: You gain a +2 bonus on saves against enchantment (mind-affecting) effects. You take a -1 penalty on Initiative checks.

Uncivilized

You relate better to animals than you do to people.

Effect: You gain a +1 bonus on Handle Animal checks. You take a -1 penalty on Bluff checks, Diplomacy checks, and Gather Information checks.

Buy Off: You can buy off the penalties from this trait by spending 3 XP and making a DC 20 Wisdom check (1 per week).

Unholy

You radiate a palpable sense of evil.

Effect: You gain a +2 on Intimidate checks. You take a -2 penalty on Bluff and Diplomacy checks.

Negative Traits (Flaws)

Achilles Heel

One spot on your body is extremely vulnerable and you suffer great harm when you are attacked there.

Value: 50

Effect: When you select this disadvantage, roll 1d20 (ignore a result of 20) and note the result. In the future, any attack that results in a natural roll of that number automatically hits and is automatically a critical hit. If the attack requires you to make a saving throw, you take a -4 penalty on the save attempt.

Addiction

You are addicted to a harmful and illegal substance.

Value: 10

Effect: You are addicted to a randomly determined drug.

Allergy

You are vulnerable to a substance that is not normally harmful.

Value: Special – see below.

Effect: The first step in selecting the allergy is determining if the substance or condition is Uncommon (2) or Common (7). Then determine the severity of the symptoms (Mild 3), Moderate (8), or Severe (13).

- **Uncommon:** The substance or condition is rare for the local environment (gold, silver, salt water in a landlocked setting, etc.).
- **Common:** The substance or condition is common for the local environment (sunlight, plastics, pollutants, seawater in a coastal setting, etc.).
- **Mild:** While experiencing the symptoms, you suffer a -2 penalty to attack rolls, skill checks, Dodge bonuses, Reflex and Will saves.
- **Moderate:** While experiencing the symptoms, you suffer a -4 penalty to attack rolls, skill checks, Dodge bonuses, Reflex and Will saves. You suffer a -2 penalty to melee and man-powered projectile damages. Weapons and attacks incorporating the substance deal an additional 25% damage.
- **Severe:** While experiencing the symptoms, you suffer a -4 penalty to attack rolls, skill checks, Dodge bonuses, Reflex and Will saves. You suffer a -2 penalty to melee and man-powered projectile damages. Weapons and attacks incorporating the substance deal an additional 50% damage. Simple exposure to the substance deals 1d4 points of damage per minute.

Amnesia

You can remember nothing about yourself or your past.

Value: 1 / 2 / 3 / 4

Effect: This disadvantage comes into play each time you are challenged or confronted with some complication or danger from your forgotten past. The details of your past are left for you and GM to decide, or it may be left entirely to the GM. The mechanical effects are as follows:

- **1 Amnesia:** You do not remember any details or information about your past. You do remember your name, and retain most of your abilities. The GM will spend 25% of your char gen points.
- **2 Amnesia:** You do not remember any details or information about your past. You do remember your name, and retain some of your abilities. The GM will spend 50% of your char gen points.
- **3 Amnesia:** You do not remember any details or information about your past. You don't remember your name, but retain a few of your abilities. The GM will spend 75% of your char gen points.
- **4 Amnesia:** You do not remember any details or information about your past. You don't remember your name, skills, or abilities. The GM will spend 100% of your char gen points.

Brain Static

Whether it's the chip in your head, the government transmissions or just the voices that never go away when you want them to, something fills your head with noise and leaves you befuddled and confused.

Value: 10

Effect: You take a -4 penalty to Initiative checks, and a -4 penalty to Concentration checks.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Computer Illiterate

You have severe difficulties when operating computers and other electronic devices.

Value: 2

Effect: Whenever you attempt to use an electronic device, you must make an appropriate skill check (typically Computer Use) at a -4 penalty. This applies even when performing tasks that do not normally require skill tests (such as turning on the computer).

Criminal Record

You are a convicted felon.

Value: 5

Effect: You take a -6 penalty to Bluff and Diplomacy checks when dealing with members of law enforcement who are aware of your criminal record.

Dependent

You have a loved one, a wife, a child, or even a sickly old aunt, that you must care for and protect.

Value: Rating * 2

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the dependent.

Roll	Result
14 or less	No appearance or effect
15 - 20	The dependent briefly needs you
21 - 30	The dependent frequently needs you throughout the month
31+	The dependent requires your attention and help almost constantly for the period.

Unless you pay off this Trait, a terminated dependent will soon be replaced by one of equal value.

Gather Information checks made against you can also reveal the existence of your dependant. These checks are made against a DC of 25 minus the rating.

Enemy

Someone is out to get you.

Value: Rating * 2

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the enemy.

Roll	Result
14 or less	No appearance or effect
15 - 20	The enemy briefly acts against you
21 - 30	The enemy acts against you throughout the month
31+	The enemy is heavily focused on you this time

Unless you pay off this Trait, a terminated enemy will soon be replaced by one of equal value.

Feeble

You are un-athletic and uncoordinated.

Value: 10

Effect: You take a -2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks, including damage rolls, attack rolls, saves, and Defense.

Flashbacks

You suffer severe flashbacks due to a traumatic event.

Value: 4

Effect: You suffer from flashbacks (vivid, hallucinatory) due to a traumatic event in your life. Whenever you encounter a potential trigger, roll a DC 25 Will save. If this fails, flashbacks occur, incapacitating you for 1d6 minutes.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Gremlins

You have preternaturally bad luck with technology.

Value: Mild (5); Moderate (10); Severe (15); Bad (20).

Effect: Whenever you perform a skill or action that involves a piece of technology (not including implanted devices), you suffer a critical failure on a natural die roll.

- If you have *Mild Gremlins*, you suffer a critical failure on a natural 1.
- If you have *Moderate Gremlins*, you suffer a critical failure on a natural 1-2.
- If you have *Severe Gremlins*, you suffer a critical failure on a natural 1-3.
- If you have *Bad Gremlins*, you suffer a critical failure on a natural 1-4.

Note, for you would-be clever folk, Gremlins does not allow you to manipulate a piece of the enemy's technology in order to cause it to malfunction for him.

Guilt

You are plagued by guilt over some past deed or misdeed.

Value: Rating * 2

Effect: When confronted with the source of your guilt, you suffer a penalty to all dice rolls equal to the rating of the trait. After one hour, you

may make a Will save (DC 25) to shake off the effects. You will remain "guilt-stricken" until a successful Will save is made.

Buy Off: You can buy off this trait by seeking psychiatric help. This follows the rules for reducing failed notches in a Madness gauge, treating the effect as 20 notches.

Inattentive

You are particularly unaware of your surroundings.

Value: 5

Effect: You take a -4 penalty on Listen checks and Spot checks.

Buy Off: You can buy off this trait by spending 8 XP and making a DC 20 Will save (1 per week).

Indebted

Your spending habits have put you chronically and deeply in debt.

Value: 5

Effect: You take a -4 penalty on Wealth checks. This penalty applies regardless of your actual Wealth bonus.

Jinxed

You cannot catch a break.

Value: Rating * 1

Effect: If you win a waterbed in a contest, it will spring a leak and flood your apartment while you are out saving the world. Your girlfriend gets mono right before the romantic evening you've been planning for months. Your best friend blames you for the death of his villainous father. Your luck never actually gets so bad as to make your adventures more dangerous but your bad luck just makes everything around you more complicated, twisted, and generally lousy. Hopefully, you're at least a happy-go-lucky, friendly, neighborhood guy to make up for this dismal luck.

At the beginning of each game session make an unmodified d20 roll against a DC equal to the rating of this disadvantage. Failure indicates your luck has turned sour again. The details of this fickle turn of fate are left entirely to GM's fiat.

Manchurian Candidate

You have been brainwashed into working for some secret person or organization.

Value: 10

Effect: You can be forced to follow some preprogrammed plan of action with the utterance of a code word or simple phrase. You must succeed at a Will save (DC 30) to resist the effects of your programming. Failure indicates you will follow your programming until your task is completed. If the task takes longer than a day to complete, additional Will saves (DC 30) can be made each day. This programming must be determined by the Game Master, or at least approved by him or her.

Meager Fortitude

You are sickly and susceptible to a variety of afflictions.

Value: 6

Effect: You take a -3 penalty to Fortitude saving throws.

Pacifist

You believe in non-violence as a way of life. You can fight, but cannot bring yourself to kill an enemy or abandon one to die.

Value: 1 / 4 / 10

Effect: For a 1-point trait, you cannot spend action points (or any other similar mechanism) on combat-related checks.

For a 4-point trait, you will fight only to defend yourself or those under your personal care. Not only can you not spend action points on combat checks, you must make a DC 10 Will save to engage in combat in applicable situations.

An 8-point flaw works as a 4-point flaw, except to engage in any kind of combat, you have to make a DC 30 Will save and spend an action point.

Paranoid

You believe they really are out to get you.

Value: 10

Effect: In situations where you are required to trust someone (including people you know), you must succeed at a Will save (DC 20) or take a -2 penalty to all skill checks for 1d6 hours. During that time period, you can spend Action Points only to "escape" from or "defend yourself" against the person who activated your paranoia.

Phobia

You have a deep, irrational fear of something.

Value: Mild (2); Moderate (4); Severe (10).

Effect: How badly this fear will affect you is determined by the level of the phobia. The GM as always, reserves the right to select or change your phobia.

- **Mild:** When confronted by your fear make a Will save (DC 15) or become shaken for 10 rounds. You may make a new saving throw every 10 rounds.
- **Moderate:** When confronted by your fear make a Will save (DC 20) or become panicked for 10 rounds. You may

make a new saving throw every 10 rounds.

- **Severe:** When confronted by your fear make a Will save (DC 25) or cower for 10 rounds. You may make a new saving throw every 10 rounds.

Buy Off: You can buy off a phobia by seeking psychological help. This follows the same rules as removing failed notches from a Madness gauge. Treat a Mild phobia as equal to 10 notches, a Moderate phobia as equal to 15 notches, and a Severe phobia as equal to 20 notches.

Rival

Someone is out to ruin you, but unlike an enemy, the rival only wants to ruin your life, not end it.

Value: Rating

Effect: At the beginning of each game session (depending on stopping points and the like), the GM will roll 1d20+ rating, with the result determining the probable frequency of the rival.

Roll	Result
14 or less	No appearance or effect
15 – 20	The rival briefly acts against you
21 – 30	The rival acts against you throughout the month
31+	The rival is heavily focused on you this time

Unless you pay off this Trait, a terminated or defeated rival will soon be replaced by one of equal value.

Positive Traits (Edges)

Adrenaline Surge

You are quick to respond.

Value: 2

Effect: In combat and other stressful situations, you receive a +4 bonus to Initiative, and a +1 dodge bonus to Defense. These bonuses last for a number of rounds equal to your Constitution modifier +1. Afterwards, you are fatigued for a number of minutes equal to the rounds you received the bonus. These bonuses do not stack with like bonuses gained through technology or magic.

Aggressive

You are abnormally aggressive, often preferring violence to other solutions.

Value: 4

Effect: You gain an inherent +2 bonus to Aggression.

Agile

You are particularly agile.

Value: 4

Effect: You gain an inherent +2 bonus to Dexterity.

Battler

You are particularly skilled at dealing damage.

Value: 4

Effect: You gain an inherent +2 bonus to Fighting.

Believer

You have a strong faith in a higher power.

Value: 4

Effect: You gain an inherent +2 bonus to Faith.

Bright

You are particularly intelligent.

Value: 4

Effect: You gain an inherent +2 bonus to Intelligence.

Charming

You are memorable and often viewed as charming.

Value: 4

Effect: You gain an inherent +2 bonus to Charisma.

College Education

You have received formal college education.

Value: 1

Effect: You can use Knowledge skills untrained (up to DC 15).

Coordinator

You are a born organizer of people.

Value: 10

Effect: When you can take a full-round action to direct your allies, make a DC 15 Charisma check. If successful, a number of allies equal to your Charisma bonus within 30 ft. gain a +1 bonus to attack rolls or skill checks (your decision). This bonus lasts for a number of rounds equal to your Charisma bonus. You can attempt this as often as desired.

Eidetic Memory

You have a photographic memory.

Value: 3

Effect: You can remember damn-near everything that's ever happened to you. For things you've experienced or know directly, you have near perfect recall. If you forget a piece of information, the GM will typically either give it to you, or have you roll a DC 1 Intelligence check to remember it. However, if you want to remember who sat two tables from you at lunch on Tuesday, 7 years ago, the GM may call for a DC 10 or higher Intelligence check.

Enduring

You are particularly healthy.

Value: 4

Effect: You gain an inherent +2 bonus to Constitution.

Extreme Effort

You have a natural gift for pushing your physical strength.

Value: 2 / 4 / 6

Effect: This trait is available in three levels:

- **Level 1:** When you must make a Strength or Strength-based check, you gain a +2 bonus to the check. To gain this bonus, the action is extended to a full-round action.
- **Level 2:** When you must make a Strength or Strength-based check, you gain a +4 bonus to the check. To gain this bonus, the action is extended to a full-round action.
- **Level 3:** When you must make a Strength or Strength-based check, you gain a +6 bonus to the check. To gain this bonus, the action is extended to a full-round action.

Insightful

You have a particularly insightful nature based on common sense.

Value: 4

Effect: You gain an inherent +2 bonus to Wisdom.

Lovely

You are particularly attractive.

Value: 4

Effect: You gain an inherent +2 bonus to Appearance.

Perceptive

You are particularly perceptive.

Value: 4

Effect: You gain an inherent +2 bonus to Perception.

Piteous

Enemies pity you and pull back when striking you.

Value: 4

Effect: At the beginning of a melee combat, make a DC 15 Bluff check. If successful, enemies pull back their attacks slightly, dealing 1 point less damage. This does not apply to enraged enemies and foes with similar conditions.

Pounder

You are a natural melee combatant.

Value: 2 / 4 / 6

Effect: This is available in three levels.

- **Level 1:** You gain a +1 bonus to all melee damage.
- **Level 2:** You gain a +2 bonus to all melee damage.
- **Level 3:** You gain a +3 bonus to all melee damage.

Strong

You are particularly strong.

Value: 4

Effect: You gain a +2 inherent bonus to Strength.

Will to Live

You are particularly resistant to death.

Value: 1 / 2 / 3

Effect: To determine when you are disabled, and dying, treat your Constitution score as +2 / +4 / +6.

STARTING OCCUPATIONS

Academic

Includes librarians, archaeologists, scholars, professors, teachers, and other educational professionals.

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Computer Use, Craft (writing), Decipher Script, Gather Information, Knowledge (arcane lore), Knowledge (art), Knowledge (behavioral sciences), Knowledge (Business), Knowledge (civics), Knowledge (current events), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (popular culture), Knowledge (tactics), Knowledge (technology), Knowledge (theology and philosophy), Profession, Read/Write Language, Research, or Speak Language.

Wealth Bonus: +3
Value: 15 + free skill ranks.

Adventurer

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

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Climb, Demolitions, Disable Device, Drive, Endurance, Escape Artist, Initiative, Intimidate, Jump, Knowledge (arcane lore), Knowledge (streetwise), Knowledge (tactics), Knowledge (technology), Move Silently, Pilot, Ride, Spot, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), Swim, Treat Injury, or Weapons (one of choice).

Wealth Bonus: +1

Value: 5 + free skill ranks.

Apothecary

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

Prerequisite: Age 20+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (chemical, mechanical, pharmaceutical, or writing), Disable Device, Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Profession, Repair, or Research.

Bonus Feat: Gain Educated as a bonus feat.

Wealth Bonus: +3.

Value: 20 + free skill ranks.

Athlete

Includes amateur athletes of Olympic quality and professional athletes of all types.

Prerequisite: Strength 13 or Dexterity 13.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Balance, Climb, Drive, Endurance, Initiative, Jump, Ride, Swim, Tumble or Weapons (Flails and Chains, Heavy Blades, Light Blades, Maces and Clubs, or Unarmed) (if you select a Weapons skill, you do not receive the bonus feat below).

Bonus Feat: Select Holding Basics, Kicking Basics, Punching Basics, or Throwing Basics.

Wealth Bonus: +1

Value: (with skills) 5 + free skill ranks; (with feat) 10 + free skill ranks.

Blue Collar

Includes factory workers, food service, construction, service industry jobs, taxi drivers, postal workers, and other non-desk jobs.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

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

Wealth Bonus: +2

Value: 10 + free skill ranks.

Bohemian

Bohemians are people who do not live life by society's rules. They are free spirits who express themselves in unique and quirky manners suited to their own tastes. Bohemians do not generally hold down regular 9-to-5 jobs, but spend what little money they have freely on life's little pleasures. They include social activists, hippies, anarchists, vagabonds, artists, and anyone else who believes in throwing off society's shackles.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Climb, Craft (mechanical or structural), Diplomacy, Disguise, Forgery, Gather Information, Hide, Jump, Knowledge (current events, popular culture, or streetwise), Listen, or Sense Motive.

Reputation Bonus Increase: +1.

Value: 5 + free skill ranks.

Bureaucrat

Bureaucrats are skilled at navigating the systems, networks, and confusing arrays of rules and regulations inherent in modern corporate and political processes. They may be helpful or obstructive depending on where they work and with whom they're dealing, but they always know how to get things done.

Bureaucrats include receptionists, secretaries, paralegals, interns, desk clerks, executive assistants, human resources representatives, middle management, and anyone else involved in keeping the wheels of business turning.

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Craft (writing), Diplomacy, Forgery, Gather Information, Knowledge (business, civics, current events, history, or popular culture), Listen, Profession, read/Write Language, Research, Sense Motive, or Speak Language.

Bonus Feat: Select either Educated or Renown.

Wealth Bonus Increase: +2.

Value: 15 + free skill ranks.

Celebrity

Is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. This includes entertainers of all types, authors, newscasters, radio personalities, and so forth.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Craft (visual art), Craft (writing), Diplomacy, Disguise, Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sexual techniques), Perform (sing), Perform (stand up), Perform (stringed instruments), Perform (wind instruments), or Profession.

Reputation Bonus: +1

Wealth Bonus: +4

Value: 25 + free skill ranks.

Corporate Zombie

The corporate zombie has been raised working for the corporation, trained by the corporation, buying from the corporation, and most likely, living in the corporation's housing. This may have dealt some damage to your soul, but you have a good understanding of the corporate life.

Prerequisite: Age 21+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Computer Use, Craft (any), Diplomacy, Gather Information, Knowledge (business, civics, or earth and life sciences), Profession, Research, or Speak Language.

Wealth Bonus Increase: +4.

Value: 20 + free skill ranks.

Craftsperson

A craftsperson is anyone trained to create or fix items using basic materials. This includes carpenters, jewelry makers, potters, cobblers, blacksmiths, plumbers, and anyone else who works making or repairing specific types of items or machinery.

Prerequisite: Dexterity 13.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (any), Disable Device, Knowledge (art, physical sciences, or technology), Profession, Repair, Research, or Treat Injury.

Bonus Feat: Select one of the following: Builder, Creative, or Gearhead.

Wealth Bonus Increase: +2.

Value: 15 + free skill ranks.

Creative

Covers artists of all types who turn their artistic spark into a career, including illustrators, authors, graphic artist, musicians, sculptors, etc.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Computer Use, Craft (visual art), Craft (writing), Disguise, Forgery, Knowledge (arcane lore), Knowledge (art), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand up), Perform (stringed instruments), Perform (wind instruments), Profession, or Spot.

Wealth Bonus: +2

Value: 10 + free skill ranks.

Criminal

Includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers and other types of career criminals.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Disable Device, Disguise, Forgery, Gamble, Hide, Intimidate, Knowledge (streetwise), Listen, Move Silently, Sleight of Hand, Spot, or Weapons (one of choice).

Wealth Bonus: +1

Value: 5 + free skill ranks.

Dilettante

Usually get their wealth from family holdings and trust funds. They typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his time.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Gamble, Intimidate, Knowledge (current events), Knowledge (popular culture), Profession, Read/Write Language, Ride, or Speak Language.

Reputation Bonus: +1

Wealth Bonus: +6

Value: 35 + free skills.

Doctor

Can be a general practitioner, specialist, surgeon, or even a psychiatrist.

Prerequisite: Age 25+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Computer Use, Craft (pharmaceutical), Knowledge (behavioral sciences), Knowledge (earth and life sciences), Knowledge (technology), Profession, Research, Search, or Treat Injury.

Wealth Bonus: +4

Value: 20 + free skill ranks.

Domestic

Domestics include maids, butlers, nannies, drivers, cooks, waiters, valets, gardeners, and anyone else who makes a living by performing routine household tasks for someone else.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Concentration, Diplomacy, Drive, Gather Information, Handle Animal, Hide, Intimidate, Knowledge (current events), Listen, Move Silently, Pilot, Profession, Repair, Search, Sense Motive, or Spot.

Wealth Bonus Increase: +1.

Value: 5 + free skill ranks.

Drifter

Aimless wanderers and world-wise jacks-of-all-trades who move between cities and states, working odd jobs until boredom or fate leads them somewhere else.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Decipher Script, Disable Device, Disguise, Forgery, Gamble, Gather Information, Hide, Knowledge (streetwise), Navigate, Sleight of Hand, or Speak Language.

Wealth Bonus: +2

Value: 10 + free skill ranks.

Emergency Services

Includes rescue workers, firefighters, paramedics, hazardous materials handlers, and EMTs.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioral sciences), Knowledge (earth and life sciences), Knowledge (streetwise), Knowledge (technology), Profession, Search, Treat Injury, or Swim.

Wealth Bonus: +2

Value: 10 + free skill ranks.

Entrepreneur

Have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire funds necessary to bankroll their newest moneymaking ventures.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Diplomacy, Gamble, Knowledge (business), Knowledge (current events), Knowledge (technology), Research, or Profession.

Reputation Bonus: +1

Wealth Bonus: +4

Value: 25 + free skill ranks.

Gladiator

Gladiators have been fighting all their lives, whether on the streets, or in some form of arena. They include disenchanting youths and poverty-stricken hoodlums looking to trade fists for cash, and so forth.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your

Intelligence score).

Balance, Endurance, Initiative, Intimidate, Knowledge (streetwise), Tumble, or Weapons (unarmed).

Wealth Bonus: +1

Value: 5 + free skill ranks.

Hacker

Some of those who live outside the law find themselves behind a computer screen rather than climbing through dark windows. These men and women are known as hackers/crackers and unsecured information is their cup of tea and what they make their money with by stealing and selling it to the highest bidder. However, not all hackers are crooks. In fact, some of them work for the government against others who would steal sensitive information. Many software and networking companies will hire hackers to protect their products and information from their not-so-legal brethren.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Computer Use, Disable Device (Computers Only), Forgery, Investigate, Knowledge (streetwise), Knowledge (technology), Repair, Research, or Sense Motive.

Bonus Feats: Select either Gearhead or Meticulous

Wealth Bonus Increase: +2.

Value: 15 + free skill ranks.

Heir

Heirs are the elite sons and daughters of powerful magnates, influential nobles and politicians, and monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption they might someday lead their families into the future.

Prerequisite: Age 21+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (visual art), Craft (writing), Diplomacy, Knowledge (art), Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (history), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand up), Perform (stringed instruments), Perform (wind instruments), Profession, Read/Write Language, Ride, or Sense Motive.

Bonus Feat: Educated.

Reputation Bonus: +1

Wealth Bonus: +6

Value: 40 + free skill ranks.

Investigative

Includes investigative reporters, photojournalists, private investigators, police detectives, criminologists, espionage agents and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Computer Use, Craft (visual art), Craft (writing), Decipher Script, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences), Knowledge (civics), Knowledge (earth and life sciences), Knowledge (streetwise), Profession, Research, Search, or Sense Motive, or Weapons (handguns).

Wealth Bonus: +2

Value: 10 + free skill ranks.

Law Enforcement

Includes uniformed police, state troopers, federal police, federal agents, S.W.A.T., and the like.

Prerequisite: Age 21+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

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

Bonus Feat: Armor Proficiency (light).

Wealth Bonus: +1

Value: 10 + free skill ranks.

military

This represents paramilitary forces and soldiers from less regimented militaries.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Climb, Endurance, Demolitions, Drive, Hide, Initiative, Knowledge (tactics), Move Silently, Navigate, Pilot, Profession, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), Swim, or Weapons (assault rifles).

Bonus Feat: Armor Proficiency (light).

Wealth Bonus: +1

Value: 10 + free skill ranks.

MOS Armor

You are trained as a driver or crewman on a large wheeled or tracked vehicle.

Prerequisite: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Demolitions, Disable Device, Drive, Hide, Knowledge (tactics), Knowledge (technology), Navigate, Repair, Weapons (heavy weapons), Weapons (assault rifles).

Bonus Feats: Gunnery or Surface Vehicle Operation (heavy wheeled or tracked).

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Aviation

You are trained in aviation support techniques, including Air Traffic Control.

Prerequisite: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Craft (electronic), Craft (mechanical), Craft (structural), Knowledge (technology), Navigate, Repair.

Bonus Feats: Air Traffic Control Expert or Radar Operation.

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Combat Engineering

You are trained in combat construction and bridge laying, as well as mine laying and mine removal, and EOD.

Prerequisite: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (chemical), Craft (electronic), Craft (mechanical), Craft (structural), Demolitions, Disable Device, Drive, Knowledge (technology), Navigate, Repair, Search, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), Weapons (assault rifles).

Bonus Feats: Surface Vehicle Operation (heavy earthmovers and bridge layers).

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Diver

You are trained in underwater repair, demolition, and salvage.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (chemical), Craft (electronic), Demolitions, Disable Device, Knowledge (technology), Repair, Search, Swim, Weapons (assault rifles).

Bonus Feats: Endurance.

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Field Artillery

You are trained to fire indirect fire weapons, from the smallest mortar to the largest howitzers.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (structural), Demolitions, Disable Device, Drive, Knowledge (tactics), Hide, Repair, Weapons (assault rifles).

Bonus Feats: Artillery, Teamwork [specific team].

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Infantryman/Rifleman

You are trained to perform offensive and defensive combat operations.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Climb, Craft (structural), Demolitions, Disable Device, Drive, Hide, Intimidate, Knowledge (tactics), Navigate, Search, Spot, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), Weapons (assault rifles) (2 ranks).

Bonus Feats: Armor Proficiency (light).

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Intelligence

You are trained in gather intelligence.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your

Intelligence score).

Bluff, Communications, Computer Use, Decipher Script, Diplomacy, Forgery, Gather Information, Intimidate, Research, Sense Motive, Spot.

Bonus Feats: Electronic Warfare.

Wealth Bonus Increase: +2

Value: 15 + free skill ranks.

MOS Law Enforcement

You are trained to provide security for installations and to act as military police.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Diplomacy, Drive, Handle Animal, Intimidate, Investigate, Knowledge (civics), Sense Motive, Weapons (assault rifles), Weapons (handguns), Weapons (unarmed).

Bonus Feats: Armor Proficiency (light).

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Maintenance

You keep the military up and running.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Craft (electronic), Craft (mechanical), Craft (structural), Drive, Knowledge (technology), Repair, Weapons (assault rifles).

Wealth Bonus Increase: +1

Value: 5 + free skill ranks.

MOS Medical

You are trained to act as a field medic.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (electronic), Craft (pharmaceutical), Diplomacy, Knowledge (behavioral sciences), Knowledge (technology), Repair, Research, Treat Injury

Bonus Feats: Medical Expert or Surgery feats (Surgery requires Officer Candidate School).

Wealth Bonus Increase: +2

Value: 15 + free skill ranks.

MOS NBC

You are trained in identifying NBC threats and teaching the maintenance of NBC equipment.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Craft (chemical), Craft (electronic), Diplomacy, Disable Device, Knowledge (technology), Repair, Research, Treat Injury.

Bonus Feats: NBC.

Wealth Bonus Increase: +1

Value: 10 + free skill ranks.

MOS Pilot

You are trained to pilot various types of aircraft.

Prerequisites: Age 18+, Strength 10, Intelligence 10, Officer Candidate School.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Craft (electronic), Craft (mechanical), Knowledge (tactics), Navigate, Paratroop, Pilot, or Repair.

Bonus Feats: Aircraft Operation, Gunnery.

Wealth Bonus Increase: +2

Value: 20 + free skill ranks.

MOS Signals

You are trained to operate, install, maintain and repair communications systems.

Prerequisites: Age 18+, Strength 10, Intelligence 10.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Communications, Craft (electronic), Craft (mechanical), Diplomacy, Knowledge (technology), Repair.

Bonus Feats: Electronic Warfare.

Wealth Bonus Increase: +2

Special: You have Secret levels security clearance.

Value: 15 + free skill ranks.

Outcast

Not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Diplomacy, Disguise, Hide, Knowledge (streetwise), Search, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), or Treat Injury.

Bonus Feat: Toughness.

Wealth Bonus: +1

Value: 10 + free skill ranks.

Politico

Politicos are born dealmakers. They are drawn to situations where money, goods, and power are bartered, and they are the people without whom deals cannot be made. Politicos include negotiators, lobbyists, agents, judges, politicians, and other people who make their livings by getting groups or individuals to come to terms and consummate deals.

Prerequisite: Charisma 13.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences), Knowledge (civics), Knowledge (current events), Knowledge (history), Knowledge (popular culture), Knowledge (theology and philosophy), Listen, Profession, Read/Write Language, Research, Sense Motive, or Speak Language.

Bonus Feat: Select one of the following: Renown, Trustworthy, or Windfall.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Value: 25 + free skill ranks.

Religious

Includes ordained clergy of all faiths, as well as theological students and experts on religious studies.

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Decipher Script, Knowledge (arcane lore), Knowledge (art), Knowledge (behavioral sciences), Knowledge (history), Knowledge (streetwise), Knowledge (theology and philosophy), Listen, Read/Write Language, Sense Motive, or Speak Language.

Wealth Bonus: +2

Value: 10 + free skill ranks.

Rural

Includes farm workers, hunters and others who make a living in rural communities.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Swim, or Weapons (shotguns or rifles).

Wealth Bonus: +1

Value: 5 + free skill ranks.

Scavenger

Scavengers turn society's wreckage and discarded trash into useful tools or items for trade.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Decipher Script, Disable Device, Knowledge (technology), Move Silently, Repair, Search, Spot, or Survival (urban).

Wealth Bonus: +2

Value: 10 + free skill ranks.

Student

Includes high school, college or grad school, seminary, military school, or student at any other educational facility.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Computer Use, Knowledge (arcane lore), Knowledge (art), Knowledge (behavioral sciences), Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (popular culture), Knowledge (technology), Knowledge (theology and philosophy), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand up), Perform (stringed

instruments), Perform (wind instruments), Read/Write Language, Research, or Speak Language.

Wealth Bonus: +1

Value: 5 + free skill ranks.

Technician

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

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Computer Use, Craft (chemical), Craft (electronic), Craft (mechanical), Craft (structural), Knowledge (business), Knowledge (earth and life sciences), Knowledge (physical sciences), Knowledge (technology), Profession, Read/Write Language, Repair, Research, or Speak Language.

Wealth Bonus: +3

Value: 15 + free skill ranks.

Transporter

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one location to another.

Prerequisite: Age 18+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

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

Bonus Feat: Vehicle Expert.

Wealth Bonus: +1

Value: 10 + free skill ranks.

Tribal

Tribal characters come from a culture or group that functions distinctly and separately from the mass of mainstream society. Often these are aboriginal populations, people whose way of life dates back to before the area was "civilized," and who refuse to give up their traditional ways in order to conform to popular convention. In other cases, they are groups who have purposely eschewed the rules and regulations of modern society and formed a less complex culture of their own. Tribal societies are often (but not always) feudal in nature. Tribal characters can include members of Native American nations, aboriginal Australians, some street gangs, and anyone else who comes from a culture that maintains traditional practices rather than following modern practices.

Prerequisite: Age 15+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Balance, Craft (pharmaceutical, structural, or visual art), Escape Artist, Handle Animal, Hide, Intimidate, Jump, Knowledge (current events, popular culture, or streetwise), Listen, Move Silently, Navigate, Ride, Sense Motive, Spot, Survival (arctic), Survival (desert), Survival (swamp), Survival (temperate), Survival (tropical), Survival (urban), or Swim.

Bonus Feat: Select one of the following: Animal Affinity, Athletic, Guide, or Track.

Wealth Bonus Increase: +1.

Value: 10 + free skill ranks.

White Collar

Includes office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, real estate agents, and a variety of mid-level managerial types.

Prerequisite: Age 23+.

Skills: You gain one rank in each of the following skills (up to your Intelligence score).

Bluff, Computer Use, Diplomacy, Knowledge (art), Knowledge (business), Knowledge (civics), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (technology), Profession, or Research.

Wealth Bonus: +3

Value: 15 + free skill ranks.

REPUTATION

As normal, when encountering someone, the GM will make a (base) DC 25 Reputation check to determine if the person has been heard of (I may allow you to roll your own Reputation checks when we need to know if someone has heard of you). This can provide a bonus to some skill checks, and imposes a penalty to Disguise checks as follows:

REPUTATION EFFECTS		
Reputation Score	Skill Checks	Disguise Checks*
1 – 4	+0	-
5 – 10	+1	-
11 – 17	+2	-1

REPUTATION EFFECTS		
Reputation Score	Skill Checks	Disguise Checks*
18 – 25	+3	-1
26 – 34	+4	-2
35 – 44	+5	-2
45 – 55	+6	-3
56 – 67	+7	-3
68 – 80	+8	-4
81 – 94	+9	-4
95+	+10	-5

At the GM's discretion, the penalty to Disguise Checks in the table above is applied whenever you disguise yourself in a location where you are well known. It may be reduced if you are popularly believed to be dead or far away.

Reputation is attached not only to a character but also to a place. An outlaw famous in one town for defeating a hated inquisitor may be completely unknown in another, where word of the inquisitor never reached. When making a Reputation check, the DC is determined by where you currently are. Your Reputation may not travel with you if you go further afield. If you travel to an area where you have not been before, consult the table below to determine any modifiers to your Reputation.

Distance Travelled: This is the physical distance from the nearest area where you have built up a Reputation.

Temporary Reputation Check DC: The DC of Reputation checks for the first month you spend in a new area. Over time, news of your arrival and knowledge of your actions spreads enough to return to the standard DC of 25.

Reputation Modifier: Determine your Reputation for a new area by applying this modifier to your Reputation score in the original area.

REPUTATION BY DISTANCE MODIFIERS		
Distance Travelled	Temporary Reputation Check DC	Reputation Modifier
Nearby Town	30	-10
Elsewhere in the same country	35	-20
Another country	40	-30
Another world	50	-40

However, unlike the normal rules, your Reputation has a Nature that you can select (I reserve the right to change the nature in the course of play if necessary).

Each nature dictates how you may use your Reputation score. A Reputation's nature determines which skill checks it may be used as bonus to. In all cases, people must recognize you in order for your Reputation score to apply in a situation, as detailed above.

Brave: You are known for your unflinching and steadfast demeanor in the face of danger. You have faced down many powerful enemies and defeated them not only with skill at arms but also indomitable spirit. You may apply your Reputation bonus to Bluff and Intimidate checks when dealing with others.

Coward: When danger calls, you run in the opposite direction. You are known for your flighty nature and tendency to shirk from challenges. Few respect you and your Reputation makes it difficult for you to deal with others. If you are recognized, your Reputation bonus automatically counts as a penalty to any Intimidate checks when dealing with others. However, you may use it as a bonus to Bluff and Gather Information checks as others tend to underestimate you and you can take advantage of that when lying or trying to extract information from them.

Cruel: You inflict pain upon others for little reason and are known for your sadistic and capricious nature. Those who recognize you will attempt to avoid you, for your name commonly arouses fear and loathing in others. You may apply your Reputation bonus to Bluff and Intimidate checks when dealing with others.

Honest: You are thought to keep your word at all times. You are known not only as a hero of the people but also as a person who adheres to a strict code of honor. Whether this is truly the case is irrelevant, so long as you maintain your public persona. You may apply your Reputation bonus to Bluff, Sense Motive and Gather Information checks. People trust you and are easily swayed by your words or eager to help you out.

Talented: You are known as an expert in your field. You may, for example, be a gifted scholar or powerful warrior. Your exploits are well known but your talent and ability mark you as a legend in the making. You may apply your Reputation modifier to Bluff and Knowledge checks when dealing with others. As an acknowledged expert, your advice and work are both highly valued.

Trickster: When you move through a room, everyone pauses to check their purses. You are known as a shifty and sneaky scoundrel. When your Reputation precedes you, apply it as a penalty to Bluff checks when dealing with others, as people expect you to lie about everything anyway. On the other hand, your exploits make others somewhat nervous, allowing

you to use your Reputation as a bonus to Intimidate and Gather Information checks.

Villain: You inspire fear and dread in others because of the ruthless goals you pursue. Your methods may not be brutal but you are known as someone best not crossed. You may apply your Reputation bonus to all Bluff, Intimidate and Gather Information checks when dealing with others.

Allies

Allies are a type of contact.

Gaining Allies

Gaining an ally is a function of Reputation. You can attempt to gain an ally within one of your Allegiances as often as once per 12 months – Reputation bonus (minimum of once per month). Make a DC 20 Reputation check; if successful, you gain an ally. You can have a maximum number of allies equal to one-half his Reputation modifier.

Allies are dependent upon allegiances. If you renounce an allegiance (or has it revoked by the GM) you lose all allies tied to that allegiance. Even if you later regain the allegiance you must reestablish your allies within that allegiance as if they were totally new allegiances.

Calling on Allies

No matter how many allies you have, there is a limit to how many times you can use your allies during a period of time. You automatically call on one ally per allegiance during the course of a single week of game time. A second call to an ally of the same allegiance requires a DC 20 Reputation check. The DC of this check increases by +5 for each additional time during that week that you attempt to call on allies from that allegiance.

If you need a rationale for this limit; your allies *like* you, they don't *work* for you.

Whether or not you need to make a check to get in touch with your contact, it will take the contact 1d6 hours to get in touch with you and/or provide the needed assistance.

Ally Types

Influence

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

When you use an influence ally to make an introduction, the initial attitude of the person you're introduced to is improved one step (if the party was inclined to be Neutral to you before the introduction he will be Friendly now and so forth).

Knowledge

Knowledge allies are specialists in various Knowledge or Intelligence-based skills.

When you call on a knowledge ally, you gain a bonus to one Knowledge skill check equal to your Reputation or a bonus to one Intelligence-based skill equal to one-half your Reputation (the ally will not show up to perform the skill for you in the middle of an adventure but will offer helpful advice to give you a bonus to your own skill check).

Skill

Skill allies are specialists in skills based on abilities other than Intelligence or Charisma. This ally's chosen skill must be one of the Occupational skills you have selected and represents a former teacher or master of that skill.

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

Supply

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

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

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

BACKGROUNDS

One aspect of character development and creation available to you are Backgrounds. Backgrounds are essentially sub-plots you select to enhance your character. You can purchase backgrounds during character generation,

and during play, and the GM may assign backgrounds as necessary as well.

Backgrounds do not provide any real mechanical benefits to your character. So why purchase them you ask? Because if a background comes up in play, it can earn you additional experience points.

Backgrounds are rated with a range from 1 to 10. During character creation, the cost of a background is the rating *1 points. During play, you can purchase new backgrounds, or improve the ratings of existing backgrounds for a cost of rating *1 XP.

When selecting backgrounds, you must okay your selections with the GM. If you fail to do so, the GM is not obligated to pay any attention to your backgrounds, and, therefore, you will most likely not gain any XP from having them.

When a background plays into your current mission, you gain XP. To determine the amount of XP gained, first determine if the background is a minor aspect of the mission, or a focal point and compare to the following table:

BACKGROUND XP AWARDS		
Rating	Minor	Focal
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10
6	6	12
7	7	14
8	8	16
9	9	18
10	10	20

If the GM ignores a properly consulted background for three consecutive adventures, you may cash it in for XP equal to the rating-appropriate Focal value. If you cash in a background, you may not purchase that background again until at least three adventures have passed.

For example, if you have a rating 3 background and I ignore it for 3 adventures, you can cash it in for 6 XP.

Remember, all backgrounds include conflict; if a background you select doesn't include conflict – be it spiritual, mental, or physical, then it's not a background. Furthermore, if the background's involvement in a mission doesn't include conflict, it gains you no XP.

You cannot possess more than a total rating of 10 in backgrounds in any combination.

Also remember that at practically anytime, I reserves the right to cash in one of your backgrounds for you for the amount listed above.

All good sub-plots eventually come to an end. Your background should come to an end as well at some point, either because of something your character does, or because the GM ends it. I will inform you prior to ending a background, but I am under no obligation to inform you as to the reason why.

If your background ends naturally during a mission, you gain double the normal XP for it. When a background ends, you may receive additional XP for good role playing as well.

Following are some common backgrounds (note that in some cases, these have effects similar to Traits).

Alien

Due to your alien origin, you encounter prejudice and mistrust from others. The rating of this background determines the severity of this bias, the negative treatment you receive from those not native to your home world, and the potential complications that may arise from misplaced suspicion (such as surveillance, arrest, or even exile).

Amnesia

This background (unlike the trait) has no impact on your character's statistics. It simply means that you can't remember anything from before a point selected by the GM. It also means that an individual or group is trying to kill you, probably because of something you can't remember. The rating of the background determines the reach and power of those hunting you.

Debt

The rating of the background determines the sum you owe and the power of the collectors, as well as their diligence in collecting. Even a 1-point rating results in a debt that is large enough that your salary or saving can't clear it.

Defeated

You might have been defeated by an enemy, a rival, or due to a lack of skill or twist of fate. Regardless, this background indicates that you're determined to return the favor, no matter the cost. The rating determines the hazards inherent in this goal.

Dishonored

You've been dishonored somehow, due to your actions, or through those of another. If a military character, your rank has probably been reduced. The rating determines the severity and public knowledge of your shame, and the difficulty involved in regaining your pride and standing.

Dying

You're slowly dying (but not as slowly as, say, Joe, down the street), either from disease, genetic imperfection or manipulation, or some other physical ailment. The rating determines speed with which you're dying as well as the severity of the ailment's symptoms and how much you're hampered by its progress.

Fear

You suffer from an intense phobia, the severity of which is determined by the rating. Treat this as a Severe phobia with a DC equal to 25 + background rating.

Gamemaster Fiat

When you select this background, you're telling the GM that you want a sub-plot, but also that you want to be surprised. Sometime when you least expect it, he'll spring it on you.

Hunted

You're wanted – by an enemy, by the law, or perhaps even by your own peers. The rating determines the pursuers' power, network of contacts, and resources at their disposal.

Hunting

You're searching for something you've lost, or something you've been ordered to recover. The rating determines the value of the something, the danger involved in retrieving it, and the timetable available to you to do so.

Liaison

You're a negotiator, intermediary, or political bridge between individuals, organizations, or even nations. Your work can bring people together – or tear them viciously apart. The rating determines the power scale of those with whom you work, as well as the general dispositions of those partners towards each other (the higher the rating, the more adversarial the relationships).

Long-Term Mission

You have a secondary mission that often overlaps other assignments you receive. The rating determines the frequency of your activation for this alternate mission as well as the danger level and difficulty of the mission.

Lost (or Forbidden) Love

You shouldn't be having your current relationship, or your reputation, or that of your allies, could be damaged if the relationship is revealed. You might be seeing an ally's relative, or even an enemy. The rating determines the injury you or your allies would sustain if the relationship were revealed.

Alternatively, your lover may have been taken from you, in which case, the rating determines the power level of those who took your lover or split you apart.

Mistaken Identity

Someone wants something from you or is convinced that you're someone you're not. All you know is that you need to find out what's happening and soon. The rating determines the amount of personal danger the confusion puts you in, the power and resources of the people threatening you, and the difficulty of solving the situation.

Nemesis

One of your enemies is dedicated to disrupting your life, or even injuring or killing you. The rating determines how often the nemesis comes after you, the resources at his disposal, and the complexity of his plots against you. This is roughly equal to an Enemy trait with a rating equal to twice the background rating.

Obligation

You owe someone a favor – maybe for something specific, or as a lingering debt of thanks. The rating determines how difficult the eventual request is to complete, and the power and influence of the person whom you owe. If you're not careful, this can mutate into Nemesis.

Political Enemy

You've garnered the ill will of a powerful political force. The rating determines not only the station and political pull of your enemy, but also, at the GM's discretion, temporary reduction of your finances and other aspects of your life depending on your status and that of the enemy.

Problematic Relationship

You're engaged in a romantic relationship which, while not interfering with your duties, provides some difficult entanglements. Perhaps you have a spouse who isn't aware of your actual work, who grows restless from all the time you spend away from them. Maybe co-worker creates friction between you and your teammates. The rating determines the frequency with which this relationship comes into play, and the attention, help, or intervention required to satisfy its needs.

Protector

You're charged with protecting a friend, family member, loved one, or a group of allies, or you're occasionally forced to defend the same from outside threats, such as the Goa'uld. The rating determines the frequency with which your charges come under attack, as well as the severity of the danger. This is roughly equal to Dependant, with a rating equal to twice the background rating.

Public Life

You maintain a public persona outside of your normal career. Perhaps you're a career military man with regular assignments or base duties. Maybe a race car driver who has to make appearances at competitions around the world and show up for endorsement ads. Regardless, you must frequently take a break from your job to keep your public life going. The rating determines the frequency of these interruptions and the hassles you must endure before you can return to your normal duties.

Saboteur

You're responsible for the sabotage of one enemy's equipment and supplies, and are well-known as one of their most dangerous opponents. The rating determines the power and resources of the enemy, and the likelihood that the enemy's agent and allies will recognize you. When new sabotage missions present themselves, it also determines the general danger level.

Stolen Object

You've lost something; an object important to you, a close ally, a friend, or your superiors. Now you've dedicated yourself to getting it back, no matter the cost. The rating determines the power and reach of those who stole the object, and the intensity of the need to get it back.

Traitor

You've betrayed your former allies and gone over to the other side. Regardless of whether you did so out of moral realization or greed, you're now pursued both for your treason, and to eliminate any sensitive information you might possess. The rating determines the strength and resources of your former allies, the effort they dedicate to tracking you down, and whether they wish to take you alive or dead.

True Identity

You've assumed your current identity to achieve some goal or run from your former life. The rating determines the importance or notoriety of your former identity and the lethality of the forces trying to reveal you.

Vendetta

You long to destroy one of your enemies in particular. The rating determines the target's power and influence, and how prepared he is to face you.

Vow

You've made a promise you intend to keep, no matter the cost. The rating determines the difficulty in fulfilling the vow.

Wanted

You're wanted for a crime that you may or may not have committed. The rating determines the power and resources of the person or organization seeking to take you into custody, as well as the severity of the sentence you face if caught.

SKILLS

SKILLS			
Skill	Abil	Skill	Abil
Balance ^{AP}	Dex	Dance	*
Bluff	Cha	Keyboards	*
Climb ^{AP}	Str	Percussion Inst.	*
Communications ^T	Int	Sexual Techniques	*
Computer Use ^T	Int	Sing	*
Concentration	Con	Stand-Up	*
Craft	-	Stringed Inst.	*
Chemical ^T	Int	Wind Inst.	*
Electronic ^T	Int	Pilot ^{AP T}	Dex
Home Economics	Int	Profession	Wis
Mechanical ^T	Int	Read/Write Language ^T	Int
Pharmaceutical ^T	Int	Repair ^T	Int
Structural	Int	Research	Int
Visual Art	Int	Ride ^{AP}	Dex
Writing	Int	Search	I/P
Decipher Script ^T	Int	Sense Motive	Wis
Demolitions ^T	Int	Sleight of Hand ^{AP T}	Dex
Diplomacy	Cha	Speak Language ^T	Int
Disable Device ^T	Int	Spot	Per
Disguise	App	Survival	-
Drive ^{AP}	Dex	Arctic	Wis
Endurance ^{AP}	Con	Desert	Wis
Escape Artist ^{AP}	Dex	Swamp	Wis
Forgery	Int	Temperate	Wis
Gamble	Wis	Tropical	Wis
Gather Information	Cha	Urban	Wis
Handle Animal ^T	Cha	Swim ^{AP}	Str
Hide ^{AP}	Dex	Treat Injury	Int
Initiative ^{AP}	Per	Tumble ^{AP T}	Dex
Intimidate	Cha	Use Rope	Dex
Investigate ^T	Int		
Jump ^{AP}	Str	Weapons	-
Knowledge	-	Assault Rifles	Fht
Arcane Lore ^T	Int	Axes ^{AP}	Fht
Art ^T	Int	Black Powder Firearms ^T	Fht
Behavioral Sciences ^T	Int	Bows ^{AP}	Fht
Business ^T	Int	Crossbows	Fht
City	Int	Flails and Chains ^{AP}	Fht
Civics ^T	Int	Grenade Launchers	Fht
Current Events ^T	Int	Handguns	Fht
Earth/Life Sciences ^T	Int	Heavy Blades ^{AP}	Fht
History ^T	Int	Heavy Weapons ^T	Fht
Physical Sciences ^T	Int	Light Blades ^{AP}	Fht
Popular Culture ^T	Int	Maces and Clubs ^{AP}	Fht
Streetwise ^T	Int	Machine Guns	Fht
Tactics ^T	Int	Picks and Hammers ^{AP}	Fht
Technology ^T	Int	Polearms ^{AP}	Fht
Theology/Philosophy ^T	Int	Rays, Beams, and Bolts	Fht
Listen	Per	Rifles	Fht
Move Silently ^{AP}	Dex	Shotguns	Fht
Navigate	Int	Slings & Thrown ^{AP}	Fht
Paradrop ^{AP}	Dex	Spears and Lances ^{AP}	Fht
Perform	-	Submachine Guns	Fht
Act	*	Unarmed ^{AP}	Fht

^{AP} Armor-based penalties apply to this skill.
^T This skill is Trained Only.

AID ANOTHER

As normal, when someone is performing a skill check, his allies can attempt to aid him by making their own skill checks. The DC for these skill checks is 10; if successful, the main character gains a +2 bonus for each successful aid attempt, limited by the number of people who can conceivably fit around him for any given task.

If the aid another skill check is a critical failure (see below), the main character takes a -2 penalty (per critical failure). On a critical success, the bonus increases to +4.

For every 10 full ranks the helper has in the applicable skill, increase

the bonus of a successful aid another attempt by +1.

The above rules apply to using Aid Another in combat as well. In addition, a character with 5 or more ranks in a skill who is currently using that skill, can take a -4 penalty on his skill check in order to provide allies within 30 ft. a +2 bonus to their skill checks for the same skill (the allies must be able to see and hear you). This, for example, allows a person skilled at using Hide to provide a bonus to allied Hide checks, while taking a penalty on his own.

For every additional 5 ranks you have in the skill, you can increase the penalty in 4-point increments to increase the allied bonus in 2-point increments.

IMPROVING SKILLS THROUGH USE

When you make a skill check, if the DC is 5 or more points higher than your total bonus for the check (or, in the case of attack rolls, if the Defense of an actively defending target is 5 or more points greater), and you succeed on the check, make a notation (or notch) next to the skill of the DC of the check.

When the GM determines (typically after accumulating 5 notches), make a GM-viewed Intelligence check. The DC for this check equals the DC of the original skill check. If successful, you gain 1 rank in that skill.

If the original skill check was a critical success, you gain a +4 bonus to the follow-up Intelligence check.

IMPROVING SKILLS THROUGH TRAINING

You can attempt to improve your skills through guided training (education). This takes 10 times the normal time required to learn a new rank, at no more than 2 hours per day.

At the end of this time, the instructor will roll 1d20+ Intelligence mod + Charisma mod + Will save mod. The DC for his check is your Intelligence score +10.

At the same time, you make an Intelligence check. The DC for this check equals your new ranks in the skill +10. If both checks are successful, you gain a rank in the skill. Note that this method is typically not free of financial cost.

CRITICAL SKILL CHECKS

Critical Success

You score a critical success on a skill check when your skill check result exceeds the DC *2. For example, if you have to make a DC 15 Balance check, you score a critical success if you roll a 31 or better. The effects of a critical success are explained below, although the GM may apply different effects as necessary.

Critical Failure

You critically fail a skill check if you fail the check by more than 15 points. For example, if, against the DC 15 Balance check, you roll a -1 or worse, you fail critically. The effects of critical failures are explained below, although the GM may apply different effects as necessary.

In many cases, skill descriptions include a result if you fail by "x" or more; if that effect is different than the critical failure effect, it applies normally.

Critical Effects

Balance:

- Success:* You move at twice the speed you attempted to move (up to double your speed).
- Failure:* You fall; alternately, you freeze in place, requiring someone to come get you.

Bluff:

Standard:

- Success:* The target believes your bluff for the next minute.
- Failure:* Not only does the target see through your bluff, he reacts in the worst way possible.

Feinting:

- Success:* The target is flat-footed against you for an entire round, not just a single attack.
- Failure:* You take a -4 penalty to further attempts to feint the target.

Bolster Troop Morale:

- Success:* Increase bonus to +4.
- Failure:* Troops take a -2 penalty to Aggression for the battle.

Diversion:

- Success:* You gain a +4 bonus to the Hide check.
- Failure:* As long as you remain in the general area, those in the area gain a +4 bonus to see you.

Heckle:

- *Success:* performer makes check at -6 penalty.
- *Failure:* Crowd turns against you.

Idle Chitchat:

- *Success:* Double the duration.
- *Failure:* Target's attitude worsens by one step.

Secret Message:

- *Success:* The target gains a +4 bonus to understand the message.
- *Failure:* The target receives a completely different message.

Taunt:

- *Success:* The target targets you not only with his next attack, but for the remainder of the battle.
- *Failure:* The target is immune to further Bluff checks from you for the remainder of the battle.

Climb:

- *Success:* You move at twice the speed you attempted to move (up to double your speed).
- *Failure:* You fall; alternately, you freeze in place, requiring someone to come get you.

Communications:**Standard:**

- *Success:* You perform the task one one-half the normal time.
- *Failure:* You botch the check; opposing checks for the remainder of the encounter gain a +4 bonus.

Cryptography:

- *Success:* If encrypting, you code can be broken only by a critical success; if decrypting, you do so in one-half the normal time.
- *Failure:* If encrypting, attempt to break the code are automatically successful; if decrypting, you fail, and cannot decrypt the code – someone else must decrypt it instead.

Computer Use:**Find File:**

- *Success:* You find the file in one-half the normal time.
- *Failure:* You can't find the file, and take a -4 penalty on future attempts to find that info.

Defeat Security:

- *Success:* You gain a +4 bonus on attempts to defeat additional security on the same system for the duration of the encounter.
- *Failure:* Not only are you detected, you are locked down, taking a -4 penalty on all actions in that system for the remainder of the encounter.

Defend Security:

- *Success:* Not only do you end the intruder's session, you determine his physical location.
- *Failure:* You take a -4 penalty to defend your security against that intruder for the remainder of the encounter.

Degrade Programming:

- *Success:* The effect lasts for twice as long (or the penalty imposed doubles).
- *Failure:* You damage your computer, and take a -4 penalty to all Computer Use checks with the computer until you repair it (as if your programming was degraded).

Write Program:

- *Success:* The program provides a +4 bonus instead of +2, or you write the program in one-half the time.
- *Failure:* The program corrupts your data; repair as if your programming was degraded.

Operate Remote:

- *Success:* You gain a +2 bonus to checks involving the operation of the device.
- *Failure:* You fail, and take a -4 penalty on additional attempts to operate the device for the remainder of the counter.

Concentration:

- *Success:* You can complete the task with no further Concentration tasks.
- *Failure:* You fail at the task, and cannot attempt it again until at least one of the distractions is removed.

Craft:**Chemical:**

- *Success:* You create the target in one-half the normal time.
- *Failure:* (**acid**) You spill the acid on yourself; (**explosive**) the compound detonates; (**poison**) you are exposed to the substance.

Electronic:

- *Success:* You create the item in one-half the normal time.
- *Failure:* The item is ruined, as are all the materials.

Home Economics:

- *Success:* If crafting a meal, you create a superior repast that, in certain circumstances, can add a +1 bonus to your Reputation. If creating clothing or the like, it is of masterwork quality.
- *Failure:* If creating a meal, everyone who consumes the meal must make a DC 15 Fortitude save or suffer nausea for 3d30 hours. If creating clothing or the like, it is poor and will fall apart as the first opportunity.

Mechanical:

- *Success:* You create the item in one-half the normal time.
- *Failure:* The item is ruined, as are all the materials.

Pharmaceutical:

- *Success:* You create the compound in one-half the normal time, or it provides a +4 bonus instead of +2.
- *Failure:* The compound is ruined, as are all the materials (if you fail by more than 25 points, the compound appears normal, but acts as arsenic)

Structural:

- *Success:* You create the item in one-half the normal time.
- *Failure:* The item is ruined, as are all the materials.

Visual Art: This is an open-ended check with no critical results.**Writing:** This is an open-ended check with no critical results.**Decipher Script:**

- *Success:* You translate the text in one-half the normal time.
- *Failure:* You fail, and take a -4 penalty on future attempts to translate that language.

Demolitions:**Set Detonator:**

- *Success:* You set the detonator as a standard action.
- *Failure:* The device detonates.

Place Explosive:

- *Success:* The device deals *2 damage to the structure (*3 damage if you beat the DC by more than 20 points).
- *Failure:* The device detonates.

Disarm Explosive:

- *Success:* You disarm the device in one-half the normal time.
- *Failure:* The device detonates.

Diplomacy:**Standard:**

- *Success:* The target acts according to your demands almost completely, and probably with a little something extra.
- *Failure:* The target ends the interaction immediately, and may attempt to remove you or have you removed. He will accept no further attempts for several days at least.

Seduction:

- *Success:* The target may become infatuated with you, or even consider doing something they wouldn't normally do.
- *Failure:* The target ends the interaction immediately, and will not accept any future attempts.

Disable Device:

- *Success:* You disable the device in one-half the normal time.
- *Failure:* You "jam" the device and take a -4 penalty to future attempt to disable it for the remainder of the encounter (or until repaired as applicable).

Disguise:

- *Success:* The disguise can only be penetrated by an opposed critical success.
- *Failure:* The disguise appears perfectly functional but will fail at a critical moment.

Drive:

(These will change when the vehicle rules are completely finished).

- *Success:* You gain a +4 bonus on your next check, assuming it takes place as a part of this movement.
- *Failure:* You lose control of the vehicle.

Endurance:**Force March:**

- *Success:* You can go for twice as long before the next check.
- *Failure:* You must immediately cease your movement and are exhausted.

Hold Breath:

- *Success:* You gain a checkless round of holding your breath.
- *Failure:* You immediately void your lungs and begin to suffer the effects.

Ignore Hunger:

- *Success:* You gain a +4 bonus to the next check.
- *Failure:* You take double subdual or Constitution damage.

Ignore Thirst:

- *Success:* You gain a +4 bonus to the next check.

- *Failure:* You take double subdual or Constitution damage.
- Run:**
- *Success:* You gain a +4 bonus to the next check.
 - *Failure:* You must immediately cease running for at least 1d10 minutes of rest.
- Sleep in Armor:**
- *Success:* You gain a +4 bonus to the check the next night.
 - *Failure:* You are exhausted instead of fatigued.
- Swim:**
- *Success:* You gain a +4 bonus to the next check.
 - *Failure:* You are immediately exhausted.
- Escape Artist:**
- *Success:* You escape in one-half the normal time; or, if moving through a tight space, you have to make only the single check.
 - *Failure:* You are trapped – someone else must free you.
- Forgery:**
- *Success:* The forgery can only be detected with an opposed critical success.
 - *Failure:* The forgery appears perfectly function and passes all quality examinations, but fails at a critical moment.
- Gamble:**
- *Success:* You gain a +4 bonus to the check on the next hand/round/game with the same players during this encounter.
 - *Failure:* You take a -4 penalty to the check on the next hand/round/game with the same players during this encounter.
- Gather Information:**
- *Success:* You gain not only the answer to your inquiry, but any related information.
 - *Failure:* You receive false information or the target of your inquiry automatically learns that you're nosing around.
- Handle Animal:**
- Handle/Push:**
- *Success:* The animal gains a +1 bonus on its next related action.
 - *Failure:* The animal panics and you must make a DC 20 handle Animal check to bring it back under control.
- Teach/Train:**
- *Success:* You teach or train the animal in one-half the normal time.
 - *Failure:* The animal refuses to learn anything from you ever, and other handlers take a -5 penalty to their attempt to teach or train the beast.
- Hide:** Hide is a completely opposed check, and has no critical results.
- Initiative:**
- Avoid Feint:** Avoiding a feint is a completely opposed check and has no critical results.
- Initiative:**
- *Success:* If you score a critical success, you can simply decide your place in the Initiative order.
 - *Failure:* You go last. Completely dead last.
- Intimidate:** Intimidate is a completely opposed check and has no critical results.
- Investigate:**
- *Success:* You collect the evidence in one-half the normal time, or, when applicable, lab tests gain a +4 bonus.
 - *Failure:* You either completely misinterpret a clue, or ruin physical evidence.
- Jump:**
- *Success:* Not only do you land exactly where you desire, but you treat only half the distance jumped against your movement for the round.
 - *Failure:* You fall with no chance to grab something.
- Knowledge:**
- *Success:* You remember additional related information.
 - *Failure:* You recall information, it's just incorrect.
- Listen:**
- *Success:* You hear the target sound with complete precision.
 - *Failure:* You mishear the sounds.
- Move Silently:** Move Silently is a completely opposed check and has no critical results.
- Navigate:**
- *Success:* You find a route that knocks about 25% off your best travel time.
 - *Failure:* You get lost, and take a -4 penalty on further attempts to find your way.
- Paradrop:**
- *Success:* You land precisely and perfectly. Attempts to detect your landing take a -4 penalty.
 - *Failure:* You land hard, taking double the normal damage.
- Perform:** Perform checks are open-ended with no critical results.
- Pilot:** Pilot uses the same current rules as Drive.

Profession:

- *Success:* No effect.
- *Failure:* You bungle your finances so badly that you lose -1 Wealth.

Read/Write Language:

- *Success:* You read the language perfectly, with no chance of misunderstanding.
- *Failure:* You fail to read the language, and take a -4 penalty on future attempt to translate that particular document.

Repair:

- *Success:* You complete the repairs in one-half the normal time, or jury-rigged items last twice as long.
- *Failure:* You break the item in such a manner that future attempts to repair it take a -4 penalty, or jury-rigged items fail completely.

Research:

- *Success:* You complete your research in one-half the normal time, or find additional related information.
- *Failure:* You fail to find anything and take a -4 penalty on future attempts to research that particular subject.

Ride:

Guide w/Knees:

- *Success:* Your next check to guide with your knees gains a +4 bonus during this encounter.
- *Failure:* You fall off the mount.

Stay in Saddle:

- *Success:* You gain a +4 bonus to your next check to remain in the saddle during this encounter.
- *Failure:* You fall, taking double damage.

Fight:

- *Success:* You can control the mount as a free action for the round.
- *Failure:* You lose control of the animal.

Cover:

- *Success:* You gain complete cover.
- *Failure:* You fall off the mount.

Soft Fall:

- *Success:* You take no damage and can regain your feet as an immediate free action.
- *Failure:* You fall, taking double damage.

Leap: As per Jump.

Fast Mount:

- *Success:* You mount so perfectly that you gain a +1 bonus to Ride checks for the remainder of the round.
- *Failure:* You fail to mount the beast, and cannot attempt to do so again this round.

Search:

- *Success:* You find everything in the target square, as well as in the adjacent squares, or you find everything the target is attempting to conceal from you.
- *Failure:* If the square contains a trap, you trigger it. Otherwise, you disturb anything that could be found in such a way that other attempts to search for it take a -4 penalty, and you are completely convinced that there is nothing of interest in the square.

Sense Motive:

- *Success:* You intuit extremely accurate information.
- *Failure:* You utterly misinterpret the information.

Sleight of Hand:

- *Success:* Only a critical success on the attempt to detect your action will notice your sleight of hand.
- *Failure:* Everyone within line of sight notices your poor attempt.

Speak Language:

- *Success:* You command the language perfectly and have perfect understanding and communication for the encounter.
- *Failure:* You completely misunderstand the language for the duration of the encounter.

Spot:

- *Success:* You automatically win an opposed check (such as Disguise), even if the target scored a critical success or notice all possible information or evidence in the area.
- *Failure:* You mistakenly believe you saw something that didn't actually occur, or completely miss all information in an area (you can only gain this information now with a critical success).

Survival:

- *Success:* You don't need to make another general Survival check for a week – your result applies for the next 7 days.
- *Failure:* You take a -4 penalty to all Survival checks for the next 7 days.

Swim:

- *Success:* You move twice the normal swimming speed for

the round.

- **Failure:** You become tangled in an obstruction or otherwise screwed and begin to drown – you cannot extricate yourself – someone else must save you.

Treat Injury:

Long-term:

- **Success:** Hit locations gain +1 HP; subdual hit point gain +5 HP.
- **Failure:** The patient receives no healing for the day.

Restore HP:

- **Success:** Restore double the amount.
- **Failure:** You actually deal a point of damage.

Revive:

- **Success:** You perform this as a standard action.
- **Failure:** You worsen the condition, doubling the duration.

Stabilize:

- **Success:** You stabilize the target, and he gains 1 hit point.
- **Failure:** The patient goes into shock and dies.

Surgery:

- **Success:** You perform the surgery in one-half the normal time.
- **Failure:** You botch the surgery, dealing 1d6 damage to the location.

Treat Disease:

- **Success:** The target gains a +4 bonus to save (in addition to treatment bonuses).
- **Failure:** Any of your further attempts to treat this incident of the disease for this subject automatically fail.

Treat Poison:

- **Success:** You completely neutralize the secondary effects.
- **Failure:** You administer the wrong treatment, causing the subject to take a -4 penalty to save versus the secondary effects.

Tumble:

Land Softly:

- **Success:** Subtract 10 ft. from the distance fallen before determining damage.
- **Failure:** You land poorly, taking an additional 50% damage.

Tumble:

- **Success:** You move without provoking attacks of opportunity.
- **Failure:** Against any attacks of opportunity, you are treated as flat-footed.

Use Rope:

- **Success:** The knot won't come undone even under extreme circumstances; if used to bind someone, they must score a critical success to escape.
- **Failure:** The knot comes undone at a critical moment, or a bound person escapes with no check required.

Weapons:

Firearms:

- **Failure:** The weapon jams, or the round is a dud.

Melee:

- **Failure:** You leave yourself open for an attack of opportunity by any opponents within range.

Projectile:

- **Failure:** The string or mechanism breaks.

Thrown:

- **Failure:** You fling the weapon in a random direction using the scatter rules.

MODIFIED SKILLS

Balance

Log roll: Maintaining your balance on a rolling log, barrel, boulder, or similar object requires a DC 20 Balance check. A logrolling character can move at his normal speed, or even take a double move, but any change in direction requires an additional Balance check. Rolling any faster than a double move increases the DC to 30.

Resist trip: If you have 10+ ranks in Balance, you can make a Balance check -10 to avoid being tripped in place if a Strength or Dexterity check.

Standing on a moving mount or vehicle: Standing up in a horse's saddle, the roof of a moving coach or wagon, or car, is possible. When attempting this on a creature using normal movement rules, the DC is 15 at normal speeds, 20 if moving at a double-move, and 25 if running.

When attempting this on a mount using vehicle speeds, the DC is 15 at 25% max speed, 20 at 50% max speed, 30 at 75% max speed, and 40 at all-out speed.

Terrain and the actual object or creature being stood upon may modify all DCs. When standing on mounts, Ride checks may be required as well.

Throw someone off balance: If you and an opponent are standing

on the same precarious surface, one that is susceptible to swaying (such as a tightrope, small rowboat, rope bridge, etc), you can attempt to rock the surface and throw your opponent off balance by making an opposed Balance check as a move action. The loser of the check is considered off balance until his next action (opponents get a +2 bonus to attack him and he loses his Dexterity bonus to Defense). If the winner and loser differ by 5 or more, the loser falls, suffering any appropriate damage.

Bluff

Bolster Troop Morale: If you are in charge of soldiers (regulars or conscripts), you can use Bluff to bolster their morale temporarily before a battle. Make a Bluff check, opposed by a single Sense Motive check (see below for modifiers) made by the troops (if the unit consists of mixed experience troops, such as Green, Regular, and Veteran), make a separate check for each type. New recruits gain a +1 bonus. Veteran and Elite troops gain a +6 bonus to their Sense Motive check.

If successful, the troops gain a +2 modifier on their next Aggression check made to see if they route. As long as the battle moves in your favor, they retain this bonus. If the battle turns against you, however, they take a -2 penalty to further checks made in that battle. If you lose the battle, they retain the -2 penalty for as long as you command the unit, until you score a significant victory.

You can apply this to as many as 10 troops per rank in Bluff.

This takes at least a full-round action, and you can only use it on the same troops once per 24 hours.

BOLSTER MORALE MODIFIERS	
Circumstance	Sense Motive Mod
The target wants to believe you ("You have trained for this! They'll never know what hit them")	-5
The bluff is believable "Orcs don't fight well in sunlight! We can take them!")	+0
The bluff is a little hard to believe ("Ogres are just a little taller than you! Gang up on them!")	+5
The bluff is hard to believe ("Dragons can only breath fire once per day! He's done now, we can get him!")	+10

Heckle: You can use Bluff to heckle a performer. This takes a minute, and has no re-try. To heckle, make a Bluff check opposed by the performer's Will save. If you have companions heckling with you, they can provide an aid another bonus by making DC 10 Bluff checks.

If you win the check, the performer must make an immediate Perform check with a penalty of -2. This check replaces any previous check the performer may have rolled.

If the performer wins, the audience sides with him, and he gains a (retroactive) +2 bonus to his Perform check for the remainder of the performance. If the performer scores a critical success the audience turns against you.

Idle Chitchat: You can draw unwilling or uninterested persons into idle chitchat by faking some knowledge or common ground with them. The attempt requires at least one round of conversation to succeed. If successful, you can occupy the person's attention for one minute per Charisma modifier (minimum of one minute), allowing others to sneak past the conversant, hide, or retreat. Holding the person's attention longer requires another successful check. Failure indicates that the other conversant finds your attempts at conversation boring and a waste of time, and she seeks the earliest opportunity to leave.

Taunt: You can use the Bluff skill to goad an opponent into attacking you. As with a feint, you take a standard action and roll a Bluff check, opposed by the target's Sense Motive check. You cannot taunt a non-intelligent creature. If the Bluff check is successful, the target must attack you with his next action. Apply the following modifiers to the Bluff check.

BLUFF TAUNT MODIFIERS	
Circumstance	Check Modifier
Opponent has another target	-2
Opponent is angry with you	+2
Opponent is fleeing	-6
Opponent is hostile	+3
Opponent is indifferent	+0
Opponent is Int 1 or 2	-8
Opponent is unfriendly	+2
You appear to be helpless	+4
You appear to be unarmed	+2

Climb

Combat climb: When using Climb, you can take a -20 penalty to your check in order to retain your dodge bonuses to Defense.

Rappelling: Rappelling is a special skill involving ropes rigged

specifically for this purpose. Rappelling requires a Use Rope check to get the ropes ready. Special Forces use Rappelling to quickly insert troops into a landing zone without the landing craft (typically a helicopter) needing to land. A character who makes a successful Climb check can descend 100 feet per round by Rappelling.

Each 100 feet descended by Rappelling requires a new skill check. If this check is failed, the character has become fouled in the ropes, and dangles helplessly, 10-60 feet above the ground (add 100 feet for each skill check the character has not yet made if Rappelling more than 100 feet), exposed to enemy fire. This check can be retried each round, or the character can cut himself free and fall the remaining distance to the ground.

Scaling Attack: Against a larger opponent, you grab hold of its belt, armor, scales, horned plates, or other footholds to scramble up its body and attack.

Against a creature that is at least two size categories larger than you, you may make a Climb check as a standard action (the opponent can make an opposing attack roll). If you succeed, you climb your opponent as per the Climb skill. You must use one hand to hold on as you take other actions, you cannot use a shield, and you lose all Dexterity and dodge-based bonuses to Defense. The opponent you climbed loses his Dexterity and dodge-based Defense bonuses against your attacks. You occupy the same space as your foe. You provoke an attack of opportunity for entering a foe's space. In addition, you suffer a -2 penalty to your Climb check if you have only one free hand.

Your opponent can attempt to knock you loose by making an attack roll opposed by your Climb check. If he succeeds, you fall and take damage as if he hit you with a slam attack (consult the MM for damage for a slam based on the creature's size) and from falling. You land prone in a randomly determined, unoccupied square adjacent to your foe. If all of the adjacent squares are filled, you land in the nearest empty square (determine randomly if necessary).

Craft – General

Shoddy Goods: When using a Craft skill to build something, you can choose to create a sub-par item. When doing so, reduce the materials PDC by 2 points, and the time by 50%. Anyone inspecting the item is allowed a Spot check opposing your Craft result to determine the flawed quality.

Shoddy goods generally impose a -2 penalty to tasks performed with them (when applicable). A shoddy armor provides 2 points less DR, a shoddy weapon automatically malfunctions or breaks on a natural 1, etc.

For every 5 ranks you have in Forgery, you gain an effective +2 bonus to your Craft result only for the purpose of spoofing an inspection.

Craft (mechanical)

Ammunition: This skill is used for hand loading ammunition. Hand loading is a moderate Craft check, with success loading a number of rounds equal to 10 +1 per 5 points over the DC, or the limit of your available brass, whichever comes first.

Black Powder Firearms: In addition to the listed uses, Craft (mechanical) is also used to build black powder firearms. This is a DC 20 check with a Time of 18 hours.

Craft (structural)

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

FORTIFICATIONS			
Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	1/4 Cover
Deep	5	36 hrs.	1/2 Cover
Dug In (Med. Vehicle)	5	36 hrs.	1/4 Cover
Deep	5	48 hrs.	1/2 Cover
Dug In (Lg. Vehicle)	5	48 hrs.	1/4 Cover
Deep	5	72 hrs.	1/2 Cover
Foxhole (shallow)	5	8 hrs. per man	1/4 Cover
Foxhole (deep)	5	12 hrs. per man	1/2 Cover

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

ANTI-MOBILITY CONSTRUCTIONS			
Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs per 4 feet	Ditch
Road Break (deep)	10	18 hrs per 4 feet	Culvert

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

- **Improved road:** Allows wheeled vehicles to move at 75% speed.
- **Pontoon bridge:** Allows vehicles to cross at 50% speed.
- **Runway, improvised:** Allows aircraft to land.
- **Runway, long:** Safer than short.
- **Runway, short:** Safer than improvised.
- **Sectional bridge:** Allows vehicles to cross at normal speed.

MOBILITY CONSTRUCTIONS		
Name	DC	Time
Improved Road	15	12/hrs per mile
Improved Runway	15	8 hrs.
Long Runway	20	24 hrs.
Pontoon Bridge (lg. River)	15	24 hrs.
Pontoon Bridge (med. River)	15	18 hrs.
Pontoon Bridge (small river)	15	12 hrs.
Sectional Bridge (lg. River)	20	36 hrs.
Sectional Bridge (med. River)	20	24 hrs.
Sectional Bridge (small river)	20	18 hrs.
Short Runway	18	12 hrs.

Diplomacy

SEMI-OFFICIAL

Diplomacy is occasionally used to haggle. Both parties roll Diplomacy checks; high roll wins. If the seller wins, the price (purchase DC) either remains the same, or, in some cases, increases by 1 to 4 points. If the buyer wins, the price decreases by one. Each haggling session takes 1d4 minutes, and if the rolls tie, then roll again, taking another 1d4 minutes. Once a haggling check fails, it cannot be retried on the same seller for 24 hours. The seller's attitude towards the buyer affects the seller's Diplomacy check as follows:

- **Hostile:** The seller, if he is even willing to deal with you, receives a +10 bonus to his check.
- **Unfriendly:** The seller, if he is even willing to deal with you, receives a +5 bonus to his check.
- **Indifferent:** An indifferent seller receives no modifier to his check.
- **Friendly:** A friendly seller receives no modifier to his check.
- **Helpful:** A helpful seller suffers a -2 penalty to his check.

Revised Basic Rules

Use this skill to ask the local baron for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

Check: You can propose a trade or agreement to another creature with your words; a Diplomacy check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The Target: The base DC for any Diplomacy check is equal to the 15 + the Wisdom modifier of the character in the group with the highest Wisdom. High Wisdom characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

The Relationship: Whether they love, hate, or have never met each other, the relationship between two people always influences any request.

- **-10 Intimate:** Someone who with whom you have an implicit trust. Example: A lover or spouse.
- **-7 Friend:** Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.
- **-5 Ally:** Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.
- **-2 Acquaintance (Positive):** Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.

- **+0 Just Met:** No relationship whatsoever. Example: A guard at a castle or a traveler on a road.
- **+2 Acquaintance (Negative):** Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.
- **+5 Enemy:** Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.
- **+7 Personal Foe:** Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.
- **+10 Nemesis:** Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

Risk vs. Reward Judgment: The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC themselves and what they might value; while \$100 might be chump change to an adventurer, it may represent several months' earnings for a poor farmer. Likewise, a heroic paladin is unlikely to be persuaded from his tenets for any amount of gold, though he might be convinced that a greater good is served by the proposed deal. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

- **-10 Fantastic:** The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.
- **-5 Favorable:** The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.
- **+0 Even:** The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.
- **+5 Unfavorable:** The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he or she will probably be fired) in return for a small amount of money.
- **+10 Horrible:** There is no conceivable way the proposed plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.

Success or Failure: If the Diplomacy check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Action: Making a request or proposing a deal generally requires at least 1 full minute. In many situations, this time requirement may greatly increase.

Try Again: If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus to Diplomacy. No other skill provides a synergy bonus to Diplomacy.

Seduction Modifications

One of the possible uses for Diplomacy is the art of seduction. A successful seduction checks makes the target interested in you sexually. Often, it means the target is willing to find a private corner, or invite you to their place or go to yours for a romp. It can also cause the target to believe that your interest is more than just sexual.

The target must be a sexually active individual who is willing and able to copulate. This aspect of Diplomacy does not force someone to act outside their nature (you probably aren't going to convince a nun to take it doggy style in the bathroom).

When making a Diplomacy check for seduction, apply the following modifiers to the DC:

- Target is drunk, fatigued, energy drained or otherwise

impaired -5

- The setting is social and relaxed +0
- The setting is formal +5

Gather Information

When you are attempting to use Gather Information about an individual, you receive a +1 bonus to the check for every two full points of Reputation bonus the target has (i.e., a Rep of +0 to +1 provides no bonus, while +2 to +2 provides a +1 bonus, etc).

Handle Animal

New Tricks:

Aid attack (DC 20): As a standard action, the animal aids your attack or that of another creature. When commanding the animal, you specify both the recipient of the aid and the target. The animal provides a standard aid another bonus to the recipient's attack roll. The animal must know the Attack trick before it can learn this trick.

Aid defense (DC 20): As a standard action, the animal aids your Defense or that of another creature. When commanding the animal, you specify both the recipient of the aid. The animal provides a standard aid another bonus to the recipient's Defense. The animal must know the Defend trick before it can learn this trick.

Hold (DC 20): The animal initiates a grapple attack and attempts to hold a designated enemy with its arms, claws, or teeth. An animal with improved grab uses that ability normally; otherwise, this follows the normal rules for grappling, including provoking attacks of opportunity. The animal must know the Attack trick in order to learn this trick.

Home (DC 20): The animal returns to the location where it was trained to perform this trick, travelling overland as required.

Hunt (DC 15): The animal attempts to hunt and forage for you, using its Survival skill. This trick allows the animal to return to you with foraged food instead of simply eating found food itself.

Stalk (DC 20): The animal follows a designated target, doing its best to remain undetected, until the target is wounded or resting, when the animal then attacks. The animal must know the Attack trick in order to learn this trick.

Steal (DC 20): The animal grabs an object in the possession of a target creature, wrests it away (following the normal rules), and brings it to you. If multiple objects are available, the animal grabs a random object. The animal must know the Fetch trick in order to learn this one.

Warn (DC 20): The animal reacts to new creatures coming near, even without any command being given, regardless of how the animal detects the newcomer. The exact warning sound given is based on the animal and the sound selected when the trick is learned (this cannot be changed). If the newcomer does not stop after this warning, it attacks. As part of its training, the animal can be taught to ignore specific creatures. The animal must know the Guard trick in order to learn this trick.

Intimidate

When you attempt to use Intimidate to alter a person's behavior, you make your skill check (using your Charisma modifier and, if threatening or implying that you will do direct harm, your Aggression modifier). The opponent makes an opposing check consisting of 1d20 + Will save + Aggression modifier.

The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat as a standard action. To do so, make an opposed Intimidate check (described above). If you win, the target becomes shaken for 1 round.

Duel of Wills: You can confront an enemy in the moments before battle in an attempt to crush his will.

You must declare this before/when the GM calls for Initiative. The opponent must be within 30 ft., able to see you, and have an Intelligence of 3 or better.

The opponent has three options:

- **Engage:** Both of you make Intimidate checks; high roll wins. The winner gains a +1 attack and damage bonus against the loser, while the loser takes a -1 attack and Defense penalty against the winner for the encounter.
- **Ignore:** The opponent can simply ignore your attempt. Make a DC 15 Intimidate check; if successful, you gain a +1 bonus to attack and damage against the opponent for one round.
- **Submit:** The victim takes a -2 Initiative penalty, and for one round, a -1 attack and damage penalty against you.

If one side or the other has clearly superior forces (numerically or in quality) backing him up, he gains a +2 bonus to any applicable check.

You can only instigate one duel of wills per encounter.

Interrogation: For hostile interrogations, an Intimidate skill check can allow a character to get information from an enemy. Interrogation is resisted by a check as described above, opposed by the Intimidate skill check of the character, modified as follows:

INTERROGATION MODIFIERS	
Condition	Modifier
Each consecutive day character is interrogated	+1 per day
Character is fatigued	+2
Character is exhausted	+6
Each 8 points of damage done to the character	+1

This use of the Intimidate skill takes a -6 penalty unless the character also has the Interrogation feat.

Jump

As per core, a Jump check is Strength-based but modified by your weight. Subtract your Heavy Encumbrance load from your body weight (weight - heavy load). If this leaves a positive number, divide the remainder by 15, and take that as a penalty to Jump checks.

If this results in a negative number, divide the result by 15, and apply it as a bonus to your Jump checks.

For example, let's say you weigh 150 pounds, and have a Strength of 10 (100 lb. heavy load). $150-100=50/15=3.3$, rounded up to a -4 penalty.

Conversely, let's say you weigh 200 pounds, with a Strength of 18 (300 heavy). $200-300=-100/15=-6.6$, rounded to a +7 bonus.

To jump over or across something, you must make a Jump check. The base DC for such a check is 10. This allows you to jump the following distances.

- **High Jump:** (10 ft. + Strength modifier) /4.
- **Running High Jump:** (10 ft. + Strength modifier) /3.
- **Long Jump:** (10 ft. + Strength modifier) /2.
- **Running Long Jump (20 ft.):** 10 ft. + Strength modifier.

For each halving of the distance, you gain a +4 bonus. For each 50% increase, you take a -4 penalty.

If your speed is less than 30 feet, you take a -6 penalty for every 10 feet (or fraction thereof) of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet (or fraction thereof) beyond 30 feet.

Jumping movement cunts against your movement for the round, but even if your jump exceeds your normal movement, you take no movement penalties the next round.

Knowledge (tactics)

Combat Tactics: The Knowledge (tactics) skill provides a character with an advantage over his opponents in combat. Once per combat, as a standard action, one character on each side of a battle may roll a tactics skill check, skill vs. skill, against the skill roll of his opponent. The winner of this contest gains a bonus to either attack or Initiative equal to his Intelligence modifier.

If a bonus to Initiative is selected, the character may choose either to improve his Initiative by his Intelligence modifier, or roll again with an additional bonus equal to his Intelligence modifier. If the character chooses to roll again, he must take the new result even if it is worse than his previous Initiative. This bonus applies only to the character using the skill, unless the character has the Tactician feat, in which case he may apply these bonuses to his teammates as well.

NOTE: You do need to lay out some kind of tactical plan to the GM when using this.

Listen

Sonar Operation: Sonar operators use what is known as passive sonar to detect enemy vessels on most occasions. Passive sonar gives the best of detecting your enemy without aiding his efforts to detect you. Sonar operators have finely tuned senses of hearing capable of discerning minute differences in pressure and motion in the waters around their ship. These natural capabilities are backed up by computers sophisticated enough to identify submarines by name by the sound they make when moving through the water. This skill is opposed by the Drive skill of an enemy submarine in submarine warfare. See the new combat rules section on submarine warfare for more information.

Active Sonar grants an operator a +10 to his skill check, but grants the same bonus to any enemy in the area to detect *him*. Thus, this method of sonar detection is often only used by surface vessels and aircraft that have a clear advantage over any submarine in terms of weaponry and speed.

Characters without the Sonar Operation feat take a -6 penalty when making Listen checks for Sonar Operation.

Navigation

Forward Observation: When a map, direct visual contact, or similar means of accurately determining one's location is available, you may make a DC 20 Navigate check to determine the coordinates of a target (-6 penalty if you do not have a map with coordinates). You can then pass along the information to another person, typically an artilleryist or pilot, who doesn't have line of sight to the target. This recipient must then also make a DC 20

Navigate check to ensure that the coordinates are properly received.

If both checks are successful, he gains a bonus on his next attack roll against that target. The bonus is +1, with an additional +1 per 5 points over the DC. Conversely, if both checks fail, you relay faulty information, and the attack takes a -1 penalty per 5 points by which you missed the DC.

Perform

Perform as written is a good skill from a role-playing standpoint, but provides next-to-nothing in the way of mechanical benefits. Apply the following rules when using Perform:

- **Great Performance:** A great performance provides you with a +1 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Memorable Performance:** A memorable performance provides you with a +2 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.
- **Masterpiece Performance:** A masterpiece performance provides you with a +3 bonus to Diplomacy checks against those who observed the performance for the next 24 hours.

Double these bonuses when using Perform (sexual techniques), as this skill typically applies to a much smaller audience.

You may also use Perform to panhandle, earning a tiny income.

- **Amateur Performance:** You can earn enough in a day to buy maybe a cup of coffee or a donut.
- **Routine Performance:** You can earn enough in a day to buy a cup of coffee and a donut.
- **Great Performance:** You can earn enough in a day to buy a combo meal from McDonald's.
- **Memorable Performance:** You can earn enough in a day to buy a bottle of booze and a combo meal.
- **Masterpiece Performance:** Booze, combo meal, and maybe even a cheap hooker.

New Perform Category – Sexual Techniques

This new Perform type encompasses an understanding of a wide array of sexual styles and techniques. Those lacking ranks in this skill are fully capable of engaging in satisfying sexual encounters; they simply lack knowledge of the finer points of the act.

Check: As with other Perform types, this is an open-ended check, with the result indicating the level of performance.

Try Again? Yes, if you have the stamina, you may attempt this skill check again after a 30-minute rest period, but each additional check in a 24-hour period suffers a -2 penalty, and increases the DC for sustaining the encounter to the next higher number.

Special: If you have 5 or more ranks in Perform (sexual techniques), you gain a +2 circumstance bonus on Diplomacy checks made to seduce an individual.

Time: The time required for this check is a function of both your desire, the partner or partners' desires, and the your Constitution score. To determine the maximum amount of time that you can sustain the activity, make a Constitution check.

SUSTAIN DC	
Length of Time	DC
20 minutes	10
30 minutes	12
40 minutes	14
50 minutes	16
1 hour	18
2 hours	25
3 hours	30
Per additional hour	+5

Apply the following modifiers to the Constitution check:

- +2 if your partner has 5 or more ranks in Perform (sexual techniques). You can receive this bonus from up to two partners.
- +4 if you have the Endurance feat.

New Use – Perform (Act)

Mimic: You are gifted at mimicking others' voice patterns. You suffer a -3 circumstance penalty when trying to imitate someone of the opposite gender. When you impersonate an individual's voice over the phone, those who know the individual automatically receive Listen checks at +4. When trying to impersonate someone else in public, a successful mimic adds a +2 circumstance to Disguise.

Pilot

Under most normal circumstances (with characters being able to take 10 on piloting skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well-lit airports during the day.

ADVERSE LANDING DCs	
Landing in Adverse Conditions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

Profession

In *d20 Modern*, the Profession skill can represent an actual job, investment savvy, and a variety of other circumstances.

Mechanically speaking, you cannot spend XP in play to increase your Wealth bonus unless you have ranks in Profession.

Your Profession skill is a primary factor in determining your monthly income as well. Each setting will have an income determination based on Financial Condition. Your Profession skill ranks determines your base Financial Condition as follows (note that in some settings, things such as birthright may override this as your Base, or the point distribution may differ):

Profession ranks	Financial Condition
0	Impoverished/in debt
1 – 8	Struggling
9 – 20	Middle class
21 – 30	Affluent
31 – 40	Wealthy
41 – 60	Rich
61+	Very rich

Note that every month, you are required to make a DC 5 Profession check in order to maintain your income level.

In any given month, you can increase your profession by 1 rank at the normal cost. Each additional rank in the same month is double the cost of the previous rank (2 XP, 4 XP, 8 XP, 16 XP, etc.)

Sense Motive

Determine Allegiance: With a successful DC 25 check, you can get a feeling for what motivates the character in terms of allegiances (if used). A successful check reveals the character's two most important allegiances (in general terms). For example, you might learn that law and love for nation are of uppermost importance to an individual. When dealing with a law enforcement officer, such a sense check may reveal the character's bribability

Spot

Reconnaissance: Knowing where your enemy is, in what numbers, how he is defended, and where he is going are crucial to formation of a plan for attack or defense. Besides providing the information above, a successful reconnaissance skill check will grant the following bonus to Knowledge (tactics) if brought the attention of a friendly force within 24 hours.

- **Check 15 – 20:** +2
- **Check 21 – 25:** +3
- **Check 26+:** +3

Survival

DC Modifications: When attempting to get along in the wild, you find enough food and water for one other person per 4 points by which you beat the DC – not per 2 points.

This is currently divided into sub-skills as follows:

- **Arctic:** You take a -10 penalty to checks to get along in the wild in arctic situations.
- **Desert:** You take a -6 penalty to checks to get along in the wild in desert situations.
- **Subterranean:** You take a -5 penalty to checks to get along in the wild in subterranean situations.
- **Swamp:** You take a -4 penalty to avoid natural hazards in swamp situations.
- **Temperate**
- **Tropical**
- **Urban:** See below for modifications for urban environments.

Survival skills for certain areas can be used in other areas as follows

with penalties:

- **Arctic:** You can use Survival (arctic) in other situations by taking a -20 penalty.
- **Desert:** Survival (desert) can be used in swamp (-15), temperate (-5), and tropical (-5).
- **Swamp:** Survival (swamp) can be used in desert (-15), temperate (-5), and tropical (-5).
- **Temperate:** Survival (temperate) can be used in desert (-10), swamp (-5), and tropical (-5).
- **Tropical:** Survival (tropical) can be used in desert (-5), swamp (-5), and temperate (-5).

Urban Survival

- **DC 10:** Get along in an urban setting without paying for food and services. You can provide relatively clean food and water for one other person per 4 points by which you beat the DC.
- **DC 15:** Locate a relatively warm and dry place to stay for 24 hours.
- **DC 15:** Keep from getting lost in streets with which you are not familiar.

Special: If you have ranks in Knowledge (city), you gain a +1 synergy bonus to Survival (urban) checks for every 5 full ranks when making Survival (urban) checks in that city.

Cover Tracks

You can use Survival in the appropriate environment to cover your tracks when on foot or riding a mount (but not a vehicle). Covering your tracks reduces your movement rate by 50%. Make a Survival check for every mile travelled. The base DC is 15. For every person in your group, increase the DC by +1, and by +2 for every mount. If successful, attempts to track you have the DC increased by +5, with an additional +1 per points over the DC you made on your check.

Trail Blazing

Survival can also be used to blaze trails, making it easier for others to follow the same path. The difficulty of marking the trail is based on the terrain type as follows.

TRAILBLAZING DC	
Terrain	DC
Dense Forest	10
Scattered Forest	15
Sparse Forest	20
Plains, desert, etc.	25

Those attempting to follow you receive a bonus (typically to Tracking rolls) equal to the amount by which the trailblazing check beat the DC. For example, Mike is blazing a trail through the Rocky Pine forest, a scattered forest. He rolls a 19 on his Survival check, so attempts to follow his trail gain a +4 bonus.

A successful trailblazing attempts also increase the overland movement rate for you and your immediate allies by 20%.

Trail Signs

You can use Survival to leave trail signs – simple messages for those who follow. Made with marks in the ground or on trees, bent twigs, stone piles, etc. Very simple messages such as “Go this way”, “Danger”, “Go around”, are fairly easy to convey, requiring a DC 15 Survival check. More complex messages, such as “Walk three days west, turn left at bluff” are more difficult. Typically, up to 4 words is DC 15. Up to 10 words is DC 20, with a +4 DC for every additional 5 words. The GM rolls this check. If you fail, the signs simply fail to convey the message; on a critical failure, they convey false information.

Once the trail signs are in place, anyone passing them can find them with a DC 15 Spot or Survival check, assuming you didn't try to make them easier or more difficult to find. Making the signs big or setting them in an obvious place reduces the DC (-5 or -10). If you want the signs to be more difficult to find, simply use the result of your initial Survival check to set the DC.

Checks to find the signs take the following modifiers:

- **Every 24 hours since the signs were made:** -2
- **Every hour of rain since the signs were made:** -2
- **Fresh snow cover since the signs were made:** -10
- **Visibility:** Normal.

Once the signs are found, they must be read. This requires either a Survival check against the DC required to make the signs, or a Decipher Script against that DC +10. The GM will also make this check. A failed check doesn't comprehend the meaning; a critically failed check discerns an incorrect meaning.

Creating trail signs typically takes 1 round for simple messages, and 1d4+1 rounds for complex messages.

Swim

Diving: Safely diving into water requires a Swim or a Tumble check. The DC is based on the dive height, as is the minimum depth of water for a safe dive, and the damage if the dive is executed incorrectly as follows:

DIVE INFORMATION			
Dive Height	Min. Depth	DC	Damage
10 ft.	10 ft.	15	0
20 ft.	"	15	0
30 ft.	"	15	1d3 subdual
40 ft.	20 ft.	15	1d6 subdual
50 ft.	"	20	1d6 subdual + falling
60 ft.	"	20	"
70 ft.	30 ft.	20	"
80 ft.	"	20	"
90 ft.	"	20	"
100 ft.	"	20	"
110 ft.	"	25	"
120 ft.	"	25	"
160 ft.	"	30	"
210 ft.	"	30	"
240 ft.	"	35	"

For regular falling damage (starting with a dive height of 50 ft.), subtract 40 ft. from the dive height to determine the effective normal distance falling for the purposes of calculating damage.

Treat Injury

Long-Term Care: The base DC is 15; if successful, hit location hit points heal at double the base rate, while general and subdual hit points gain a daily healing bonus equal to the check result -15. You can tend a number of patients equal to one-half your skill ranks (rounded down) without penalty. For each additional patient, you take a -2 penalty.

Restore Hit Points: DC 15. This can restore 1 hit location hit point per location up to once per day. This can restore up to 1d4 subdual hit points per day.

Revive Dazed, Stunned, Unconscious: This is a full-round action.

Stabilize Dying Characters: When you tend to a dying character, make a skill check with a DC equal to 15 + the number of rounds the character has been dying. If successful, the character receives a second save to determine how long until he dies, but with a bonus equal to your skill check result minus the DC.

Surgery: Surgery is required for healing certain enhanced critical hit effects. Surgery does not restore any hit points to the hit location, but allows the area to heal properly.

Surgery requires recovery time. Surgery performed to aid with negative hit points in a hit location requires recovery time equal to 1 day per hour of surgery time. During this time, the subject suffers penalties as if exhausted. He is then fatigued for one-half the time he was exhausted.

Treat Disease: The DC for this equals the save DC of the disease.

Treat Poison: The DC for this equals the save DC of the poison.

Tumble

Tumble Past Opponents: You can use Tumble to move through an opponent's threatened space. You can move up to one-half your speed (round down) in this manner. Make a DC 20 Tumble check; if this fails, you move normally (up to half speed). If the check is successful, you add your Tumble ranks to your Defense against any attacks of opportunity the opponent makes during your movement.

Tumble Through Opponents: This is similar to tumbling around an opponent, but moves you through the opponent's space instead of around it. It follows the same procedure, but you take a -5 penalty to your Tumble check.

Accelerate Tumbling: You can attempt an accelerated tumble, moving at your normal speed instead of one-half, but you take a -10 penalty to your Tumble check.

Modifiers: Apply the following modifiers to your Tumble check:

TUMBLE MODIFIERS	
Surface Is . . .	Mod
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	-2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	-5
Lightly slippery (wet floor)	-2
Severely slippery (ice sheet)	-5
Sloped or angled	-2

¹ Tumbling is impossible in a deep bog.

Instant Stand: With a DC 25 Tumble check, you can get up from prone as a free action instead of a standard action or as counting for your movement. This provokes normally. You can attempt to do this without provoking by rolling against DC 35.

New Skills

Communications [New!]

(Intelligence; Trained Only)

This skill represents familiarity with communications systems, from backpack sized satellite radios to the satellites themselves.

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

If you roll the DC needed *exactly*, then a partial, garbled message gets through.

Signaling: This skill also covers non-electronic methods of communication, such as Semaphore, and can allow a character to perform Air Traffic Control without a radio by using lights, flares, flags, and other improvised methods.

Jamming: Most of the time, this skill is not rolled against a static DC, but rather rolled as a skill vs. skill contest against the Communications of your opponent. The character engaging in active jamming rolls his skill check first, which sets the DC for his opponent's Communications skill to successfully get a signal through. This use of the Communications Operation skill takes a -4 penalty unless you also have the Electronic Warfare feat.

Signal Interception: As with Jamming, this is a skill vs. skill contest against an opponent's Communications Operations skill. Success allows you to intercept an enemy transmission. Understanding that transmission is usually a function of your language skills and/or Decipher Script (for transmissions in code). This use of the Communications Operation skill takes a -4 penalty unless you also have the Electronic Warfare feat.

Signal Triangulation: Once a signal has been intercepted, you may make another skill check (DC 5 higher than the check required to intercept a signal) to determine where that signal was broadcast. This use of the Communications Operation skill takes a -4 penalty unless you also have the Electronic Warfare feat.

Cryptography: When a document is prepared using Cryptography, the person encoding that document makes a skill check, which becomes the DC for any future Decipher Script skill check to decode the document. This skill also includes burst transmissions, and other forms of electronic coding. This use of the Communications Operation skill takes a -4 penalty unless you also have the Cryptography feat.

Try Again? You may retry the skill whenever conditions improve. If the storm lessens, or if your transmitter is repaired (even partially), you may try again. If you are trying to pierce enemy Jamming, you may try every round. In the case of documents coded with Cryptography, you may try again, but disposing of the original becomes a serious security issue in such a case.

Special: n/a

Time: Most of the functions of this skill take at least one full round, but in some cases, may proceed round to round. Cryptography takes a varying amount of time based on the length of the prepared document.

Take 10/20: You can Take 10 on any non-opposed check and on Cryptography checks, but you cannot take 20.

Craft [Home Economics] [New!]

(Intelligence)

You are skilled in a variety of home economic subjects, including cooking, sewing, home management, and the like.

Check: The check is based on the task at hand, noting that this skill deals primarily with cooking and sewing.

Cooking: You will not normally have to make a check for a standard meal such as weekday dinner. You do make a check when working from a complex recipe, designing a complex recipe, or trying to create a particularly fancy meal (such as for a dinner party), and when cooking on the hoof (as when used in conjunction with Survival).

When working from a complex recipe, the DC is based on the recipe, as it is when designing a new recipe. When making a fancy meal, the DC is based on how fancy you want it to be. When cooking on the hoof, the DC is typically 15 to make sure the food is edible with necessary death of bacteria and germs.

Financial management: When paying monthly costs, such as for lifestyle or car payment, a DC 20 check allows you to add a +1 bonus to the necessary Wealth check.

Sewing: Repairing garments is a DC 15 check unless the damage is extensive. When creating a garment, the DC is based on the complexity of the garment (taking into account style and materials).

Try Again? If cooking, you can try again but you are starting over again and will need new ingredients. You cannot try a financial management check again. When sewing, you can try again with new materials.

Special: For every 5 ranks you have in Perform (visual arts), you gain a +1 synergy bonus to Craft (home economics) checks to prepare fancy meals and garments.

Time: Cooking checks take anywhere from 15 minutes to 6 hours. Financial management checks take about an hour, and sewing checks take from 5 minutes (simple repairs) to days.

Take 10/20: Yes.

Endurance [New!]

(Constitution; armor penalty)

You can push yourself beyond normal physical limitations.

Check: You make a check in the following situations:

Force March: Each hour of walking after 8 requires an Endurance check. The initial DC is 10, +2 per additional hour. If this fails, you become fatigued. If it fails a second time, you become exhausted. If it fails a third time, you must cease movement in order to rest.

Hold Breath: You use your Endurance skill to hold your breath.

Ignore Hunger: You use your Endurance skill to stave off the effects of hunger and starvation.

Ignore Thirst: You use your Endurance skill to stave off the effects of thirst and dehydration.

Run: DC 10 +1 per check? When running, you can maintain a running pace for a number of rounds equal to your Constitution score. After this, you must begin making Endurance checks with a DC of 10 +1 per previous check. If this fails, you must quit running (normal movement at best) for 1 minute. Note you can move at less than a full run – at *2, you can go for 5* the duration before checking; at *3, you can go for 3* the duration before checking.

Sleep in Armor: Normally, if you sleep in medium or heavy armor, you are fatigued the next day. You can negate this effect by making an Endurance check. The DC is 20 for Medium armor, and 25 for Heavy armor. If successful, you are not fatigued.

Swim: Extended periods of swimming tax your endurance. For each hour that you swim, you must make an Endurance check. The DC is 15 +2 per previous check. Failure results in you becoming fatigued. If you fail again, you become exhausted. If you fail a third time, you become unconscious. If you are simply treading water, you gain a +5 bonus to the check.

Try Again? You can attempt to make new skill checks as described above. You cannot try again on sleeping in armor checks.

Special: The Endurance feat adds a +4 bonus to Endurance checks.

Time: The amount of time required by a check depends on the aspect as described above.

Take 10/20: You can Take 10 on an Endurance check, but you cannot Take 20.

Initiative

(Perception; armor penalty)

You are skilled at reacting first in situations of conflict.

Initiative: Make an Initiative check as per the normal rules; however, instead of simply rolling 1d20 + Dex mod, you roll this skill instead.

Avoid Feint: When an opponent attempts to Bluff you in combat for a feint, you can oppose his check with either Initiative or Sense Motive.

Try Again? No.

Special: The Improved Initiative feat provides a +4 bonus to an Initiative check but not an Avoid Feint check.

Time: Initiative checks are essentially timeless checks barring special circumstances.

Take 10/20: You can Take 10 on an Initiative check, but not Take 20.

Knowledge [City] [New!]

(Intelligence)

You are quite knowledgeable about the city you reside in (assuming you've lived there at least 6 months). Simple checks indicate that you know the best restaurants, clubs, and sporting venues and the like, as well as the basic history of the city. More difficult checks allow for more obscure knowledge.

Paradrop [New!]

(Dexterity; armor penalty, Trained Only)

Airborne insertions are a powerful military tool for inserting soldiers behind enemy lines for scouting, surprise raids, and special operations. In modern warfare, heavily fortified positions can be bypassed, encircled, and defeated with far less casualties than were taken in past conflicts. This skill allows a character to land precisely where she wishes to, and also allows parachuting under less than ideal conditions (from a very fast-moving craft, a low-flying craft and so forth). This skill also covers preparing equipment to be dropped.

Failing this check means the character lands 100 yards off target for every two points by which his roll missed the DC. Failing a check by more than 5 means the character has landed somewhere dangerous (depending on the situation, a dangerous landing could be in proximity to enemy soldiers, power lines, dense foliage, etc).

Failing the check to safely land in dense foliage such as a forest means the character has become fouled in the brush 10-100 feet above the ground. Getting down usually involves climbing or simply cutting yourself free and falling the remaining distance.

Failing the check from a high speed or low altitude insertion results in 1-4 points of damage per 2 points by which the character missed the DC (in addition to possibly landing off target, and landing somewhere dangerous). The character may attempt either a Reflex save (DC 20), or a Tumble check (DC 15) to reduce this damage by half.

Forces on the ground need to roll a Spot check (DC 10) to detect incoming paratroopers 1-6 rounds (50-300 ft) before landing. Paratroopers in the air are extremely vulnerable to enemy fire, being treated as flat-footed both while in the air, and for 1-4 rounds after they land (while the soldiers get free of their heavy parachute riggings). A successful Paradrop skill (DC 15) will allow a character to get clear of his riggings in the minimum time (1 round).

For these reasons, soldiers will only be dropped into a hostile landing zone when absolutely necessary. Often Special Operations forces will be sent in first, to make sure an area is secure (neutralizing any enemy forces encountered) before more conventional troops are paradropped in.

For special operations, the HALO, or High Altitude Low Opening method of deployment is considered the ideal. Troops are dropped from extreme altitude, making the presence of aircraft harder to detect. The soldiers so deployed then wait until they are extremely low before deploying their parachutes. HALO landings are only spotted by forces on the ground on a Spot check of 20 or higher, and if a HALO drop is spotted, forces on the ground only have 1-2 rounds at which to attack the incoming paratroopers.

LALO, or Low Altitude Low Opening method of deployment is also very popular, used when aircraft must come in under the radar of a potentially hostile group, or to avoid a diplomatic incident. LALO insertions are risky, as the soldiers are pulled from the craft, their chute opens, and they hit the ground, all in under a minute. On a LALO jump, characters receive 2d6 points of subdual damage from the stress and impacts of the jump.

PARADROP SAMPLE DCs

Sample Actions	DC
Land within 100 feet of target	15
Land within 100 yards of target	10
Land within one mile of target	5
Paradrop Safely through dense Foliage	25
HALO	+5
LALO	+5
Paradrop Equipment	20
Clear Riggings in 1 round	15

Special: Characters with 5 or more ranks in Tumble receive a +2 Synergy bonus on paradrop checks. Characters with the Paratrooper feat gain a +2 bonus to Paradrop checks.

Weapon Skills

(Fighting)

There are several Weapon Skills. Each of these functions in the same manner a regular skill, with the total skill bonus used as the attack modifier. If a character uses a weapon and he has no ranks in the appropriate skill, he suffers a -8 penalty on his attack roll. The Gamemaster may modify this penalty.

Weapons classified as Exotic use the base Weapon Skill, but characters without the appropriate Exotic Weapons feat suffer an additional -4 penalty on the attack roll.

All of the Weapon Skills are Fighting-linked. Skills marked with a dagger (†) are Trained Only. The following Weapon Skills are available:

- Assault Rifles
- Axes
- Black Powder Firearms†
- Bows
- Crossbows
- Flails and Chains
- Grenade Launchers
- Handguns
- Heavy Blades
- Heavy Weapons†
- Light Blades
- Maces and Clubs
- Machine Guns
- Picks and Hammers
- Polearms

- Rays, Beams, and Bolts
- Rifles
- Shotguns
- Slings and Thrown Weapons
- Spears and Lances
- Submachine Guns ¹
- Unarmed

¹ This includes machine pistols, and handguns capable of firing bursts or on full auto.

Special: For every 4 full ranks (i.e., at rank 4, 8, 12, 16, and 20) you have in a weapon skill, you gain a +1 bonus to damage rolls with applicable weapons.

FEATS

For convenience, feats that are simply **not available** are right-aligned and in ~~strike-through text~~.

Feats that are **significantly altered** are in *italics*; however, the changes may only be listed on the table below.

Finally, **new feats** are in **bold**.

Certain feats, by the book, have Base Attack Bonus requirements. In these cases, the BAB requirement is replaced with a Fighting score requirement determined as follows:

- BAB requirement is an *even* number: 11 + listed BAB requirement.
- BAB requirement is an *odd* number: 10 + listed BAB requirement.

For example, Combat Martial Arts has a Base Attack Bonus +1 requirement – this means instead, that it has a Fighting 11 requirement.

Improved Combat Martial Arts, on the other hand, has a Base Attack Bonus +4 requirement, which translates as a Fighting 15 requirement.

FEATS		
Feat	Requirements	Benefit
3rd Infantry Division	Fht 13, Active Duty or Reserve(U.S. Army), MOS Infantryman	Assorted modifiers
Ability Focus	Special attack that forces a saving throw	Increase the save DC by +2
Able Sniper	Dex 13, Weapon 1	Bonus to certain ranged attacks
Acrobatic	n/a	+2 bonus Jump, Tumble
Acrobatic Strike	Fht 13, Dex 13, Acrobatic, Tumble 12	Gain attack bonus off Tumble
Accurate Attack	Fht 11, Dex 13, Weapon 1	Subtract from damage, add to attack roll
Aerial Combat	Dex 13, fly	+1 bonus to attack or Defense while in air
Agile Athlete	Dex 13, Climb 1, Jump 1	Use Dexterity instead of Strength for Climb and Jump
Aircraft Operation	Pilot 4	No -6 on selected aircraft
Air Assault Training	n/a	+2 bonus to Climb, Tumble, Use Rope
101st Airborne	Active Duty or Reserve (U.S. Army), Air Assault Training, MOS Infantryman	Assorted modifiers
Air Traffic Control Expert	n/a	+2 bonus to air traffic control Communications checks
Alertness	n/a	+2 bonus to Listen and Spot checks
Insightful Aim	Wis 13, Alertness	Apply Wisdom bonus instead of Fighting bonus on ranged
Light Sleeper	Alertness	No Listen penalty when sleeping
Sixth Sense	Wis 15, Per 15, Alertness	Wisdom check to void surprise
Ambidexterity	Dex 13	Reduced off-hand penalties
True Ambidexterity	Ambidexterity	No penalty
Amphibious Assault Training	n/a	Bonuses in amphibious environments
Marine Expeditionary Unit	Active Duty or Reserve (U.S. Marine Corps), Amphibious Assault Training, MOS following (Aviation, Combat Engineering, Field Artillery, Rifleman, Medical, Pilot, or Signals), Teamwork [specific team]	Assorted modifiers
Radio Reconnaissance Team	Active Duty or Reserve (U.S. Marines), MOS Signals, Amphibious Assault, Jump School	Assorted modifiers
Animal Affinity	n/a	+2 bonus Handle Animal, Ride
Animal Empathy	Cha 13, Animal Affinity, Handle Animal 6	Use Handle Animal as Diplomacy with animals
Archaic Weapons Proficiency	n/a	n/a – subsumed by Weapons skills
Archaic Smith	Int 9, Craft (mech) 1, Endurance 1	Use Craft (mechanical) to smith items
Arctic Warfare	n/a	Bonuses in arctic environments
10th Mountain Division	Active Duty or Reserve (U.S. Army), Arctic Warfare, Mountain Warfare, MOS Infantryman	Assorted modifiers
<i>Armor Proficiency (light)</i>	n/a	Reduced penalties
<i>Armor Proficiency (medium)</i>	Armor Proficiency (light)	Reduced penalties
<i>Armor Proficiency (heavy)</i>	Armor Proficiency (medium)	Reduced penalties
Armor Optimization	Fht 13, Str 13, Armor Proficiency	Gain +1 armor DR
Armor Specialization	Armor Optimization	Change modifiers with selected armor type
Quick Dress	Dex 13 Armor Proficiency	Get in and out of armor in on-half the normal time
Arsonist	Criminal occupation, Craft (chemical) 4	Bonus to Craft (chemical) and Demolitions
Artillery	Weapons (heavy weapons) 1	No non-proficiency penalty with indirect fire weapons
Athletic	n/a	+2 bonus Climb, Swim
Attentive	n/a	+2 Investigate, Sense Motive
Avatar of Carnage	Fht 17, Cha 15, Intimidate 10	Frighten foes
Baffle Them with Bullshit	Cha 13, Bluff 1	Use Rep to bluff people
Banter	Cha 13, Bluff 5	Witty banter distracts opponent
Bareback	Ride 3	No penalty for riding bareback
Barman	Blue Collar occupation	+2 Sense Motive, +2 improvised weapons
Battlefield Assessment	Int 13, Knowledge (tactics) 5	Observe and gain bonus
Black Market	Reputation +6, Supply Ally	Acquire illegal goods more easily
Blind-Fight	Per 13	Re-roll miss chance
Improved Blind-Fight	Per 15, Blind-Fight	Blind-Fight applies against ranged attacks within 30 ft.
Greater Blind-Fight	Per 19, Improved Blind Fight, Listen 10	Listen for invisible as free action
Precise Blind-Fight	Per 17, Blind-Fight, Listen 10	Listen check to target enemies
Reverse Stance	Blind-Fight, Martial Artist	Turn your back to gain advantage
Blocking Basics	Unarmed 1	Basic maneuvers

FEATS

Feat	Requirements	Benefit
Bootlicker	n/a	Bonus to Bluff, Diplomacy when groveling
Brachiation	Str 13, Dex 13, Climb 4, Jump 4	Move through trees like Tarzan
Break Fall	Dex 13, Climb 4, Tumble 4	Reduce falling damage
Brute Force	Str 13	Melee attacks are +1 armor penetration
Builder	n/a	+2 bonus on 2 of Craft (chem, elec, mech, struct)
Seabees	Active Duty or Reserve (U.S. Navy), MOS Combat Engineer, Builder	Assorted modifiers
Captivate	Cha 19, Bluff 5	Beguile target
Card Shark	Criminal occupation, Gamble 4	Gain bonus to Gamble and Sleight of Hand
Cat Burglar	Criminal occupation, Climb 4	Gain bonus Balance and Climb
Cautious	n/a	+2 bonus Demolitions, Disable Device
Cautious Loader	Black Powder Firearms 1	+4 Mishap roll
Clarity of Thought	Wis 13, Concentration 5, 5 Hardened Helplessness notches	Temporary immunity to fear
Code of Honor	Allegiance	+4 bonus to certain skill checks
Cold Adaptation	Base Fortitude save +2	Resistance to cold temperatures
Cold Resistance	Cold Adaptation, Base Fort save +6	Cold resistance 5
<i>Combat Expertise</i>	Fht 13, Int 13	Reduce attack bonus in trade for Defense
Combat Sight	Fht 17, Int 13, Combat Expertise	Gain bonuses against studied opponent
Strike of Clarity	Fht 22, Int 13, Combat Sight	Gain possible massive attack of opportunity
Defensive Strike	Fht 17, Dex 13, Combat Expertise	Gain immediate AoO against certain melee opponents
Fighting Defense	Combat Expertise	Use Fighting modifier for Defense instead of Dexterity
<i>Improved Disarm</i>	Combat Expertise	Doesn't provoke, +1 bonus
<i>Improved Trip</i>	Combat Expertise	Doesn't provoke, +1 bonus
Whirlwind Attack	Fht 15, Dex 13, Combat Expertise, Dodge, Mobility, Spring Attack	One melee attack at every opponent within <i>reach</i>
Whirling Defense	Whirlwind Attack	+2 Defense bonus when using Whirlwind Attack
<i>Combat Reflexes</i>	Fht 13, Dex 13	Reduce attack of opportunity penalty
Close-Quarters Defense	Combat Reflexes	+2 attack bonus to movement-provoked AoO
Combat Team	Fht 17, Combat Reflexes	You and equally skilled ally impose greater penalty when flanking
Counterstrike	Fht 15, Dex 15, Combat Reflexes	Immediate AoO against certain melee opponents
Hold the Line	Combat Reflexes	Charging opponents provoke attacks of opportunity
Improved Combat Reflexes	Combat Reflexes	Make up to Fht bonus + Dex bonus AoO per round, no penalty
Greater Combat Reflexes	Fht 17, Improved Combat Reflexes	Threatened area treated as difficult terrain
Superior Combat Reflexes	Fht 19, Greater Combat Reflexes	Full-attack AoO, stop opponent
Melee Tactician	Fht 17, Combat Reflexes	Free attack against Dex-denied opponent within reach
Commanding Presence	Cha 13, Diplomacy 11, Intimidate 11	Enable ally or weaken opponent
Company Man	n/a	+2 Cha-based bonus with organization, gain +1 Wealth
Boss	Company Man, Diplomacy 6	Bonus is +4, gain +2 Wealth
In Charge	Boss, Diplomacy 20	Bonus is +6, gain +4 Wealth
Compelling Performance	Cha 17, Perform 12	Performance alters emotions
Con Artist	Criminal occupation, Bluff 4	Gain bonus to Bluff and Diplomacy
Confident	n/a	+2 bonus Gamble, Intimidate
Cool Under Pressure	Wis 13	Take 10 under stress with Wisdom bonus # of skills
Counter-Flank	Fht 15, Dex 15, Per 13	Apply Perception bonus against flanking penalty
Creative	n/a	+2 bonus on 2 of Craft (visual art, writing) or Perform
Cryptographer	Communications 1	No penalty when performing cryptography
Deceptive	n/a	+2 bonus Bluff, Disguise
Desert Warfare	n/a	Bonuses in desert environments
1st Cavalry Division	Active Duty or Reserve (U.S. Army), Desert Warfare, MOS Armor	Assorted modifiers
Diehard	Con 13	Bonus to resist dying
Disarming Looks	App 15	Re-roll certain social skills 1/day
<i>Dodge</i>	Dex 13	+1 dodge bonus v. selected opponent
Agile Riposte	Dodge	AoO when opponent misses 1/round
Canny Charge	Int 13, Dodge	No Defense penalty when charging
Circle Fighter	Dodge, Concentration 1	Additional +1 Defense, +1 attack
Circle Master	Fht 15, Circle Fighter, Concentration 5	Additional +1 Defense, no Defense penalty
Evasion	Dodge	Saves for half-damage deal no damage
Improved Evasion	Dex 17, Evasion	Can save for half/no damage
Scramble	Improved Evasion	Void blow
Uncanny Dodge	Evasion	Retain Dex bonus even when flat-footed or struck by invisible
Interference	Dex 15, Dodge	Gain a +1 dodge bonus per two melee opponents
Accidents Happen	Fht 17, Wis 13, Interference	If selected creature misses, you can force it to make another attack
Mobility	Dodge	+4 dodge v. AoO
Elusive Fighter	Fht 17, Mobility	Various abilities
Sidestep	Mobility	Can spend action point to take 5-ft. step

FEATS		
Feat	Requirements	Benefit
Back Off	Sidestep	Can move instead of taking AoO
Closed Stance	Martial Artist, Sidestep	Move into opponent's space for benefit
<i>Spring Attack</i>	Fht 15, Mobility	Split-move-attack without penalty
Supreme Dodge	Dex 21, Dodge*2	Can split Dodge bonus between multiple opponents
Tumbling Feint	Dex 13, Dodge, Bluff 4, Tumble 4	Use Tumble to gain feint bonus
Zig Zag	Dodge, Base Defense +6	+1 Defense bonus v. ranged per range increment
Dodging Basics	Unarmed 1	Basic maneuvers
Elusive Target	Dex 13, Dodging Basics	+4 dodge v. ranged while in melee
Improved Deflect Arrows	Dodging Basics	Can deflect two projectiles per round
Greater Deflect Arrows	Fht 13, Dex 15, Improved Deflect Arrows	Can deflect 1+ Dexterity bonus projectiles per round
Superior Deflect Arrows	Dex 21, Greater Deflect Arrows, Unarmed 10	Can deflect numerous projectiles per round
<i>Unbalance Opponent</i>	Fht 17, Dodging Basics	Melee opponent doesn't gain Fighting bonus against you
Dominating Demeanor	n/a	+2 bonus on Intimidate; +6 in certain sexual situations
Double Blow	Fht 17, Weapons 10	Make two attacks for one at -5 penalty
Dramatic Flair	Action point	Can possibly regain action point
<i>Drive-by Attack</i>	n/a	Reduced attack penalty when in a moving vehicle
Dune Warrior	Con 13, Armor Proficiency (light), Endurance 5	Reduced penalties from wearing armor in heat
Educated	n/a	+2 bonus on 2 Knowledge skills
Electronic Warfare	Communications 3	+4 bonus to EW checks
Empathic Communication	Wis 12	Communicate through gestures and such
<i>Endurance</i>	n/a	Adds +4 bonus to Endurance checks
Forced March	Endurance	Perform for longer
<i>Exotic Melee Weapon Proficiency</i>	n/a	n/a – subsumed by Weapons skills
Equilibrium	Dex 13, Balance 4, Climb 4	Reduced speed penalties
Spider Walk	Balance 8, Climb 8, Equilibrium	Apply Dex bonus to Climb
Uncanny Stealth	Dex 15, Hide 6, Move Silently 6, Equilibrium	No penalty at normal speed, reduced at higher speed
Exotic Weapons Proficiency	Weapons skill 1	Negate -4 non-proficiency penalty
Exploit Weakness	Int 15, Per 15	Make check to use Int bonus in place of Fht bonus
Extended Reach	Small+ size, applicable limb	Increase reach
Extra Breath	Breath weapon w/limited uses	Additional daily use
Extra Tricks	Int 1 or 2, one trick	Animal can learn additional tricks
Extreme Machine	Craft (elec) 6, Craft (mech) 6	Modify devices
Faith	Fai 13	Add Faith modifier to action point die
False Allegiance	Cha 13, Diplomacy 6	Emulate an allegiance
Far Shot	Per 13	Range increments *1.5
Dead Aim	Wis 13, Far Shot	+2 bonus on ranged attack with 1 round aiming
Hawkeye	Fht 13, Wis 13, Far Shot	One-half penalty for a number of increments equal to Wisdom bonus
Fast Track	n/a	Promotion check, +4 to future Promotion checks
Fierce	n/a	Frighten animals
First Impression	Cha 13	Gain +6 bonus to Cha-based on first meeting
Fly-by Attack	Fly speed	Can take standard action during move
Greater Fly-by Attack	Fly-by Attack	Attack multiple opponent in straight line
Improved Fly-by Attack	Fly-by Attack	Flyby attack doesn't incur AoO
Focused	n/a	+2 bonus on Balance, Concentration
Force of Personality	Cha 13	Use Charisma bonus in place of Wisdom bonus on some saves
<i>Frightful Presence</i>	Cha 15, Intimidate 9	Foes affected mentally
Frogman	Dex 13, Swim 4	Hold breath longer, swim faster
Gape of the Serpent	Swallow whole	Can swallow larger creatures
Gearhead	n/a	+2 bonus on Computer Use, Repair
Great Fortitude	n/a	+2 bonus Fortitude save
Guide	n/a	+2 bonus on Navigate, Survival
Gunnery	Weapons (varies) 3	No penalty with vehicle-mounted weapons
Hard-Eyed	Cha 13, Intimidate 4	+5 bonus on Intimidate when using firearm
Hardy Brawler	Con 13	Gain DR v. subdual damage equal to Con bonus
Harm's Way	Dex 13, Spot 4	Can intercept an attack with your body
Heat Adaptation	Base Fortitude save +2	Resistance to warm temperatures
Heat Resistance	Heat Adaptation, Base Fort save +6	Heat resistance 5
<i>Heroic Surge</i>	n/a	Extra action
Hit the Weak Spot	Craft (mechanical) 6	Ignore 5 points of Hardness when attacking a vehicle
Holding Basics	Unarmed 1	Basic maneuvers
Improved Grapple	Fht 13, Dex 13, Holding Basics	Doesn't provoke, gain +1 bonus to grapple attack rolls
Clever Wrestler	Wis 13, Improved Grapple	Add Wis bonus to grapple v. larger
Close-Quarters Combat	Improved Grapple, Unarmed 3	Gain AoO v. grapplers, add damage to grapple checks
Great Hug	Str 13, Improved Grapple, Unarmed 3	When grappling, deal Strength bonus *2
Ground Fighter	Improved Grapple	No melee penalty when fighting from prone
Multigrab	Fht 13, Str 17, Improved Grapple, Unarmed	Suffer reduced penalty when using body part to grapple

FEATS

Feat	Requirements	Benefit
	3	
Greater Multigrab	Fht 15, Str 19, Dex 15, Multigrab, Unarmed 9	Suffer no penalty with body part used to grapple
Rending Constriction	Greater Multigrab	Additional rending attack
Reverse Hold	Improved Grapple, Unarmed 4.	Can reverse hold on grapple as AoO
Stability	Str 13, Improved Grapple, Unarmed 5	+4 bonus to resist being moved
Sticking Hands	Dex 17, Wis 17, Improved Grapple, Sense Motive 12, Unarmed 10	Move with opponent
Undersize Wrestler	Holding Basics	Bonus to escape grapples from larger opponents
Cunning Sidestep	Undersize Wrestler	Bonus to avoid being knocked over
Improve Kit	Craft (elec) 6, Craft (mech) 6	Improve kit quality for cheap
Improved Aid Another	Wis 17	Add Wisdom bonus when aiding another instead of +2
Improved Flight	Fly speed	Improve maneuverability category by one
Improved Initiative	n/a	Provides a +4 bonus to Initiative checks
Quick Kill	Fht 17, Improved Initiative	Perform coup de grace as standard action
Improved Natural Healing	Base Fortitude save +5	Heal twice as many points
Improved Scent	Scent ability	Double normal scent ranges
Uncanny Scent	Improved Scent	Pinpoint within 20 ft.
Interrogation	Intimidate 3, base Will save +3	No penalty for interrogation checks
Iron Skin	Con 17	Innate DR of 1/-
Iron Will	n/a	+2 bonus Will save
Jump School	Str 13, Dex 13	+2 bonus to Balance, Paratrop, and Tumble checks
75th Ranger Battalion	Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman	Assorted modifiers
82nd Airborne	Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman	Assorted modifiers
Radio Reconnaissance Team	Active Duty or Reserve (U.S. Marines), MOS Signals, Amphibious Assault, Jump School	Assorted modifiers
Jungle/Swamp Warfare	n/a	Bonuses in jungle and swampy environments
Kicking Basics	Unarmed 1	Basic maneuvers
Kundalini	n/a	+2 Wisdom after sustaining sex
Large and In Charge	Fht 13, Str 17, Large size	Force opponent back with AoO
Lightning Reflexes	n/a	+2 bonus Reflex save
Linguist	Read/Write or Speak Language 5 (*3)	Good at picking up new languages
Loud	n/a	Your voice can be heard farther away
Low Profile	n/a	-3 Reputation
Martial Artist	Kicking Basics, Punching Basics, Unarmed 1	No provoke, deal lethal with no penalty
Blocking Mastery	Fht 13, Blocking Basics, Martial Artist, Unarmed 10	Gain advanced maneuvers
Dodging Mastery	Fht 13, Dodging Basics, Martial Artist, Unarmed 10	Gain advanced maneuvers
Holding Mastery	Fht 13, Holding Basics, Martial Artist, Unarmed 10	Gain advanced maneuvers
Improved Martial Artist	Martial Artist, Holding Basics, Throwing Basics, Unarmed 6	Increase damage by +one step
Greater Martial Artist	Improved Martial Artist, Unarmed 12	Increase damage by +one step
Superior Martial Artist	Greater Martial Artist, Unarmed 18	Increase damage by +one step, improved critical hits
Kicking Mastery	Fht 13, Kicking Basics, Martial Artist, Unarmed 10	Gain advanced maneuvers
Improved Circle Kick	Fht 13, Kicking Mastery, Unarmed 10	Circle kick more than two opponents
Punching Mastery	Fht 13, Martial Artist, Punching Basics, Unarmed 10	Gain advanced maneuvers
Versatile Punch	Fht 13, Punching Mastery, Unarmed 10	Variable attack damage
Push	Fht 15, Wis 17, Martial Artist, Concentration 12 ranks, Unarmed 5 ranks.	Ranged bull rush
Ready Stance	Martial Artist, Unarmed 5	Your unarmed attacks impose penalties to opponent's attacks
Throwing Mastery	Fht 13, Martial Artist, Throwing Basics, Unarmed 10	Gain advanced maneuvers
Master Artisan	Craft 10 ranks	Make mastercraft items
Medical Expert	n/a	+2 bonus Craft (pharmaceutical), Treat Injury
Meticulous	n/a	+2 bonus Forgery, Search
Midas Touch	Influence Ally, Wealth +6, Reputation +6	Use ally for purchases
Mighty Charge	Fht 13, Str 13, Agg 13	Extra damage on charge
Powerful Charge	Mighty Charge	Treat as larger
Mighty Roar	Animal/magical beast, Large Size	Roar causes shaken condition
Greater Mighty Roar	Mighty Roar	Roar causes panicked condition
Minions	Charisma 13, Reputation +3	You have minions/followers
Horde	Cha 17, Minions, Rep +6	Twice as many minions
Miracle Worker	Int 17, Treat Injury 10	+4 bonus to jump-start the dead
Mounted Combat	Ride 1	1/round can attempt to negate hit against mount

FEATS		
Feat	Requirements	Benefit
Mounted Archery	Mounted Combat	Mounted ranged attack penalty is one-half normal
Improved Mounted Archery	Mounted Archery, Ride 5	Reduced penalties
Mounted Mobility	Mounted Combat, Ride 3	+4 Defense versus AoO
Ride-by Attack	Mounted Combat	Split-move-fire on mount
Trample	Mounted Combat	Can use mount to overrun
Cavalry Charge	Trample, Ride 12	Various abilities
Mountain Warfare	n/a	Bonuses in mountainous terrain
10 th Mountain Division	Active Duty or Reserve (U.S. Army), Arctic Warfare, Mountain Warfare, MOS Infantryman	Assorted modifiers
Multiattack	2+ natural weapons	Secondary penalty is -2 instead of -5
Improved Multiattack	Multiattack	Secondary penalty is -0 instead of -5
Multitasking	Dex 15, Int 15, Multiattack, 3+ "arms"	Perform two distinct actions with limbs
Prehensile Tail	Str 13, Multiattack, tail attack	Use tail as extra limb
Multiweapon Fighting	Dex 13, 3 or more "hands"	Acts as Two-Weapon Fighting for more than two hands
Improved Multiweapon Fighting	Fht 15, Dex 15, Multiweapon Fighting	Second attack with each off-hand weapon
Greater Multiweapon Fighting	Fht 19, Dex 19, Improved Multiweapon Fighting	Third attack with each off-hand weapon
Multiweapon Pounce	Fht 13, Dex 13, Multiweapon Fighting	Additional attack on charge
Off-Hand Power	Fht 13, Str 13, Dex 17, Multiweapon Fighting	Add full Strength bonus to off-hand damage
Narrow Gaze	Int 13, gaze attack	Limited field of effect
Nimble	n/a	+2 bonus Escape Artist, Sleight of Hand
Non-Commissioned Officers School	Int 11, E-5+	Assorted modifiers
NBC	n/a	Modifiers when dealing with NBC
Personal Firearms Proficiency	n/a	n/a – subsumed by Weapons skills
Advanced Firearms Proficiency	n/a	n/a
Burst Fire	n/a	n/a
Exotic Firearms Proficiency	n/a	n/a
Strafe	n/a	n/a
Obscure Knowledge	Gather Information 5 ranks	Make checks to know bits of information
Officer Candidate School	Int 13, Knowledge (civics) 5, Knowledge (tactics) 3	Assorted modifiers
Organic Body Armor	n/a	Use captives as shields
Point Blank Shot	n/a	+1 bonus ranged attack and damage within 30 ft.
Double Tap	n/a	n/a
Increased Precision	Point Blank Shot	Increase your Point Blank Shot range
Lay Down Fire	Point Blank Shot	Increase bonus provided by cover fire and suppression fire
Precise Shot	Point Blank Shot	No -4 for shooting into melee, no random target
William Tell	Point Blank Shot, Precise Shot	Ignore certain modifiers
Skip Shot	Precise Shot	Ignore cover, deals one-half damage
Rapid Shot	Dex 13, Point Blank Shot, Bows 1	Gain one additional attack per round with certain ranged weapons
Improved Rapid Shot	Rapid Shot, Bows 6	No penalty
Manyshot	Fht 13, Dex 17, Rapid Shot, Bows 7	Fire two arrows simultaneously at single target
Greater Manyshot	Fht 13, Dex 17, Rapid Shot, Bows 10	Use Manyshot against multiple targets
Shot on the Run	Point Blank Shot, Mobility	Split-move-ranged fire
Rolling Shot	Mobility, Shot on the Run	Gain +2 Defense bonus when using firearm and moving
Poker Face	Wis 13	Sense Motive attempts against you are at -2
Power Attack	n/a	n/a – standard combat maneuver
Cleave	Fht 13, Str 13	Extra attack after dropping opponent 1/round
Great Cleave	Fht 14, Cleave	Unlimited Cleaves per round
Cleaving Charge	Fht 17, Str 15, Great Cleave	Take a number of 5 ft. steps when cleaving
Trail of Blood	Cleaving Charge	You can move up to 15 ft. between cleaves
Improved Bull Rush	Fht 13, Str 13	Doesn't provoke, +1 bonus
Shock Trooper	Fht 13, Str 13, Improved Bull Rush, base Will save +5	Various abilities
Sunder	Fht 13, Str 13	Doesn't provoke, +1 bonus
Combat Brute	Fht 17, Str 13, Cleave, Sunder	Various abilities
Political Favors	n/a	Bonus when dealing with politicians
Political Clout	Political Favors	Increase Political Favors effects
Predict Action	Wis 13, Per 13, Sense Motive 5	Predict target's next probable action
Profiler	Int 13, Gather Information 6, Investigate 6, Knowledge (behavioral sciences) 6	Develop profile of suspects
Power Kill	Fht 17	Increase coup de grace save DC by +5
Psychotherapy	Knowledge (behavioral sciences) 5	No penalty when performing psychotherapy
Brainwashing	Psychotherapy, Knowledge (behavioral sciences) 10	Can brainwash individuals

FEATS

Feat	Requirements	Benefit
Punching Basics	Unarmed 1	Basic maneuvers
<i>Improved Brawl</i>	Fht 13, Punching Basics, Unarmed 3	Increase damage +one step
One-Two Punch	Fht 13, Improved Brawl, Unarmed 3	Fight with both hands
Fists of Fury	Fht 15, Dex 15, One-Two Punch, Unarmed 6	Make extra unarmed attack; all at extra penalty
Lightning Fists	Fht 17, Dex 17, Fists of Fury, Unarmed 9	Make extra unarmed attacks; all at extra penalty
Iron Hand	Punching Basics	+2 unarmed damage bonus
<i>Knockout Punch</i>	Fht 13, Punching Basics, Unarmed 3	Fortitude DC is +5
<i>Improved Knockout Punch</i>	Fht 17, Knockout Punch, Unarmed 6	Fortitude DC is an additional +5 (total +10)
Stunning Strike	Improved Knockout Punch, Unarmed 12	Can attempt to stun opponent with unarmed strike
Multi-Striker	Stunning Strike	Multiple stunning strikes per round
Paralyzing Strike	Stunning Strike	Paralyze part of target body
Quick Craft	Craft (elec) 6, Craft (mech) 6, Craft (struct) 6	Craft items in one-half normal time
<i>Quick Draw</i>	Fht 11, Dex 11	Draw/sheathe as free action, larger weapons don't provoke
Flick of the Wrist	Fht 13, Dex 17, Quick Draw	Can catch opponent flat-footed with quick drawn weapon
Improved Quick Draw	Fht 15, Dex 15, Quick Draw	Can gain extra attack with Quick Draw
Lightning Draw	Fht 15, Dex 15, Quick Draw	Draw and feint
Quick Recovery	n/a	Recover from sex after 15 minutes
Instant Recovery	Quick Recovery	No rest after sexual activities
<i>Quick Reload</i>	Fht 11, Dex 11, Weapons 1	Reduce reload time
Lightning Reload	Dex 13, Weapons 5	Reduce reload time even more
Radar Operation	n/a	No penalty when using radar
Reactive Shooter	Dex 13, Weapon 1	Can act in surprise round when using Medium or smaller firearm
High Ready	Reactive Shooter	Can use Reactive Shooter with Large weapon
REMF	n/a	+2 bonus to requisition
Reconfigure Weapon	Repair 7	Alter weapons
Remote Pilot	Computer Use, Drive/Pilot 6 and applicable vehicle feats	No non-proficiency penalty when operating remote vehicles
Renown	n/a	+3 Reputation
Rip-a-Clip	Weapons 1	Extra attack after dropping an opponent 1/round
Greater Rip-a-Clip	Rip-a-Clip, Weapons 7	Unlimited rip-a-clips per round
Rumor Monger	Influence Ally, Reputation +6	Use ally for information
<i>Run</i>	n/a	Run *5 with Defense, +2 bonus on Jump
Fleet of Foot	Run	Make a single turn while running
Confident Charge	Dex 13, Fleet of Foot	Make multiple turns while charging
Increased Speed	Run	Increase base speed +10 ft.
<i>Simple Weapons Proficiency</i>	n/a	n/a – subsumed by Weapons skills
Second Wind	Con 13	Spend action point to regain hit points
Seductive	Cha 15	+2 bonus on Cha-, and App-based checks with selected sex
Seize the Moment	n/a	Gain Initiative bonus but leave self open
Sexual Training	n/a	+1 bonus on Perform (sexual techniques), +2 bonus to Con to sustain
Shadowy Past	n/a	-4 penalty to find information about you
Secret Life	Shadowy Past	Penalty is -8, gain 1 cover identity
Mystery Man	Secret Life	Penalty is -15; 3 total cover identities
Shatter	Str 13	Melee attacks ignore 2 points of Hardness
Improved Shatter	Shatter	Melee attacks ignore additional 2 points of Hardness
Greater Shatter	Improved Shatter	Melee attacks ignore additional 2 points of Hardness
Shield Bearer	n/a	Use shields without penalties
Power Defense	Fht 13, Str 13, Shield Bearer	Use shield to unbalance opponent
Shield Intercept	Fht 13, Str 13, Dex 13, Shield Bearer	Use shield to actively intercept attacks
Sidekick	Cha 13, Rep +3	You have a loyal sidekick
Sneak Attack	Dex 13, Treat Injury 10	Deal additional damage to Dex-denied opponents
Arterial Strike	Dex 17, Sneak Attack*4	Sacrifice damage dice for bleeding wounds
Deadly Precision	Dex 17, Sneak Attack*3	You can re-roll 1s on your Sneak Attack bonus damage
Ranged Sneak	Dex 15, Per 13, Precise Shot, Sneak Attack	Increase range of sneak attack
Sonar Operation	n/a	No penalty when using sonar
Stalker	Criminal occupation, Gather Information 4	Gain bonus to Gather Information and Hide
Stand Still	Fht 13, Str 13	Attempt to stop moving foe
Stealthy	n/a	+2 bonus on Hide, Move Silently
Steely Gaze	Cha 13, Intimidate 8	Demoralize opponent as a free action
Menacing Aura	Cha 15, Steely Gaze, Intimidate 15	Demoralize opponent within 15 ft. as free action (unlimited)
Step Back	Fht 17, Dex 13	Additional 5-ft. adjustment
Stone Cold	n/a	Gain Will save bonus, Intimidate bonus
Bloodthirsty	Stone Cold, Intimidate 5	When you drop a foe, you can threaten as a free action
Streetfighting	Fht 13, Unarmed 2	+1d4 damage 1/round
Improved Feint	Fht 13, Int 13, Streetfighting	+2 Bluff (feint), as move action
Improved Streetfighting	Fht 13, Streetfighting, Unarmed 4	Increase bonus damage to +1d6
Greater Streetfighting	Fht 13, Improved Streetfighting, Unarmed 6	Increase bonus damage to +1d8

FEATS		
Feat	Requirements	Benefit
Superior Streetfighting	Fht 13, Greater Streetfighting, Unarmed 8	Increase bonus damage to +1d10, other
Studious	n/a	+2 bonus on Decipher Script, Research
Superior Conditioning	Base Fortitude save +5, Base Will save +5	Reduce duration of certain effects
Surface Vehicle Operation	Drive 4	No -6 on selected vehicles
<i>Surgery</i>	Int 13, Treat Injury 10	No -4 when performing surgery
SERE	n/a	Assorted bonuses
Survivor	n/a	+4 Con to determine how long without food, water
Swarm-fighter	Fht 13, Dex 13, Small or less	Bonus when fighting in a swarm
Sweep	Spot 5 ranks	Spot check to notice a variety of things
Take 'em Alive	Fht 13, Dex 13	Can deal subdual damage with lethal weapon with no penalty
Talk Down	Cha 13, Diplomacy 6	Can talk an opponent down
Sow Distrust	Talk Down, Diplomacy 11	Sow distrust between people
Tantric	n/a	+2 Intelligence after sustaining sex
Teamwork (Specific Team)	Allegiance	Gain bonuses when working with team
Tactician	Int 13, Teamwork [Specific Team], Knowledge (tactics) 3	Can provide allies with bonuses
By the Book	Tactician	Gain additional +2 bonus
Command Decision	Cha 15, Tactician	Allies gain free critical
Telescopic Shooter	Dex 13, Per 13	You can acquire targets more quickly than normal with telescopic sights
Thrower	Fht 13, Weapons 1	Throw non-thrown weapons without penalty
Throwing Basics	Unarmed 1	Basic maneuvers
Combat Throw	Throwing Basics	+2 bonus Grapple, Trip
Improved Combat Throw	Fht 13, Combat Throw, Unarmed 3	Free trip (as AoO) if melee opponent misses you
Tough Customer	Reputation +6	Gain Reputation bonus to Intimidate
<i>Toughness</i>	n/a	Adds +1 hit point to each location
<i>Improved Damage Threshold</i>	Toughness	Increase massive damage threshold
Track	Survival 1	Use Survival skill to track
Swift Tracker	Wis 15, Track, Survival 6	Track at normal speed without penalty
Trash to Treasure	Repair 5	Spend action point to make permanent jury-rigged repairs
Trustworthy	n/a	+2 bonus on Diplomacy, Gather Information
Haggle	Trustworthy	+4 Diplomacy bonus when haggling
Tunnel Rat	Dex 13	Reduced penalties in cramped spaces
Two-Weapon Fighting	Fht 13, Dex 13	Reduce penalties by 2 points each
Improved Two-Weapon Fighting	Fht 15, Dex 15, Two-Weapon Fighting	Extra attack with off-hand weapon, mixed weapon types
Advanced Two-Weapon Fighting	Fht 19, Dex 19, Improved Two-Weapon Fighting	Additional extra attack with off-hand weapon
Off-Hand Power	Fht 13, Str 13, Dex 17, Two-Weapon Fighting	Add full Strength bonus to off-hand damage
Pin Shield	Fht 17, Two-Weapon Fighting	Negate opponent's shield
Two-Weapon Defense	Fht 13, Dex 13, Two-Weapon Fighting	Can use second weapon as shield
Two-Weapon Pounce	Fht 13, Dex 13, Two-Weapon Fighting	Extra attack on charge.
Urban Tracking	Gather Information 1	You can track in urban areas
Urban Warfare	n/a	Bonuses in urban environments
Phoenix Ravens	Active Duty or Reserve (U.S. Air Force), MOS Law Enforcement, Urban Warfare	Assorted modifiers
Special Reaction Team	Active Duty or Reserve (U.S. Marines), MOS Law Enforcement, Urban Warfare	Assorted modifiers
Vehicle Expert	n/a	+2 bonus on Drive, Pilot
Collision Control	Vehicle Expert, Drive 8	Alter effective vehicle size during collisions
Daredevil	Vehicle Expert, Drive or Pilot 10	Negates penalty for performing "Daredevil" only maneuvers
Free Driving	Vehicle Expert, Drive 15	Driving uses a free action
Vehicle Dodge	Dex 13, Vehicle Expert, Drive 6	+1 dodge bonus to Defense
Follow That Car	Vehicle Dodge, Drive 6	Spend action point to follow vehicle
Vehicle Specialization	Vehicle Expert, Drive or Pilot 1	+2 bonus with vehicle
<i>Weapon Finesse</i>	n/a	n/a – subsumed by Fighting score
<i>Weapon Focus</i>	Weapon 3	+1 attack bonus, +1 armor penetration bonus
Improved Critical	Weapon Focus, Weapon 10	Deal enhanced critical instead of normal critical
Monkey Grip	Str 13, Weapon Focus	Use larger weapons with reduced penalty
Precise Location	Fht 17, Dex 17, Weapon Focus, Weapon 3	Gain +2 bonus on hit location roll with selected weapon
Single Weapon Fighter	Weapon Focus, Weapon 3	+2 dodge Defense with single weapon
Improved Single Weapon Fighter	Single Weapon Fighter, Weapon Focus, Weapon 9	Dodge bonus increases to +4
Greater Single Weapon Fighter	Weapon Focus, Weapon 15	Dodge bonus increases to +6
Weapon Specialization	Weapon Focus, Weapon 4	+2 damage bonus, +1 armor penetration bonus
Weapon Platform	Str 17	Treated as one size larger for weapon size/Strength requirements
Well-Connected	Reputation +6, two allies	Call on allies more frequently
Speed Dial	Well-Connected, Reputation +9	Allies respond more quickly
Fixer	Speed Dial, Reputation +9	

FEATS

Feat	Requirements	Benefit
Well Off	Know (business) 5, Profession 5	+2 Wealth, -5 PDC to determine Wealth loss
Deep Pockets	Well Off, Know (business) 5, Profession 10	+3 Wealth, -10 PDC to determine Wealth loss.
Wealth beyond Avarice	Deep Pockets, Know (business) 20, Profession 30	+5 Wealth, -20 PDC to determine Wealth loss
Windfall	n/a	n/a
Wheelman	Criminal occupation, Drive 4	Gain bonus to Drive and Spot
Winning Smile	Cha 17, Bluff 8, Diplomacy 8	Convince person to treat you as trusted friend
Without a Trace	Dex 13, Int 13	Impose -4 penalty to certain skill use by others
Word on the Street	Cha 13, Gather Information 9	Improved ability to gather information

MODIFIED FEATS

Action Points

You can use action points in the following manner on feats from the core books:

Agile Repost: You can spend an action point to use this ability without taking up an attack of opportunity.

Blind-Fight: You can spend an action point to gain an additional re-roll if the second re-roll still results in a miss.

Heroic Surge: You can spend an action point of at least 1d6 value to gain an additional use of this in a day.

Run: You can spend an action point to increase your running multiplier by an additional point for one round (i.e., your run becomes *6 for the round).

Skip Shot: You can spend an action point of at least 1d6 to deal normal damage instead of one-half damage with this attack.

Surgery: You can spend an action point of at least 1d6 to reduce the time required to perform the surgery by 25%.

Armor Proficiency (Light, Medium, Heavy)

Benefit: You receive the normal armor protection, and use the penalties as listed.

Normal: Without the appropriate proficiency, you suffer double the normal Fighting and Dexterity penalties, and see your movement reduced by an additional 10%.

Cleave

Benefit: If one of your melee attacks leaves an opponent stunned, disabled, or worse, you get an immediate additional melee attack against an opponent adjacent to the one you just felled. This must be the same type of attack as the first, at the same attack bonus. You can use this ability once per round.

Combat Expertise

Benefit: You can subtract an amount from your attack bonus up to your Fighting bonus and add the same number to your Defense for the round – this is treated as a dodge bonus.

Combat Reflexes

Benefit: Under this rule set, an attack of opportunity is at a -6 penalty. This feat doesn't allow you to make additional attacks of opportunity, but it does reduce the penalty to -3.

Dead Aim

Special: You may select this feat multiple times; each time, the bonus increase by an additional +1. However, each additional selection requires you to have 5 ranks in the appropriate Weapon skill.

Dodge

Special: You may select this feat multiple times; each time, increase the dodge bonus by +1.

Drive-By Attack

Benefit: When you make an attack from a moving vehicle, you suffer only one-half the normal penalty (round up).

Endurance

Benefit: This provides you with a +4 bonus to Endurance checks.

Frightful Presence

Benefit: Using this is a full-round action. All opponents within 10 ft. with an Intelligence of 4 or better must make Helplessness Madness checks with a DC equal to your Charisma score + your Reputation bonus. The GM may apply additional DC or save modifiers based on your general appearance and other factors as well. If an opponent makes the check, he is immune to your use of this effect for 24 hours.

Heroic Surge

Benefit: You may use this ability once per day.

Special: You may purchase this feat up to five times, with each time providing one use per day.

Improved Brawl

Benefit: Increase your unarmed damage by one step – in other words, for a Medium creature, you strikes go from 1d3 to 1d4 damage. This does not have any effect on natural weapons such as claws or teeth.

Improved Bull Rush

Benefit: You don't provoke attacks of opportunity when performing a bull rush or associated maneuver, and you gain a +1 bonus to the attempt.

Improved Damage Threshold

Prerequisites: Toughness.

Benefit: When determining the effects of massive damage (critical hit table result), treat your Constitution score as +3 points greater.

Special: You can select this feat multiple times, with each selection increasing the threshold by +3; however, for every time you select this feat, you must have also selected Toughness. For example, to have Improved Damage Threshold (*3), you must have Toughness (*3) first.

Improved Disarm

Benefit: When you attempt a disarm attempt, you do not provoke an attack of opportunity, you gain a +1 bonus, and if you fail, the opponent doesn't get a free shot at disarming you.

Improved Knockout Punch

Benefit: When you score a qualifying subdual critical hit, increase the Fortitude save DC for the victim to remain conscious by +5 (in addition to the bonus from Knockout Punch, for a total of +10).

Improved Trip

Benefit: When you attempt a trip maneuver, you do not provoke an attack of opportunity, you gain a +1 bonus, and if you fail, the opponent doesn't get a shot at tripping you. If you trip the opponent then you get a free attack as noted, at a -2 penalty (not including any benefit for a prone opponent).

Knockout Punch

Benefit: When you score a qualifying subdual critical hit, increase the Fortitude save DC for the victim to remain conscious by +5.

Quick Draw

Benefit: You can draw a weapon as a free action; you can sheathe a weapon as a free action; don't be a dick about trying to draw and sheathe a bunch of times in a round or you'll drop all your weapons. Additionally, with this feat, you don't provoke an attack of opportunity when drawing any weapons.

Quick Reload

Benefit: This feat allows you to replace a pre-loaded box magazine, speed loader, or similar storage as a free action.

You can reload internal magazines, or place new rounds in box magazines, speed loaders, and similar storage at a rate of 1 + Dexterity modifier as a standard action.

You can feed a new belt into a weapon as a standard action.

This feat also applies to reloading other weapons, such as bows, crossbows, slings, etc. When using such weapons, (assuming you have at least 1 rank in the appropriate Weapons skills) which normally have a RoF entry of Draw + n, having this feat reduces the "n" by one point.

Special: You can only use this feat to quickly load weapons with which you are proficient. You can select this feat multiple times for use with Draw +n weapons, with each additional selection reducing "n" by an additional point.

Normal: Normally, changing a box magazine, speed loader, or similar storage is a standard action.

Reloading internal magazines, or placing new rounds in a box

magazine or speed loader is done at a rate of 1 + Dexterity modifier per round as a full-round action (minimum of 1, although if you have a Dexterity penalty, you may have to make Dexterity checks to avoid dropping rounds).

Feeding a new belt into a weapon is a full-round action.

Run

Benefit: In addition to increasing your running multiplier to *5, and providing a bonus to Jump checks, you retain your Dexterity bonus to Defense when running.

Skip Shot

Benefit: Under a qualifying circumstance, you ignore cover but take a -2 attack penalty. The attack simply deals one-half damage.

Spring Attack

Benefit: When you make an attack while on the move, you do so without an attack penalty, and you gain an additional +4 bonus against attacks of opportunity provoked by the movement (and only by the movement).

Sunder

Benefit: When you attempt to sunder a weapon or item, you do not provoke an attack of opportunity, and you gain a +1 bonus to the attempt.

Surgery

Prerequisites: Intelligence 13, Treat Injury 10 ranks.

Toughness

Benefit: You gain +1 hit point in each hit location.

Special: You can select this feat multiple times; for each additional selection, however, the prerequisite Constitution score increases by +2 (15, 17, 19, 21, 23, etc).

Unbalance Opponent

Benefit: You can select an opponent up to two size categories in difference from you. The selected opponent doesn't get to apply his Fighting bonus to his attack rolls made against you.

Weapon focus

Benefit: You gain a +1 damage bonus with the selected weapon; additionally, the Armor Penetration of the weapon improves by one point.

Special: You can select Weapon Focus multiple times; each time, it applies either to a different weapon, or to a previously selected weapon. When applying to a previously selected weapon, the Requirements increase – each additional taking of the feat requires the weapon skill to be 3 ranks greater. For example, to take it twice for the same weapon, your skill must be at 6 ranks.

NEW FEATS

1st Cavalry Division

The 1st Cavalry is the premier elite airmobile armored division in the world. Based out of Fort Hood, Texas, the 1st Cavalry has seen action in every major conflict (and most minor ones), from WWII through Operation: Iraqi Freedom.

Prerequisites: Active Duty or Reserve (U.S. Army), Desert Warfare, MOS Armor.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; Terrain Specialization Desert Warfare (increases the bonuses on attack and skill rolls gained from Desert Warfare by +1 each).

3rd Infantry Division

The 3rd Infantry Division is possibly the heaviest, best-equipped unit in the American Army. The 3rd Infantry Division calls itself "The Rock", and is based out of Fort Stewart, Georgia, and Hunter Army Air Field.

Prerequisites: Fighting 13, Active Duty or Reserve (U.S. Army), MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 on all Requisition checks.

10th Mountain Division

The 10th Mountain Division is the premier mountain warfare division in the American Army. This light infantry division has seen extensive service in the hunt for Al Qaeda in the mountains of Afghanistan. Historically, the 10th Mountain has seen combat in the Apennine Mountains of Italy in WWII, and were a driving force behind the growth of ski resorts in America (ski resorts in Vail and Aspen were begun by veterans of the 10th Mountain). The 10th Mountain is based in Fort Drum, New York.

Prerequisites: Active Duty or Reserve (U.S. Army), Arctic Warfare, Mountain Warfare, MOS Infantryman.

Benefit: +1 Morale bonus to any Saving Throw to resist any of the

following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; Terrain Specialization Mountain/Arctic (increases the bonuses on attack and skill rolls gained from Arctic and Mountain warfare training by +1 each).

75th Ranger Battalion

Although every Ranger is an elite soldier in his own right, very few Rangers have completed the Ranger Course, designed to teach men to *lead* Rangers.

Prerequisite: Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all Promotion checks.

82nd Airborne

The 82nd Airborne has become so famous for the exploits of its paratroopers that its WWI history is almost completely forgotten. With soldiers from all 48 states, the 82nd Infantry, dubbed the "all-American" division served with distinction in WWI. In 1942, the 82nd became the first airborne division in the U.S. Army, and was redubbed the 82nd Airborne. The 82nd Airborne earned a near-legendary status in WWII, participating in operations such as "Neptune", the airborne compliment of "Overlord" (Neptune was the airborne assault of Normandy, while Overlord was the amphibious assault), and operation "Market Garden", a combined assault by three airborne divisions to seize and hold key roads and bridges deep in German territory. The 82nd Airborne is based at Fort Bragg, North Carolina, and holds dear two nicknames earned in WWII: "Devils in Baggy Pants", taken from a German soldier's diary, and "America's Honor Guard", a title bequeathed on the unit by General George Patton.

Prerequisite: Active Duty or Reserve (U.S. Army), Jump School, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all Promotion checks.

101st Airborne

The 101st Airborne's first commander, Maj. Gen. William C. Lee announced to his first recruits that the unit had "No history, but a rendezvous with destiny". And in the years since that announcement in 1942, the 101st Airborne has rendezvoused with destiny many times. The unit has participated with distinction in engagements from WWII, to Iraqi Freedom. The nickname of the 101st is the "Screaming Eagles." Currently the 101st maintains Airborne in its name for strictly historical reasons, and is an air assault light infantry division, with the largest rotary-wing contingent in the world allowing this force to be extremely mobile on the battlefield (transporting large numbers of troops with helicopters, and deploying those troops quickly through rappelling).

Prerequisite: Active Duty or Reserve (U.S. Army), Air Assault Training, MOS Infantryman.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +1 on all Promotion checks.

Ability focus

One of your special abilities is particularly potent.

Prerequisites: Special attack that allows a saving throw.

Benefit: Select one special attack you possess that allows a saving throw. Increase the DC for the saving throw by +2.

Special: You can select this feat multiple times; each time, it applies to a different special attack.

Able Sniper

You are accomplished at remaining unseen when making attacks with a ranged weapon.

Prerequisites: Dexterity 13, ranged Weapon skill 1 rank.

Benefit: When wielding a ranged weapon that you are proficient with, you gain a +2 attack roll bonus against targets that are both flat-footed and at least 30 feet away. Additionally, you gain a +4 bonus to Hide checks made to Hide again after you make an attack while hiding.

Accidents Happen

The more opponents you fight, the more likely they are to injure each other.

Prerequisites: Fighting 17, Dexterity 13, Wisdom 13, Combat Reflexes, Interference.

Benefit: If the creature to which you have selected to apply the benefits of the Dodge feat attacks you in melee and misses, you may choose to force it to make an immediate extra attack against any other creature of your choice within its reach that also threatens you. This free attack is at the same attack bonus as the one that missed, and any effects that applied to the original attack against you remain in effect. This feat does not apply if the attack that missed was an attempt to disarm, grapple, sunder, or trip you, nor if it was an attack of opportunity that you provoked. This attack counts as one of your attacks of opportunity for the round; you

may use this feat no more than once per round, even if entitled to multiple attacks of opportunity per round.

Accurate Attack

You can sacrifice attack power for accuracy.

Prerequisites: Fighting 11, Dexterity 13, Weapons skill 1 rank.

Benefit: When fighting with a weapon that you have skill ranks in, you can, on your turn but before you roll any dice, select a number ranging from 1 to your ranks with the weapon in question. For the next round, you gain this number as a bonus to your attack rolls with the weapon, but you take 2* the number as a damage penalty to those attacks.

Acrobatic Strike

You are skilled at using your acrobatic skills for attack.

Prerequisites: Fighting 13, Dexterity 13, Acrobatic, Tumble 12 ranks.

Benefit: When you use Tumble to try and defend against an attack of opportunity and are missed, you gain a +4 bonus to strike that attacker as long as you take the attack before the end of your current turn.

Aerial Combat

You are trained at fighting in the air.

Prerequisites: Dexterity 13, ability to fly.

Benefit: You gain either a +1 bonus to attack rolls or Defense (dodge) while in the air. You can apply the bonus to either attack rolls or Defense each round. The bonus remains allocated until your next turn.

Agile Athlete

You are a dexterous athlete.

Prerequisites: Dexterity 13, Climb 1 rank, Jump 1 rank.

Benefit: You use your Dexterity bonus instead of your Strength modifier for Climb and Jump checks.

Air Assault Training

You have been trained in air assault techniques, including rappelling from helicopters.

Benefit: You gain a +2 bonus to Climb, Tumble, and Use Rope checks.

Air Traffic Control Expert

You are a trained aviation specialist.

Benefit: You gain a +2 bonus on Communications skill checks when performing air traffic control.

Ambidexterity

You are equally skilled at using both hands.

Prerequisites: Dexterity 13.

Benefit: You suffer a -2 penalty for using your off-hand for tasks. When fighting with two weapons, reduce the penalties by 1 point.

Normal: Without this feat, you suffer a -4 penalty when using an off-hand to perform a task.

Amphibious Assault Training

You are trained to fight in aquatic environments.

Prerequisites: Swim 1 rank.

Benefit: When operating in amphibious environments (including beach areas, but not shipboard), you gain a +1 bonus to attack rolls and a +2 bonus to Balance, Climb, Demolitions, Drive, Hide, Knowledge (tactics), Spot, Survival, Swim.

Animal Empathy

You are able to influence the attitudes of animals.

Prerequisites: Charisma 13, Animal Affinity, Handle Animal 6 ranks.

Benefit: You can use your Handle Animal skill to improve the attitude of an animal or magical beast. Treat the interaction as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. You need to be within 30 feet of the creature to use this ability.

Treat most domestic animals as having a Relationship/Risk of Just Met/ Even, while treating wild animals as Acquaintance (negative)/ Unfavorable.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have Acquaintance (negative)/Unfavorable with strangers.)

You may also seek to influence magical beasts (including those you has never encountered before) at a -4 penalty. Animal empathy does not function on vermin.

Action Point: You can spend an action point to negate the magical beast penalty, or to use the ability on a single vermin class creature.

Archaic Smith

You have learned the old art of blacksmithing (a well as weapon- and armor-smithing).

Prerequisites: Intelligence 9, Craft (mechanical) 1 rank, Endurance 1 rank.

Benefit: This feat allows you to use your Craft (mechanical) skill to

create forged items. Use the following as guidelines for creating items.

Armor and Shields: Simple armors include the following: hide, leather, padded, and studded leather. Most other armors are complex. Half-plate, plate, and the like are particularly complex and impose a -4 penalty to the check.

Miscellaneous Items: Simple items include things like horseshoes, nails, etc. Complex items includes arrows and bolts, s well as moving or multiple-piece items.

Weapons:

- **Axes:** All-metal axes increase the PDC and Craft DC by +1, and the time by *2.
- **Bows:** Compound bows increase the PDC and Craft DC by +1 and the time by *3.
- **Crossbows:** Medium and heavy crossbows increase the PDC and Craft DC by +1 and the time by *3.
- **Flails and Chains:** All-metal flails and chains increase the PDC and Craft DC by +1, and the time by *2.
- **Maces and Clubs:** All-metal maces and clubs increase the PDC and Craft DC by +1, and the time by *2. Wood-only maces and clubs reduce the PDC and Craft DC by -1, and the time by *0.75.
- **Picks and Hammers:** All-metal picks and hammers increase the PDC and Craft DC by +1, and the time by 2.
- **Polearms:** All-metal polearms increase the PDC and Craft DC by +1, and the time by 3.
- **Slings and Thrown:** All-metal thrown weapons increase the PDC and Craft DC by +1, and the time by 2.
- **Spears and Lances:** All-metal spears and lances increase the PDC and Craft DC by +1, and the time by 3. All-wood spears and lances reduce the PDC and Craft DC by -1, and the time by *0.75

ARCHAIC SMITH TASKS			
Item	PDC	Craft DC	Time
Armor and Shields			
Simple armor	-	-	-
Fine	6	18	20 days
Diminutive	7	17	10 days
Tiny	8	16	5 days
Small	9	15	3 days
Medium	10	15	5 days
Large	11	15	10 days
Complex armor	-	-	-
Fine	11	23	28 days
Diminutive	12	22	14 days
Tiny	13	21	7 days
Small	14	20	4 days
Medium	15	20	7 days
Large	16	20	14 days
Shields	-	-	-
Buckler, steel	9	13	30 hours
Buckler, wood	6	13	15 hours
Large, steel	9	13	30 hours
Large, wood	6	13	15 hours
Small, steel	7	12	20 hours
Small, wood	5	12	10 hours
Tower, steel	10	14	48 hours
Tower, wood	7	14	24 hours
Miscellaneous Items			
Simple items	-	-	-
Fine	1	5	15 minutes
Diminutive	1	6	30 minutes
Tiny	1	7	1 hour
Small	1	8	2 hours
Medium	2	9	4 hours
Large	3	10	8 hours
Complex items	-	-	-
Fine	2	15	1 hour
Diminutive	3	14	2 hours
Tiny	4	13	5 hours
Small	5	12	10 hours
Medium	6	13	20 hours
Large	7	14	40 hours
Weapons			

ARCHAIC SMITH TASKS			
Item	PDC	Craft DC	Time
Axes	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Bows	-	-	-
Fine	1	28	24 hours
Diminutive	2	27	12 hours
Tiny	3	26	6 hours
Small	4	25	3 hours
Medium	5	25	6 hours
Large	6	25	12 hours
Crossbows	-	-	-
Fine	1	28	24 hours
Diminutive	2	27	12 hours
Tiny	3	26	6 hours
Small	4	25	3 hours
Medium	5	25	6 hours
Large	6	25	12 hours
Flails and Chains	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Heavy Blades	-	-	-
Fine	6	23	192 hours
Diminutive	7	22	96 hours
Tiny	8	21	48 hours
Small	9	20	24 hours
Medium	10	20	48 hours
Large	11	20	96 hours
Light Blades	-	-	-
Fine	5	23	144 hours
Diminutive	6	22	72 hours
Tiny	7	21	36 hours
Small	8	20	18 hours
Medium	9	20	36 hours
Large	10	20	72 hours
Maces and Clubs	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Picks and Hammers	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Polearms	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Slings and Thrown	-	-	-
Fine	4	23	24 hours
Diminutive	5	22	12 hours
Tiny	6	21	6 hours

ARCHAIC SMITH TASKS			
Item	PDC	Craft DC	Time
Small	7	20	3 hours
Medium	8	20	6 hours
Large	9	20	12 hours
Spears and Lances	-	-	-
Fine	4	17	96 hours
Diminutive	5	18	72 hours
Tiny	6	19	48 hours
Small	7	20	24 hours
Medium	8	20	48 hours
Large	9	20	96 hours
Unarmed	-	-	-
Fine	4	23	16 hours
Diminutive	5	22	8 hours
Tiny	6	21	4 hours
Small	7	20	2 hours
Medium	8	20	4 hours
Large	9	20	8 hours

Special 1: In some campaigns, when you take ranks in Craft (mechanical), you receive this feat for free, since this is effectively the Craft (mechanical) of the time and place.

Special 2: You can take a variant of this feat, Archaic Smith (wood), with a Craft (structural) requirement instead. This allows you to use Craft *structural) to create wooden weapons and defense, such as bows, arrows, staves, and shields.

Arctic Warfare

You have been trained to fight in cold environments.

Benefit: In arctic environments, you gain a +1 bonus to attack rolls and a +2 bonus to Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (tactics), Spot, and Survival. You are also proficient with the use of skis.

Armor Optimization

You are able to intercept blows with your armor.

Prerequisites: Fighting 13, Strength 13, Armor Proficiency (any).

Benefit: Select a specific type of armor; when wearing armor of the selected type, you increase the effective DR of the armor against melee attacks by +1.

Special: You may select this feat multiple times; each time, it applies to a different type of armor.

Armor Specialization

You are more comfortable in a specific type of armor.

Prerequisites: Fighting 13, Strength 13, Armor Optimization.

Benefit: When wearing armor with which you have Armor Optimization, reduced the Fighting and Dexterity penalties by one point each, and the movement penalty by 0.1 (i.e., *0.7 becomes *0.8).

Special: You may select this feat multiple times; each time, it applies to a different type of armor.

Arsonist

Whether the insurance on a building needs to be collected or you just love to watch things burn, a fire is sometimes just what you need.

Prerequisites: Criminal occupation, Craft (chemical) 4 ranks.

Benefit: You gain a +2 bonus on all Craft (chemical) and Demolitions skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may select this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Arterial Strike

You target large blood vessels with your sneak attack.

Prerequisites: Dexterity 17, Sneak Attack*4, Treat Injury 16 ranks.

Benefit: If you hit with a sneak attack, you may sacrifice +4d6 of your sneak attack damage to deal a bleeding wound. This wound causes the target to lose blood at a rate of 1/5th every 1d8 minutes.

Special: You may select this feat multiple times; each time, reduce the time interval by one step (1d6, 1d5, 1d4, 1d3, 1d2, 1 minute).

Artillery

You have received training in the operation and firing of indirect fire weapons such as mortars and artillery (applicable to the time period).

Prerequisites: Intelligence 10, Perception 10, Weapons (heavy weapons) 1 rank.

Benefit: When using mortars, artillery, and similar indirect-fire weapons, you do not suffer the normal -6 non-proficiency penalty. In

essence, this is a renamed Exotic Weapons Proficiency feat for Weapons (heavy weapons).

Avatar of Carnage

You scream, howl, and foam at the mouth during battle, striking terror into your enemies' hearts. Using the raw force of your personality, you turn your foes into a panicked mob.

Prerequisites: Fighting 17, Charisma 15, Intimidate 8 ranks.

Benefit: You whip yourself into a howling frenzy, transforming into a figure of overwhelming menace. Your face contorts, your mouth foams, and you screech like a madman. All foes within 60 feet of you must make Will saves with a DC of 15 + Charisma modifier.

Those who fail take a -1 morale penalty to attack rolls. Those who fail by 5+ are shaken. A critical failure results in the victim being frightened. All effects last for 1d4 + Charisma modifier rounds.

This is a provoking full-round action.

Back Off

You are skilled at stepping out of the way when someone attacks you.

Prerequisites: Dexterity 13, Dodge, Mobility, Sidestep.

Benefit: If an opponent's actions allow you to perform an attack of opportunity, instead of attacking, you may take a single 5-ft. step. Your 5-ft. step may not take you into any square that is threatened by one or more of your opponents. Using this feat counts as one of your attacks of opportunity for the round. After your 5-ft. step, your opponent may continue his or her action normally. This does not count as your 5-ft. step for the round.

Special: Unless you have Combat Reflexes or some other ability that grants you extra attacks of opportunity, you can only back off once per round.

Baffle Them with Bullshit

You have the gift of gab that can convince people that you know what you're talking about (even when you don't).

Prerequisites: Charisma 13, Bluff 1 rank.

Benefit: When you are about to attempt to Bluff someone about something that could be covered by a Knowledge skill, roll a Reputation check, while the target rolls the appropriate Knowledge check (or an Intelligence check if he doesn't have the skill). If you win, then you gain a +4 circumstance bonus to the Bluff check.

Special: If you are trying to bluff a group of characters, the one with the highest skill or Intelligence modifier rolls for the entire group.

Banter

You have mastered the art of "witty" (read: annoying) repartee in combat. This serves to both annoy and distract your opponents.

Prerequisites: Charisma 13, Bluff 5 ranks.

Benefit: You gain a competence bonus to your Defense against melee attacks equal to your Charisma modifier. Any circumstances which cause you to lose your dodge bonuses to Defense also causes you to lose this bonus. For this to apply, the opponent must be able to understand your language. The opponent can foil this bonus by making an opposing Will save. Once an opponent resists this, you cannot use it against him again in that encounter (at least one hour must pass before you can try it again).

Bareback

You are a skilled bareback rider.

Prerequisites: Ride 3.

Benefit: When riding an unsaddled mount, you do not suffer the normal penalty for riding bareback.

Barman

You have worked in some rough and tumble establishments.

Prerequisites: Blue Collar occupation.

Benefit: You gain a +2 bonus to Sense Motive checks, and when fighting with improvised weapons, you gain a +2 attack bonus (which offsets half of the normal -4 penalty).

Battlefield Assessment

You are able to use your assessment of a battle to your advantage.

Prerequisites: Intelligence 13, Knowledge (tactics) 5 ranks.

Benefit: To use this feat, you must be on the field of battle, in an un-threatened area. Make a DC 15 Knowledge (tactics) check as a full-round action. If successful, you gain a +1 bonus to your attack rolls, skill checks, and Defense until your next action.

Black Market

You are able to acquire illegal or restricted items more easily through your allies.

Prerequisite: At least one Supply ally, Reputation +6.

Effect: When purchasing a restricted or illegal item you may call on a supply ally to grant you a limited access to an item of that type. This allows you to ignore the Wealth increase due to the item being restricted or illegal.

Blocking Basics

You have trained in the fundamentals of blocking and redirecting the attacks of your opponents.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: This grants you the following abilities:

- **Break Weapon:** When an adjacent opponent (or one within your reach if you are larger than normal) attacks you with a melee weapon and you are using a Defensive Fighting maneuver, you can forfeit one of your attacks of opportunity to attempt to break the opponent's weapon with a Strength check.
- **Shifting Throw:** If an opponent makes a melee attack against you and misses, you may change his location to any square adjacent to you that does not put him in immediate jeopardy (i.e., no moving him into the wood chipper you're standing next to). Any of your allies who make a melee attack against that opponent this round gain a +1 bonus.

Blocking Mastery

You are skilled at blocking opponents' attacks.

Prerequisites: Fighting 13, Blocking Basics, Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Adrenaline Burst:** When you spend an action point to add to an unarmed attack roll, you gain the same value to your Defense for one round.
- **Redirection:** If you are using a Defensive Fighting maneuver and an opponent makes a melee attack you that misses, select any other opponent within your reach and make an unarmed attack roll against that opponent's Defense; if successful, you have shifted that opponent into the path of the first opponent's attack, and the second opponent suffers the full effect of the attack.

Bloodthirsty

Your rage reveals itself in a primal scream, utterance, or statement when you drop an opponent.

Prerequisites: Stone Cold, Intimidate 5 ranks.

Benefit: When you render an opponent disabled or unconscious, you may Intimidate an opponent as a free action.

Bootlicker

You are adept at groveling before those who believe themselves superior.

Benefit: When making a Bluff or Diplomacy check, if you choose to grovel, plead, and beg before the person, you gain a +4 bonus to the check. If you hold a clear advantage over the person, you cannot apply this bonus (GM's discretion).

Boss

You're a mover and a shaker, on a first-name basis with the uppermost powers within an organization.

Example: 33rd-Degree Freemason, vice president of operations or senior bureau chief.

Prerequisites: Diplomacy 6 ranks, Company Man.

Benefit: Gain a +4 bonus on Charisma rolls and Charisma-based skill checks when dealing with someone of the same organization; to resist attempts by others in the organization to sway your attitude or activities; and on Diplomacy and Intimidate checks when dealing with other organizations familiar with the one you belong to.

Gain Wealth bonus +2; you can requisition equipment of up to purchase DC 30 once per session.

Action Point: You can spend an action point for a second requisition.

Brachiation

You can swing through trees like a monkey.

Prerequisites: Strength 13, Dexterity 13, Climb 4 ranks, Jump 4 ranks.

Benefit: You can move through wooded areas (medium and dense forests) at a speed equal to the average of your Strength and Dexterity (round down to the nearest 5 feet). You must be at least 20 feet from the ground in order to use this ability, and you can only do this for half as long as you can move on the ground.

Brainwashing

You are skilled at altering behavior through long-term techniques.

Prerequisites: Psychotherapy, Knowledge (behavioral sciences) 10 ranks.

Benefit: By depriving a character under your control (your victim) of basic necessities (typically food and sleep), while at the same insisting your love and devotion to the victim's well-being (even if the victim is imprisoned and being forcefully denied food and sleep), you cause the victim to take 1 point of Wisdom damage each day with a successful Knowledge (behavioral sciences) check with a DC equal to 15 + victim's Will save bonus. When the

victim's Wisdom reaches zero, you may remove one of his allegiances, and replace it with an allegiance of your choice.

The removal of this condition involves a process known as "deprogramming" and requires a Knowledge (behavioral sciences) check with a DC of 20 + victim's Will save bonus. Once the initial roll is made, you may continue the process, adding +1 to your roll each day until the DC is reached. This process is likely to be resisted by the brainwashed individual and is considered by some as cruel as the initial brainwashing.

Break fall

You have trained at falling properly in order to reduce damage.

Prerequisites: Dexterity 13, Climb 4 ranks, Tumble 4 ranks.

Benefit: With a DC 5 Tumble check, you take no damage from falls of 1 second or less (cumulative with any other applicable checks and saves). Additionally, for any other fall, if you choose to make a Tumble check to try and reduce the damage, for every +5 you add to the DC, a successful check negates an additional second of falling time.

Action Point: You can spend an action point of any size to negate an additional 1 second of fallen distance.

Brute force

You are skilled at using hand-to-hand weapons to penetrate armor, using strength to your advantage.

Prerequisite: Strength 13.

Benefit: When using a melee weapon, the Armor Penetration value improves by one point.

Action Point: You can spend an action point and apply the result to your AP for a single attack.

By the Book

You are skilled at following orders.

Prerequisites: Tactician.

Benefit: When someone uses the Tactician ability to provide you with a bonus, you gain an additional +2 bonus.

Canny Charge

You are adept at dodging while charging.

Prerequisites: Dexterity 13, Intelligence 13, Dodge.

Benefit: When charging, you do not suffer the -2 Defense penalty.

Captivate

You can attract almost anyone's attention.

Prerequisites: Charisma 19, Bluff 5 ranks.

Benefit: You have the ability to beguile a target temporarily using words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 ft. of you, and must be able to see, hear, and understand you.

To captivate a target, make a Bluff check. The target is allowed a Sense Motive check to oppose the check. If you win, you become the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened. You can concentrate to keep a target captivated for additional rounds. You concentrate all your effort on the task (a full-round action), and the target gets to make a new Sense Motive check each round. The effect ends when you stop concentrating, or when the target succeeds on the save.

Action Point: You can spend an action point to void the target's Sense Motive check for a round.

Card Shark

You make your living in the world of professional gambling (both legal and illegal).

Prerequisites: Criminal occupation, Gamble 4 ranks

Benefit: You gain a +2 bonus on all Gamble and Sleight of Hand skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may select this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Cat Burglar

You are a skilled "second story man".

Prerequisites: Criminal occupation, Climb 4 ranks

Benefit: You gain a +2 bonus on all Balance and Climb skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may take this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Cautious Loader

You excel at loading black powder firearms safely.

Prerequisites: Weapons (black powder firearms) 1 rank.

Benefit: When you are required to roll a Black Powder Mishap, you

add +4 to the roll.

Cavalry Charge

You are a very skilled mounted combatant.

Prerequisites: Mounted Combat, Trample, Ride 12 ranks.

Benefit: You can the following:

- **Fell trample:** You can make mounted overrun attacks against multiple opponents, as long as the opponents are in a straight line along your path of movement, up to the length of your movement.
- **Leaping charge:** You must be mounted, charging, and your target must be at least one size category smaller than your mount. Select either a DC 10 check for +2 damage, or DC 20 for +4 damage. At the end of your charge, make the Ride check to score the extra damage (assuming the attack roll hits). If the Ride check fails, you don't get to make the attack roll. On a critical failure, you also fall off the mount.
- **Unhorse:** You must be mounted, and charging a mounted foe. If you hit, you make a free bull rush attempt. If it succeeds, you bull rush your opponent, but his mount remains in its location.

Circle fighter

You have been trained in a form of combat that focuses on precision and control.

Prerequisites: Dexterity 13, Dodge, Concentration 1 rank.

Benefit: You may choose to focus on a single opponent that you have designated as your dodge opponent. You receive an additional +1 dodge bonus to Defense against that opponent and a +1 bonus to your melee attack rolls against that opponent, but you suffer a -2 penalty to your Defense against other opponents.

Circle Master

You have learned to focus on multiple opponents.

Prerequisites: Fighting 15, Dexterity 13, Circle Fighter, Concentration 5 ranks.

Benefit: When in melee with an opponent designated as your Circle Fighter opponent, you gain an additional +1 dodge bonus to Defense against that opponent, and you do not suffer a -2 Defense penalty against other opponents in your threatened area. You still suffer the penalty against opponents outside of your threatened area.

Clarity of Thought

You are able to enter battle with a clarity of thought and purpose and resolve.

Prerequisites: Wisdom 13, Concentration 5 ranks, 5 Hardened Helplessness notches.

Benefit: As a full-round action you can make a DC 15 Concentration check; if successful, you gain immunity to fear effects (including Helplessness Madness checks), and a +2 bonus to save against mind-affecting effects. This lasts for a number of rounds equal to your Concentration check result -15.

You can use this a number of times per day equal to your Wisdom bonus with no penalty. Each additional use in a day imposes a -5 penalty to the Concentration check.

Action Point: You can spend an action point to gain an additional use of this without the cumulative penalty.

Cleaving Charge

You are skilled at dropping foes.

Prerequisites: Fighting 17, Strength 15, Great Cleave.

Benefit: When using Great Cleave, you may move 5 ft. between each cleaving attack, up to a total of one-half your speed.

Clever Wrestler

You are able to use your wits when grappling larger opponents.

Prerequisites: Fighting 13, Dexterity 13, Wisdom 13, Holding Basics, Improved Grapple, Weapons (unarmed) 1 rank.

Benefit: When grappling a creature at least one size category larger than you are, you add your Wisdom bonus to your grapple check.

Close-Quarters Combat

You are skilled at fighting at close range.

Prerequisites: Fighting 13, Dexterity 13, Holding Basics, Improved Grapple, Weapons (unarmed) 3 ranks.

Benefit: When an enemy attempts to grapple you, you are allowed an attack of opportunity (assuming you have any left in the round), even if the opponent has Improved Grapple or the improved grab ability. Any damage you deal with the attack of opportunity is added to as a bonus to your grapple check to resist the grapple.

Close-Quarters Defense

You are particularly effective at defending your space.

Prerequisites: Fighting 13, Dexterity 13, Combat Reflexes.

Benefit: When you make an attack of opportunity that is provoked by an opponent moving through your threatened area (including attempts to bull rush, overrun, grapple, sunder, etc), you gain a +2 bonus on your attack roll.

Special: If the opponent has a feat or ability that allows him to perform a provoking action without provoking (such as improved grapple or improved sunder), you may still make an attack of opportunity, albeit at a -10 penalty.

Closed Stance

You are skilled at close-quarters unarmed combat.

Prerequisites: Kicking Basics, Martial Artist, Punching Basics, Sidestep, Weapons (unarmed) 1 rank.

Benefit: When you use Sidestep, you can choose to move into the opponent's space. This provides you with a +2 bonus to Defense and unarmed damage against the opponent for as long as you remain in his space.

Code of Honor

You have a sterling reputation among the members of a particular organization or group.

Prerequisites: At least one allegiance.

Benefit: Select one allegiance your character already has formed. You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks when dealing with characters who have the same allegiance. You gain a -4 circumstance penalty on these same checks when dealing with characters who have the opposed allegiance.

Special: You may select this feat multiple times; each time it applies to a different allegiance.

Cold Adaptation

You have adapted to cold environments.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in temperatures ranges from 0° F to 40° F without ill effect. You also gain a +2 bonus to save versus cold effects (including directed damage and lower temperatures).

Cold Resistance

You are resistant to directed cold effects.

Prerequisites: Cold Adaptation, Base Fortitude save bonus +6.

Benefit: You gain cold resistance 5.

Special: You may select this feat up to three times, for a total cold resistance of 15.

Collision Control

You are quite skilled at controlling vehicle collisions.

Prerequisites: Vehicle Expert, Drive 8 ranks.

Benefit: At your discretion, when involved in a vehicular collision, the smallest vehicle involved in the collision may be treated as one size category larger or smaller for the purposes of determining the damage. This does not require that you instigate the collision.

Combat Brute

You employ strength and leverage to great effect.

Prerequisites: Fighting 17, Strength 13, Cleave, Sunder.

Benefit: You gain the following abilities:

- **Advancing blows:** To use this, you must make a successful bull rush. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage for each square you moved the foe with the bull rush.
- **Sundering cleave:** To use this, you must successfully sunder and destroy an opponent's weapon or shield. If so, you gain a free attack against that opponent, using the same weapon and final attack modifier as used on the sunder.
- **Momentum swing:** To use this, you must charge a foe, and power attack with a penalty of at least -5. You take an additional -4 attack roll penalty, but you double the power attack damage bonus.

Combat Sight

You are able to study an opponent, gaining an insight into his fighting style.

Prerequisites: Fighting 17, Intelligence 13, Combat Expertise.

Benefit: You can take a full-round action to study an opponent. Roll 1d20 + Fighting modifier + Intelligence modifier. The DC for this check is the opponent's Defense + attack skill. If successful, and the opponent attacks you, you gain a +1 bonus to attack rolls against the opponent until the combat ends, or he uses a different attack form against you.

Combat Team

You are skilled at using teamwork to battle enemies.

Prerequisites: Fighting 17, Dexterity 13, Combat Reflexes.

Benefit: When you and an ally with this feat flank a creature, you each impose a -2 penalty to the creature's Defense instead of the normal -1.

Command Decision

Your decisive manner is an inspiration to your allies.

Prerequisites: Charisma 15, Tactician.

Benefit: Your allies can each turn one hit into a critical hit once per combat.

Commanding Presence

Your presence can strength the resolve of allies and weaken that of opponents.

Prerequisites: Charisma 13, Diplomacy 11 ranks, Intimidate 11 ranks.

Benefit: You can use an attack action to enable an ally or weaken an opponent. You cannot use this feat on yourself.

To enable an ally, the target must be able to hear, see and understand you. Make a DC 20 Diplomacy check. If successful, you negate one of the following conditions: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned.

To weaken an opponent, the opponent must be able to see, hear, and understand you. Make an Intimidate check opposed by the target's Will save. If you win, the opponent is shaken for 1d3 + Charisma bonus rounds. If the target wins, he is immune to your use of this ability for 24 hours.

Company Man

You have some weight you can throw around in an organization — just remember that you can catch it from on high if you make waves.

Example: An Army sergeant, division manager or senior field agent.

Benefit: Gain a +2 bonus on Charisma rolls and Charisma-based skill checks when dealing with someone of the same organization; to resist attempts by others in the organization to sway your attitude or activities; and on Diplomacy and Intimidate checks when dealing with other organizations familiar with the one you belong to.

Gain Wealth bonus +1; you can requisition equipment of up to purchase DC 20 once per session.

Action Point: You can spend an action point for a second requisition.

Compelling Performance

You can give performances so powerful that they affect an audience's emotional state.

Prerequisites: Charisma 17, Perform 12 ranks.

Benefit: To use this ability, you must spend 1 action point. The emotion you arouse affects a number of targets equal to your Charisma bonus within 15 feet of you (or within 15 feet of a television, radio, or telephone that broadcasts your performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds. The target makes a Will saving throw. The DC is 15 + your Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

- **Despair:** The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
- **Hope:** The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
- **Rage:** The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

Con Artist

You are a master at gaining the trust of others for illicit purposes.

Prerequisites: Criminal occupation, Bluff 4 ranks

Benefit: You gain a +2 bonus on all Bluff and Diplomacy skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may take this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Confident Charge

You are capable of complex charges.

Prerequisites: Dexterity 13, Fleet of Foot.

Benefit: When you make a charge, you may make a number of turns in your movement path equal to 1+ your Dexterity bonus, although none of these turns can be more than 90 degrees.

Cool Under Pressure

You are able to perform certain tasks even when distracted or threatened.

Prerequisites: Wisdom 13.

Benefit: When you select this feat, select a number of skills equal to your Wisdom bonus. You may take 10 with these skills even when distracted or under duress.

Special: You may select this feat multiple times; each time, select a new set of skills.

Counter-flank

You are skilled at combating multiple opponents.

Prerequisites: Fighting 15, Dexterity 15, Perception 13.

Benefit: When you are surrounded, you apply your Perception bonus against the penalty imposed by the surrounding creatures. For example, if you have a +2 Perception bonus and are surrounded by 4 creatures, instead of the normal -3 Defense, you would suffer only a -1 Defense. This does not apply if you are denied your dodge bonus to Defense.

Counterstrike

You are able to react to melee attacks with retributive melee attacks.

Prerequisites: Fighting 15, Dexterity 15, Combat Reflexes.

Benefit: When an opponent in your threatened range hits you with a melee attack, you may make an immediate attack of opportunity against him (assuming you have available attacks of opportunity).

Action Point: You can spend an action point to activate this feat even if you do not have an available attack of opportunity.

Cunning Sidestep

You are skilled at avoiding being knocked over by larger foes.

Prerequisites: Holding Basics, Undersize Wrestler, Weapons (unarmed) 1 rank.

Benefit: When fighting an opponent with a size category larger than yours, you gain a bonus to avoid being bull rushed, tripped, overrun, pushed, or otherwise knocked down by that opponent. The bonus is equal to +2 per size category difference.

Cryptographer

You are skilled in electronic and physical methods of keeping secrets secret.

Prerequisites: Communications 1 rank.

Benefit: You make Communications skill checks normally to perform Cryptography.

Daredevil

You are particularly skilled at pulling daring vehicle maneuvers.

Prerequisites: Vehicle Expert, Drive or Pilot 10 ranks.

Benefit: When performing maneuvers marked "Daredevil" while operating an appropriate vehicle, you do not suffer the normal -10 penalty.

Deadly Precision

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dexterity 17, Sneak Attack*3, Treat Injury 14 ranks.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

Deep Pockets

You lack nothing in the way of comfort and can buy just about anything that catches your eye.

Prerequisite: Well-Off, Knowledge (business) 5 ranks, Profession 10 ranks.

Benefit: Increase your Wealth bonus by +3. An item's purchase DC is considered 10 points lower when determining if the Wealth check imposes a penalty. The item's purchase price remains the same.

Defensive Strike

You are able to use your defense to capitalize on an opponent's mistakes.

Prerequisites: Fighting 17, Dexterity 13, Intelligence 13, Combat Expertise.

Benefit: If an opponent in your threatened area makes an unsuccessful melee attack against you while you are using Combat Expertise, you may make an immediate attack of opportunity against him (assuming you have available attacks of opportunity).

Action Point: You can spend an action point to activate this ability even if you do not have any available attacks of opportunity.

Desert Warfare

You are trained for combat in desert environments.

Benefit: When operating in desert terrain, you gain a +1 bonus to attack rolls, and a +2 bonus to Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (tactics), Spot, Survival.

Diehard

You are hard to put down.

Prerequisites: Constitution 13.

Benefit: For the purposes of being disabled, treat your determining score as 6 points higher (generally resulting in an additional +3 bonus). In addition, when making a saving throw against being disabled or dying from subdual or lethal damage, you gain a +3 bonus.

Disarming Looks

Your physical appearance can fool others into ignoring your other attributes, abilities, or faults.

Prerequisites: Appearance 15.

Benefit: Once per day, you may reroll Bluff, Diplomacy, Gather Information, or Intimidate check in which your gender and physical appearance may apply (such as seduction or convincing a guard of the opposite gender to let you by). You must accept the outcome of the reroll, regardless of the result.

Dodging Basics

You have learned the fundamentals of avoiding attacks.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: You gain the following maneuvers:

- **Back Flip:** One per round, when an opponent misses you with a melee attack, you may move one 5-ft. square away from him as a free action. This movement doesn't provoke, and doesn't count against any of your movement for the round.
- **Deflect Arrows:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: Normally, a character cannot attempt to deflect a ballistic projectile (bullet), but if, somehow, a character has a Dexterity score of 31 or better, he can attempt to deflect one ballistic projectile with a Reflex save versus a DC of 40, with 50 or better catching the projectile. Each additional ballistic projectile to be deflected increases the DC by +5, so a three-round burst would require a save against DC 50.

Action Point: You can spend an action point to deflect an additional projectile in a round.

Dodging Mastery

You are quite skilled at dodging the attacks of your opponents.

Prerequisites: Fighting 13, Dodging Basics, Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Catch Arrow:** When deflecting projectiles, you can choose to catch them instead of simply deflecting them.
- **Roll with Blow:** As often as once per round, when you are successfully attacked, you can make a Reflex save with a DC equal to the damage dealt; if successful, you take only one-half damage (no damage on a critical success; double damage on a critical failure).

Dominating Demeanor

You have a force of presence that demands respect.

Benefit: You gain a +2 bonus to Intimidate checks. This increases to +6 in sexual situations in which you are dominating or imposing your authority and will on another person.

Double Blow

You can make multiple strikes with melee weapons.

Prerequisites: Fighting 17, applicable Weapons skill 10 ranks.

Benefit: When you use a standard action to make an attack with a melee weapon, you can make two attacks, but each is at a -5 penalty.

Dramatic Flair

You have a knack for the edge-of-the-seat dramatic, a.k.a. cutting it too close.

Prerequisites: Action point.

Benefit: After spending an action point to improve a roll, if the total matches the DC exactly or falls short by one, you get that action point back as if you never spent it, but still keep the result. This counts as your one-action-point-per-turn limit.

Dune Warrior

You have trained to wear armor in hot environments.

Prerequisites: Constitution 13, Armor Proficiency (light), Endurance 5 ranks.

Benefit: When wearing armor in hot environments, you suffer only one-half the normal penalties. Additionally, when you take subdual damage

from hot environments, you are not automatically fatigued.

Electronic Warfare

You are an expert in the most sophisticated modern warfare techniques.

Prerequisites: Communications 3 ranks.

Effect: You gain a +4 bonus with any of the following uses of the Communications skill: Jamming, Signal Interception, Signal Triangulation or Signal Scrambling/Unscrambling.

Elusive Fighter

You are darned hard to hit in melee.

Prerequisites: Fighting 17, Dexterity 13, Dodge, Mobility.

Benefit: You gain the following:

- **Cause overreach:** If you move out of an area threatened by a designated Dodge opponent and you provoke an attack of opportunity by doing so, and the foe misses on the attack of opportunity, you gain a free trip attempt against him, and he cannot attempt to trip you if it fails.
- **Divert:** You must be the subject of a boot party, and one of the participants must be your designated Dodge opponent. If that opponent's first attack of the round misses you, the foe makes a second attack roll against one of his boot partying allies, who is treated as flat-footed.
- **Negate power attack:** If a foe you have designated as your Dodge opponent attempts to use the power attack maneuver against you, he takes the normal penalty, but gains no bonus damage on a successful hit.

Empathic Communication

You may exchange basic thoughts with another sentient being without speaking a mutual language.

Prerequisite: Wisdom 12.

Benefit: You can communicate with sentient (Intelligence 6 or higher) beings through gestures, drawing, reading reactions, empathy, and guessing on both parties' part. This is limited to relatively simple words ("We friends," "Need food," "I am ____"). You can convey longer and more advanced ideas if you can establish a "point of reference," linking the target to a human equivalent you are familiar with and can relate to. For example, an Egyptologist would have an easier time communicating with people exhibiting characteristics of an Egyptian culture. She would be able to put together longer words and comprehend better.

Equilibrium

You heightened equilibrium aids you in balance.

Prerequisites: Dexterity 13, Balance 4 ranks, Climb 4 ranks.

Benefit: You can perform accelerated movement while making a Balance check and perform an accelerated Climb without taking a skill penalty.

Evasion

You are adept at reducing the effects of area attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: When you are subjected to an effect that allows a Reflex saving throw for half damage, you take no damage with a successful save. Evasion does not apply if you are wearing Medium or heavier armor, or are carrying more than a Light Load.

Action Point: You can spend an action point to use this even if you are wearing Medium or heavier armor or are carrying more than a light load.

Exotic Weapons Proficiency

Prerequisites: Appropriate skill at 1 rank.

There are several version of this feat available to characters. Attacks with an appropriate weapon by a character lacking the necessary feat suffer an additional -4 penalty. The following Exotic Weapon Proficiency feats are available:

- Assault Rifles
- Axes
- Black Powder Firearms
- Bows
- Crossbows
- Flails and Chains
- Grenade Launchers
- Handguns
- Heavy Blades
- Heavy Weapons
- Light Blades
- Maces and Clubs
- Machine Guns
- Picks and Hammers
- Polearms
- Rifles
- Shotguns

- Slings and Thrown Weapons
- Spears and Lances
- Submachine Guns ¹
- Unarmed

Note that energy weapons are considered Exotic, and require this feat. For example, a High-Intensity Hand Laser is an Energy Handgun, and thus requires the Exotic Weapons Proficiency (handguns) feat to use properly.

Exploit Weakness

You are skilled at finding weaknesses in your foes' combat strategy.

Prerequisites: Intelligence 15, Perception 15.

Benefit: If you spend one round of combat studying your opponent, taking no actions other than Defense, you can make a DC (10 + opponent's Weapons skill ranks) Intelligence check. If successful, then for the remainder of the encounter, you can apply your Intelligence bonus instead of your Fighting modifier to your attack rolls.

Extended Reach

Your flexible body allows you to reach farther than normal.

Prerequisites: Small or larger size, non-rigid body or a non-rigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body, or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Action Point: You can spend an action point for an additional +5 ft. reach for one action.

Extra Breath

You can use a breath weapon more frequently than usual.

Prerequisites: Breath weapon with a limited number of daily uses.

Benefit: You can use your breath weapon an additional time each day.

Special: You may select this feat multiple times; each time, you gain an additional daily use.

Extra Tricks

You can learn more tricks than normal.

Prerequisites: Animal with Intelligence 1 or 2, already knows at least one trick.

Benefit: You can learn up to 3 additional tricks.

Special: You may select this feat multiple times; each time, you can learn an additional 3 tricks.

Extreme Machine

You are able to "soup up" devices to greater effect, but with the risk of them breaking.

Prerequisites: Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks.

Benefit: To use this, you must have access to the parts and a tool kit. Make a Craft (electronic) or Craft (mechanical) check as appropriate. This takes 60 minutes (-10 minutes per 5 points over the DC, minimum of 10 minutes). If successful, the device gains a bonus (described below). The device retains this bonus for one minute per 5 points over the DC, plus one minute (beginning when the device is put into use). After the duration ends, roll d%. If the result is equal to or less than the indicated number the item breaks and must be repaired.

You can attempt multiple different modifications.

Action Point: You can spend an action point to double the duration.

EXTREME MACHINE MODIFICATIONS		
Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on Initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

Faith

Your belief and faith in a greater power aids you in some situations.

Prerequisites: Faith 13.

Benefit: When you spend an action point to modify a d20 roll, add

your Faith bonus to the action point result.

False Allegiance

You are skilled at fitting in with different groups.

Prerequisites: Charisma 13, Diplomacy 6 ranks.

Benefit: You can successfully emulate an allegiance you know about. You gain the +2 circumstance bonus on Charisma-based skills when dealing with an individual of the same allegiance. The allegiance and its bonus is considered in effect until a check is failed, at which point the false allegiance is revealed.

Fast Track

You have gained the notice of your superiors and are marked for rapid promotion, either through demonstrating your ability to lead, or your ability to brown-nose.

Benefit: You may immediately make a Promotion check upon taking this feat. You receive +4 on this and all future Promotion checks.

Fierce

Your primal nature is apparent to the creatures of the world. Thus, animals fear you.

Benefit: Whenever you come within 5 feet of an animal, you automatically force the animal to make a Will save against a DC equal to 10 + Charisma modifier. On a failed check, the animal becomes frightened for 1d4 minutes. If the animal succeeds, it is uneasy, but otherwise unaffected. Regardless of success or failure of the saving throw, an animal can only be affected by this feat once per 24-hour period. Because of your ferocity, you suffer a -4 penalty to Handle Animal checks.

Fighting Defense

You are able to use your natural fighting ability to improve your defense.

Prerequisites: Fighting 13, Intelligence 13, Combat Expertise.

Benefit: You can use your Fighting bonus (as a dodge bonus) to improve your Defense instead of your Dexterity bonus.

First Impression

You are skilled at fitting in with different groups and social settings, at least initially.

Prerequisites: Charisma 13.

Benefit: Whenever attempting to fit into a new environment – such as infiltrating a group or trying to meet contacts in a new city – you gain a +6 bonus on all Charisma-based skills. This bonus does not apply to subsequent interactions.

Fists of Fury

You are able to make additional unarmed strikes at the cost of accuracy.

Prerequisites: Fighting 15, Dexterity 15, Improved Brawl, One-Two Punch, Punching Basics, Weapons (unarmed) 6 ranks.

Benefit: When fighting unarmed and using a full-attack action, you may make an additional unarmed attack at your highest attack bonus. All of your unarmed attacks in the round suffer a -2 penalty however. You must be unarmed and carrying no more than a Light Load to use this ability.

Fixer

If the most powerful person is the one with the most friends then you are a powerful person indeed.

Prerequisites: Speed Dial, Well-Connected, Reputation +9.

Benefit: You may have a number of allies equal to your Reputation score.

Fleet of Foot

You can turn corners without losing momentum.

Prerequisites: Run

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat in medium or heavy armor, or if you are carrying more than a light load.

Action Point: You can spend an action point to make a second turn.

Flick of the Wrist

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Fighting 13, Dexterity 17, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purposes of this attack only). This feat works only once per combat.

Flyby Attack

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Follow that Car

When driving, you can follow a vehicle so closely that nothing is able to separate the two vehicles.

Prerequisites: Drive 6 ranks, Vehicle Dodge.

Benefit: At the beginning of the round, you must be in control of a car, motorcycle, or other automotive vehicle that is in a square directly behind the target vehicle. As a full-round action you may spend 1 action point to follow that vehicle no matter where it goes, ignoring any impediments that have been placed in your way.

Your vehicle must conform to the standard movement rules – you do not automatically gain extra speed or maneuverability. You must make checks as normal for maneuvers and stunts. Your vehicle cannot perform maneuvers for which it is not equipped. (For example, if you are following a car that has been modified to also serve as a submarine and your car has not, you may not follow it underwater.)

The purpose of this feat is to allow you to follow the vehicle so closely that no impediment may be placed in the road to knock you off the trail.

Force of Personality

You have cultivated an unshakable belief in your self-worth, to the point where it bolsters your willpower.

Prerequisites: Charisma 13.

Benefit: Against mind-affecting abilities, you use your Charisma modifier on Will saves in place of your Wisdom modifier.

Forced March

You are adept at pushing yourself.

Prerequisites: Endurance feat.

Benefit: When performing a forced march, any required Endurance checks gain a +4 bonus (in addition to the bonus granted by the Endurance feat).

Free Driving [Vehicle]

You are a great driver.

Prerequisites: Vehicle Expert, Drive 15 ranks.

Benefit: You are able to drive any ground vehicle as a free action.

Frogman

You've been trained for advanced amphibious movement.

Prerequisites: Dexterity 13, Swim 4 ranks.

Benefit: You are able to hold your breath for double the usual duration, and may swim one half your speed as a move action or three-quarters your speed as a full-round action with a successful Swim check.

Gape of the Serpent

You can swallow creatures larger than normal.

Prerequisites: Swallow whole.

Benefit: You can swallow a creature of up to your own size category. Like a snake, you can stretch your mouth to an outlandish extent to accommodate immense prey. However, this process is time-consuming. If your second grapple check is successful after you have established a hold against a creature larger than you could swallow normally, you begin to swallow the held creature. On the following round, you must make an additional grapple check to complete the swallowing. The held creature can try to fight or break the grapple as normal while you are attempting to swallow it.

Special: Your gullet can hold one creature of the maximum size; other maximum numbers of swallowed creatures remain the same.

Greater Blind-Fight

You are abnormally skilled at detecting invisible and unseen opponents.

Prerequisites: Perception 19, Improved Blind-Fight, Listen 10 ranks.

Benefit: You automatically locate invisible creatures that are adjacent to you. Additionally, you can make one free action Listen check per round to detect invisible and hidden opponents.

Greater Combat Reflexes

You are skilled at maintaining a zone of control.

Prerequisites: Fighting 17, Improved Combat Reflexes.

Benefit: You make the spaces within your threatened area more difficult for opponents to move through. Movement through this area is at one-half normal, and victims cannot run or charge in these spaces. Additionally, creatures tumbling through these spaces take a -4 penalty.

Greater Deflect Arrows

You can stop several projectiles per round.

Prerequisites: Fighting 13, Dexterity 15, Dodging Basics, Improved Deflect Arrows, Weapons (unarmed) 1 rank.

Benefit: You can use Deflect Arrows a number of times per round equal to 1 + Dexterity bonus.

Greater Fly-By Attack

You can make multiple fly-by attacks in a round.

Prerequisites: Fly speed, Fly-By Attack.

Benefit: Using this feat is a full-round action. When flying, you can move up to your fly speed in a straight line and attack a number of opponents equal to your Dexterity bonus. All of the opponents must be within your reach along your line of flight. Make one attack roll, add the appropriate modifiers, and compare the result to the Defense of each opponent you are attacking. If any hits are successful, make a single damage roll and add the appropriate modifiers. Each successful hit does the full damage to that creature; do not divide the damage result among the targets. Targets of your attack do not get attacks of opportunity against you, but other opponents that would be entitled to attacks of opportunity may make them.

Greater Manyshot

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Fighting 13, Dexterity 17, Manyshot, Point Blank Shot, Rapid Shot, Bow skill 10 ranks.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Greater Martial Artist

You are a very skilled unarmed warrior.

Prerequisites: Fighting 13, Holding Basics, Improved Martial Artist, Kicking Basics, Martial Artist, Punching Basics, Throwing Basics, Weapons (unarmed) 12 ranks.

Benefit: Increase your unarmed damage by + one step.

Greater Mighty Roar

You unsettle opponents with a dreadful roar as you attack.

Prerequisites: Animal or magical beast, Large size, Mighty Roar.

Benefit: This feat functions like Mighty Roar (replacing that ability) except that each opponent that fails a DC (10 + Constitution modifier + Charisma modifier) Will save is panicked for 2d6 rounds.

Greater Multigrab

You can grapple enemies effortlessly with your natural weapons.

Prerequisites: Fighting 15, Strength 19, Dexterity 15, Holding Basics, Improved Grapple or Improved Grab, Multigrab, Weapons (unarmed) 9 ranks.

Benefit: When grappling an opponent with only the part of your body that made the attack, you take no penalty on grapple checks made to maintain the hold.

Greater Multiweapon Fighting

You can fight with a weapon in each hand and make up to three attacks per round with each extra weapon.

Prerequisites: Fighting 19, Dexterity 19, three arms, Improved Multiweapon Fighting, Multiweapon Fighting.

Benefit: You may make up to three attacks per round with each off-hand weapon that you wield, albeit with a -10 penalty on the third attack with each such weapon.

Greater Rip-a-Clip

You cut enemies down with automatic fire like a lawnmower.

Prerequisites: Rip-a-Clip, Weapons 7 ranks.

Benefit: When using an automatic weapon that qualifies for Rip-a-Clip, you can make unlimited rip-a-clip attacks per round, assuming you meet the conditions and have the ammo load.

Greater Shatter

You are incredibly skilled at breaking things.

Prerequisites: Strength 13, Improved Shatter, Shatter.

Benefit: When you attack an object with a melee attack, you ignore an additional 2 points of the object's Hardness (combined with Improved Shatter and Shatter for a total of 6 points ignored).

Greater Single Weapon Fighter

You have superior skill in defending yourself while wielding a particular weapon.

Prerequisites: Improved Single Weapon Fighter, Single Weapon Fighter, Weapon Focus, Weapon 15.

Benefit: Increase your dodge bonus to +6.

Greater Streetfighting

You are quite skilled at dirt fighting.

Prerequisites: Fighting 13, Improved Streetfighting, Streetfighting, Weapons (unarmed) 8.

Benefit: When you use Streetfighting, your bonus damage is +1d8.

In addition, when you make a Box Ears or Eye Gouge attack, you gain a +1 bonus to hit. When you use the Dirty Fighting maneuver, you gain a +2 bonus to the Intelligence check.

Great Hug

You are able to deal additional damage when squeezing your opponents.

Prerequisites: Fighting 13, Strength 13, Holding Basics, Improved Grapple, Weapons (unarmed) 3 ranks.

Benefit: When you grapple an opponent and decide to inflict damage on him, you add 2* Strength bonus to your damage.

Ground Fighter

You are skilled at fighting from the prone position.

Prerequisites: Fighting 13, Dexterity 13, Holding Basics, Improved Grapple.

Benefit: You do not suffer an attack penalty when making melee attacks while prone.

Gunnery

You have trained to use vehicle-mounted weapons.

Prerequisites: Weapons (varies) 3 ranks.

Benefit: When operating vehicle weapons with which you already have the applicable Weapons skill, you do not suffer a non-proficient penalty.

Normal: When operating vehicle-mounted weapons without this feat, you take a -6 non-proficiency penalty.

Haggle

You are adept at receiving the best price.

Prerequisite: Trustworthy.

Benefit: When making a Diplomacy check to haggle on a price, you receive a +4 bonus.

Hard-eyed

You are particularly intimidating with a gun in your hand.

Prerequisites: Charisma 13, Intimidate 4 ranks.

Benefit: You gain a +5 bonus to Intimidate checks when you aim a firearm at the target of the check. The target must be within 30 ft., and able to see you. The target does not have to be flat-footed.

Special: This bonus does not stack with the potential +2 bonus you might receive from aiming a gun at the target.

Hardy Brawler

You are resistant to subdual damage.

Prerequisites: Constitution 13.

Benefit: You gain a damage reduction against subdual damage that is equal to your Constitution bonus.

Harm's Way

You are skilled at inserting yourself between danger and an ally.

Prerequisites: Dexterity 13, Spot 4 ranks.

Benefit: Once per round, if you are adjacent to an ally who is targeted by a direct melee or ranged attack (i.e., not an area effect), you can subject yourself to the attack in place of the ally. If the attack hits you, resolve the effects against you normally; if the attack misses you, it also misses the ally.

You must declare this intention before the attack roll result is declared. You must select the ally either before Initiative is rolled, or immediately after you make your Initiative check. You cannot change the designated ally during combat.

Action Point: You can spend an action point in order to change allies during combat.

Hawkeye

You are an insightful shooter.

Prerequisites: Fighting 13, Wisdom 13, Far Shot.

Benefit: For a number of range increments (after the first) equal to your Wisdom bonus, you suffer only half the normal attack penalty. For example, a character with a Wisdom score of 16 (+3 bonus) would suffer only a -1 penalty per range increment for range increments 2, 3, and 4.

Heat Adaptation

You have adapted to warm environments.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You can exist comfortably in temperatures ranges from 90° F to 120° F without ill effect. You also gain a +2 bonus to save versus heat effects (including directed damage and lower temperatures).

Heat Resistance

You are resistant to directed heat effects.

Prerequisites: Heat Adaptation, Base Fortitude save bonus +6.

Benefit: You gain heat resistance 5.

Special: You may select this feat up to three times, for a total heat resistance of 15.

High Ready

You are accustomed to moving with your gun at the ready, shifting your aim with your sight.

Prerequisites: Dexterity 13, Reactive Shooter, ranged Weapon Skill 1 rank.

Benefit: You can use the Reactive Shooter feat with a Large weapon. To do so, you must first have stated that you are at the high ready position (on your feet, with your weapon shouldered, ready to fire). You can only move at half speed while prepared in this manner.

Hit the Weak Spot

You know where to hit vehicles in critical areas.

Prerequisites: Craft (mechanical) 6 ranks.

Benefit: When you make an attack against a vehicle, with a weapon or another vehicle, you ignore 5 points of the vehicle's Hardness.

Hold the Line

You are trained in dealing with charging opponents.

Prerequisites: Fighting 13, Dexterity 13, Combat Reflexes.

Benefit: When an opponent charges you, he provokes an attack of opportunity when he enters an area you threaten.

Holding Basics

You have learned the fundamentals of grappling opponents.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: You gain the following maneuvers:

- **Choke Hold:** When strangling a target with a grappling attack, you increase the DC of his checks to avoid unconsciousness by +4.
- **Joint Lock:** Your painful joint locks cause your grappled foes to take a -2 penalty on attempts to escape your grapple.

Holding Mastery

You are quite skilled at grappling your foes.

Prerequisites: Fighting 13, Holding Basics, Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Bone Grind:** When you are grappling an opponent and deal damage to him, you can also deal 1 point of Strength or Dexterity damage.
- **Nerve Lock:** Your mastery of holds imposes a -8 penalty to escape from you pins, and a -4 penalty to escape from other grappling holds.

Horde

You can lead great numbers of followers.

Prerequisites: Charisma 17, Minions, Reputation +6.

Benefit: You have twice as many minions as normal for your Leadership score.

Improve Kit

You are able to upgrade electrical and mechanical tool kits for cheap.

Prerequisites: Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks.

Benefit: For the cost of a standard kit, you can create a mastercraft (+1) kit. For the cost of a mastercraft (+1) kit, you can build a mastercraft (+2) kit, and for the cost of a mastercraft (+2) kit, you can build a mastercraft (+3) kit.

Improved Aid Another

You are skilled at aiding others.

Prerequisites: Wisdom 17.

Benefit: When you perform the Aid Another action, instead of simply applying a +2 bonus, you apply your Wisdom bonus.

Improved Blind-Fight

You are particularly skilled at fighting invisible and unseen opponents.

Prerequisites: Perception 15, Blind-Fight.

Benefit: You can use the benefits of Blind-Fight not just in melee, but when making ranged attacks against opponents within 30 ft.

Improved Circle Kick

You are capable of kicking more than two opponents with a single strike.

Prerequisites: Fighting 13, Kicking Basics, Kicking Mastery, Martial Artist, Weapons (unarmed) 10.

Benefit: You can use a circle kick to strike more than two opponents. As usual, all of the targets must be adjacent, and you must attempt to strike all of them. Make a single attack roll with a penalty of -1 per opponent with an additional -1. Otherwise, follow the normal rules for a circle kick.

Improved Combat Reflexes

You are particularly skilled at making attacks of opportunity.

Prerequisites: Fighting 13, Dexterity 13, Combat Reflexes.

Benefit: You can make a number of attacks of opportunity each round equal to the total of your Fighting bonus plus your Dexterity bonus. Additionally, you do not take the normal penalty on attacks of opportunity.

Improved Critical

You are particularly deadly with a certain weapon.

Prerequisites: Weapon Focus, Weapon skill 10 ranks.

Benefit: When you use the selected weapon and you score what would be a normal critical hit, you can choose to roll on a critical hit table as if an enhanced critical hit; if you score what would be an enhanced critical hit, you deal maximum damage plus a damage roll plus the critical hit table effect.

Special: You may select this feat multiple times; each time, it applies to a different qualifying weapon.

Improved Deflect Arrows

You are skilled at deflecting ranged attacks.

Prerequisites: Dodging Basics, Weapons (unarmed) 1 rank.

Benefit: You can use Deflect Arrows as often as twice per round.

Improved Evasion

You are quite skilled at avoiding damage from area attacks.

Prerequisites: Dexterity 17, Evasion.

Benefit: When you are subjected to an effect that allows a Reflex save for half damage, you take no damage on a successful save, and only half damage on a failed save. You cannot use Improved Evasion if you are wearing Medium or heavier armor or are carrying more than a Light Load.

Action Point: You can spend an action point to use this even if wearing Medium or heavier armor or carrying more than a light load.

Improved Flight

You are an agile flier.

Prerequisites: Fly speed.

Benefit: Your maneuverability category improves by one.

Improved Fly-By Attack

You can attack on the wing with increased mobility.

Prerequisites: Fly speed, Dodge, Fly-By Attack, Mobility.

Benefit: When flying, you can take a move action (including a dive) and standard action at any point during the move. If this standard action is an attack, you incur no attacks of opportunity for moving through areas threatened by your target. You cannot take a second move action during a round in which you make a fly-by attack.

Improved Grapple

You are especially skilled at grappling.

Prerequisites: Fighting 13, Dexterity 13, Holding Basics, Weapons (unarmed) 1 rank.

Benefit: You do not provoke attacks of opportunity when you initiate a grapple, and you receive a +1 bonus to grapple checks.

Improved Martial Artist

You are a skilled unarmed warrior.

Prerequisites: Holding Basics, Kicking Basics, Martial Artist, Punching Basics, Throwing Basics, Weapons (unarmed) 6

Benefit: Increase your unarmed damage by + one step.

Improved Mounted Archery

You are quite skilled at making attacks from a moving mount.

Prerequisites: Mounted Archery, Mounted Combat, Ride 5 ranks.

Benefit: When attacking from a moving mount, you suffer no penalties for speeds of 120 ft. or less, and one-half normal penalties for greater speed.

Improved Multiattack

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three natural weapons, Multiattack.

Benefit: You suffer no penalty on attack rolls with your secondary attacks. Your damage bonus is still ½ of your Strength bonus.

Improved Multiweapon Fighting

You are an expert at fighting with weapons in your three or more hands. You can make up to two attacks per round with each off-hand weapon.

Prerequisites: Fighting 15, Dexterity 15, three arms, Multiweapon Fighting.

Benefit: In addition to the single extra attack you get each round with your off-hand weapon, you get a second attack with each off-hand weapon, albeit at a -5 penalty.

Improved Natural Healing

You heal more quickly than normal.

Prerequisites: Base Fortitude save bonus +5

Benefit: You heal twice the base number of hit points (all) and ability score points in a given time period.

Improved Quick Draw

You are able to instantly draw a weapon and attack with it.

Prerequisites: Fighting 15, Dexterity 15, Quick Draw.

Benefit: When you use Quick Draw to draw a one-handed or lighter melee weapon, you can make an immediate extra attack against an opponent in your threatened area if your Initiative is higher than his is. Since this works primarily on surprise, you may use this only once per combat.

Improved Rapid Shot

You are skilled at delivering additional bow attacks.

Prerequisites: Dexterity 13, Point Blank Shot, Rapid Shot, Weapons (bows) 6 ranks.

Benefit: When using Rapid Shot, you do not suffer a -2 penalty with either attack.

Improved Scent

You can detect and track creatures by smell at a greater than normal distance.

Prerequisites: Scent ability.

Benefit: Double the ranges of your scent ability.

Improved Shatter

You are very skilled at breaking things.

Prerequisites: Strength 13, Shatter.

Benefit: When you attack an object with a melee attack, you ignore an additional 2 points of the object's Hardness (combined with Shatter for a total of 4 points ignored).

Improved Single Weapon fighter

You are especially skilled at defending yourself while wielding particular melee weapon.

Prerequisites: Single Weapon Fighter, Weapon Focus, Weapon 9 ranks.

Benefit: Increase your dodge bonus to +4.

Improved Streetfighting

You are skilled at dirty fighting.

Prerequisites: Fighting 13, Streetfighting, Weapons (unarmed) 4 ranks.

Benefit: When you use Streetfighting, you deal +1d6 damage instead of +1d4.

In Charge

You don't just have authority in an organization — you are the authority. Becoming the Pope or head of the Joint Chiefs is stretch, but you could easily be the ruler of a small nation, the ultimate mastermind behind a global conspiracy or the leader of a fledgling religious cult.

Prerequisites: Diplomacy 20 ranks, Boss, Company Man.

Benefit: Gain a +6 bonus on Charisma rolls and Charisma-based skill checks when dealing with someone of the same organization; to resist attempts by others in the organization to sway your attitude or activities; and on Diplomacy and Intimidate checks when dealing with other organizations familiar with the one you belong to.

Gain Wealth bonus +4; you can requisition equipment of up to purchase DC 40 once per session.

You wield significant influence if you're in direct contact with underlings. More often, you are an impersonal figure who rules from a distance. Your orders are carried through proper channels and trickle down to the individual priests/soldiers/employees, who may choose to ignore or alter them. Note also that you are still subject to Wealth constraints. You're using the organization's funds, which are not your own.

Action Point: You can spend an action point for a second requisition.

Increased Precision

You are skilled at ranged attacks.

Prerequisites: Point Blank Shot.

Benefit: Increase the range of your Point Blank Shot by +10 ft. If you have Sneak Attack, this also increases the range at which you can make a ranged sneak attack by +10 ft.

Special: You can select this feat multiple times; each time, increase the range by +10 ft., to a maximum of +60 ft.

Increased Speed

You are particularly quick.

Prerequisites: Run.

Benefit: Increase your base speed by +10 ft.

Special: You may select this feat multiple times, up to double your base speed.

Insightful Aim

You allow your insight and common sense to guide your ranged attacks.

Prerequisites: Wisdom 13, Alertness.

Benefit: When making a ranged attack against a target within 30 ft.,

you can apply your Wisdom bonus to the attack roll in place of your Fighting modifier.

Instant Recovery

You revive more quickly after sex.

Prerequisites: Quick Recovery.

Benefit: You need not rest after performing sexual activities.

Normal: You must rest at least half an hour between sexual activities.

Interference

The more opponents you fight, the more likely they are to get in each other's way.

Prerequisites: Dexterity 15, Dodge.

Benefit: When you are not flat-footed, you gain a +1 dodge bonus to your Defense for every two adjacent opponents that are threatening you.

Interrogation

You are a skilled interrogator.

Prerequisites: Intimidate 3 ranks, base Wills save +3.

Benefit: When using Intimidate to interrogate subjects, you do not suffer the normal -6 penalty.

Iron Hand

You have toughened the striking surfaces of your body.

Prerequisites: Punching Basics, Weapons (unarmed) 1 rank.

Benefit: You gain a +2 damage bonus with your unarmed strikes.

This does not apply if you are using brass knuckles, gauntlets or similar items.

Iron Skin

You are particularly resistant to injury.

Prerequisites: Constitution 17.

Benefit: You have an innate damage reduction of 1/-.

Special: You may select this feat multiple times; each time, your DR increases by +1. Each additional taking requires a Constitution +4 higher. For example, to take this twice, you must have a Constitution score of 21. The maximum is DR 5/-.

Jump School

You have volunteered for the honor to jump out of a perfectly good aircraft. Jump School is available to every soldier who meets the physical requirements, and is required for participation in any special operations unit, including the Green Berets and the Rangers.

Prerequisites: Strength 13, Dexterity 13.

Benefit: You gain a +2 bonus to Balance, Paratroop, and Tumble checks.

Jungle/Swamp Warfare

You are trained for combat in jungle and swamp environments.

Benefit: When operating in jungle and swampy terrain, you gain a +1 bonus to attack rolls, and a +2 bonus to Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (tactics), Spot, Survival.

Kicking Basics

You have learned the basics of kicking attacks.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: You gain the following maneuvers:

- **Circle Kick:** You can attempt to strike two opponent who are within your reach and adjacent to each other. Make a single attack roll at a -2 penalty and compare it to both the opponents' Defenses to determine a hit. If successful, roll damage once, and use the result for one or both.
- **Jump Kick:** Before making an unarmed attack, you may take a non-provoking 5-ft. step towards the opponent (this is a bonus step and doesn't count against any other movement for the round).

Action Point: You can spend an action point to extend your circle kick to a third opponent who is adjacent to the others.

Kicking Mastery

You are quite skilled at using your feet in melee.

Prerequisites: Fighting 13, Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Drop Kick:** Once per round, you can take a -6 penalty to an unarmed attack roll; if it hits, you deal *2 damage (but end up prone).
- **Flying Jump Kick:** Before making an unarmed attack, you may take two non-provoking 5-ft. steps towards the opponent (this is bonus movement that doesn't count against any other movement for the round).

Kundalini

You can channel sexual energy into enlightenment.

Benefit: You gain a +2 enhancement bonus to Wisdom after sustaining sex for at least 20 minutes. This bonus lasts for 24 hours.

Special: You may select this feat multiple times; each selection increases the bonus by +2 (to a maximum of +6). Each additional +2 requires an additional 20 minutes of sustained sex. For example, to receive a +6 bonus, you must have selected this feat 3 times and sustained sex for at least one hour.

Large and In Charge

You use your size and strength to force opponents back.

Prerequisites: Fighting 13, Strength 17, Large size.

Benefit: When you make a successful attack of opportunity against an opponent that is moving in your threatened area, you can force him back to the space he occupied before provoking the attack. After you hit with the attack of opportunity, roll an opposed Strength check. You gain a +4 bonus for each size category larger than your opponent you are (or -4 per category if he is larger), and an additional +1 bonus per 5 points of damage dealt by the attack of opportunity. If you win the opposed check, the opponent is pushed back 5 feet into the space he occupied.

Lay Down Fire

You are skilled at providing cover and suppressive fire.

Prerequisites: Point Blank Shot.

Benefit: When you provide cover fire, you provide your ally with a +4 Defense bonus. When you use suppression fire, you roll with a +4 bonus instead of a +1 bonus.

Lightning Draw

You are skilled at quick drawing with a ranged weapon.

Prerequisites: Fighting 15, Dexterity 15, Quick Draw.

Benefit: When you quick draw a ranged weapon to attack an opponent with whom you aren't currently engaged in combat, you may first make a feint attempt as a free action. If successful, your next attack against that opponent deals +1d6 damage. This effectively works only once per combat.

Lightning Fists

You are able to make additional unarmed attacks, at the expense of accuracy.

Prerequisites: Fighting 17, Dexterity 17, Fists of Fury, Improved Brawl, One-Two Punch, Punching Basics, Weapons (unarmed) 9 ranks.

Benefit: When fighting unarmed and making a full-attack action, you may make two additional attacks at your highest attack bonus, but all of your attacks in the round suffer a -5 penalty. You must be unarmored and not carrying more than a Light Load to use this feat.

Special: This feat cannot be used with the Fists of Fury feat.

Lightning Reload

You can reload weapons even more quickly than most.

Benefit: This feat allows you to replace a pre-loaded box magazine, speed loader, or similar storage as a free action even when it's not your turn.

You can reload internal magazines, or place new rounds in box magazines, speed loaders, and similar storage at a rate of (1 + Dexterity modifier)*2 as a standard action.

You can feed a new belt into a weapon as a free action.

This feat also applies to reloading other weapons, such as bows, crossbows, slings, etc. When using such weapons, (assuming you have at least 1 rank in the appropriate Weapons skills) which normally have a RoF entry of Draw + n, having this feat reduces the "n" by 2 points.

Special: You can only use this feat to quickly load weapons with which you are proficient. You can select this feat multiple times for use with Draw + n weapons, with each additional selection reducing "n" by an additional point.

Lightsleeper

You are able to awaken instantly and react accordingly.

Prerequisites: Listen 5 ranks.

Benefit: When sleeping, you do not suffer a penalty to your Listen check to wake up.

Linguist

You have a talent for communication.

Prerequisites: At least 5 ranks in Read/Write Language or Speak Language for at least 3 different languages.

Benefit: Whenever you encounter a new language, you can make an Intelligence check to understand the language. The DC for the check is determined as follows:

- If the language belongs to a group in which you already have Read/Write Language or Speak Language ranks = DC 15
- The language is unrelated to any language you know =

DC 20

- The language is ancient or unique = DC 25

A successful check allows you to glean enough meaning from a text or conversation to ascertain the basic message, but does indicate that you actually know the language.

In addition, you can purchase ranks in Read/Write Language and Speak Language skill at 75% of the normal cost.

Loud

Your voice carries farther than normal.

Benefit: Your voice carries twice as far as normal.

Manyshot

You can fire two arrows simultaneously.

Prerequisites: Fighting 13, Dexterity 17, Point Blank Shot, Rapid Shot, Bows Skill 7 ranks.

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five ranks in Bows you have above 5, you may add one additional arrow to this attack, to a maximum of four arrows. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Marine Expeditionary Unit

A MEU is a unique, small (about 2,200 men) powerful force capable of operating independently or paving the way for a larger force. Commanded by a Colonel, the MEU carries ground and helicopter forces capable of landing its force ashore with extreme rapidity through amphibious assault vehicles. In addition to ground forces, amphibious landing craft, and helicopters, each MEU has command and medical personnel, rendering it completely self-sufficient. There are currently three MEU's based on the West Coast of the United States, out of Camp Pendleton, California, three on the East Coast of the United States, out of Camp Lejeune, North Carolina, and one overseas in Okinawa, Japan.

Prerequisite: Active Duty or Reserve (U.S. Marine Corps), Amphibious Assault Training, MOS one of the following (Aviation, Combat Engineering, Field Artillery, Rifleman, Medical, Pilot, or Signals), Teamwork [specific team].

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the bonus to attack and skill checks gained by Amphibious Assault training by +1.

Martial Artist

You are a skilled unarmed combatant.

Prerequisites: Kicking Basics, Punching Basics, Weapons (unarmed) 1 rank.

Benefit: When fighting unarmed, you do not provoke attacks of opportunity, and you can deal normal unarmed damage (instead of subdual damage) without taking a -4 attack roll penalty.

Master Artisan

You have learned to create mastercraft items.

Prerequisites: Applicable Craft skill 10 ranks.

Benefit: When crafting an item using a Craft skill, you can attempt to make a mastercraft item. Doing so increases the PDC, Craft DC and the time as follows:

Mastercraft Bonus	PDC	Craft DC	Time
+1	+2	+5	*1.5
+2	+3	+10	*2
+3	+4	+15	*3
+4	+5	+20	*4
+5	+6	+25	*5

Melee Tactician

Your tactical skills work to your advantage.

Prerequisites: Fighting 17, Dexterity 13, Combat Reflexes.

Benefit: You can make one extra melee attack (or anything that can be done as a melee attack, or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a dodge bonus against your melee attacks for any reason. You take your extra attack when it is your turn, either before or after your regular action. If several foes are within melee reach and denied their dodge bonuses against your attacks, you may use this feat on only one of them.

Menacing Aura

You cause other to tremble in fear.

Prerequisites: Charisma 15, Steely Gaze, Intimidate 15 ranks.

Benefit: You may make a demoralize opponent attempt as a free action against any opponent who comes within 15 ft. of you, whether or not it is your turn to act. You may do this against any number of opponents per round.

Midas Touch

Your Reputation for skillful business dealings makes others much more willing to support your ventures.

Prerequisites: At least one Influence ally, Wealth +6, Reputation +6.

Benefit: You may call on an influence ally to grant a bonus to a Wealth check equal to one-half your Reputation. While this could allow you access to much more expensive items than you could normally afford your Wealth is still reduced by the usual amount, representing loans needed to purchase the items in question. However characters with this feat are much better able to live "above their means" than other characters.

Mighty Charge

You charge foes with extra force.

Prerequisites: Fighting 13, Strength 13, Aggression 13.

Benefit: When you charge, if your melee attack hits, you deal extra damage. If you can make multiple attacks on a charge, this extra damage applies only on the first attack. The extra damage is based on your size as follows:

- **Miniscule:** 0
- **Fine:** 1
- **Diminutive:** 1d2
- **Tiny:** 1d3
- **Small:** 1d4
- **Medium:** 1d5
- **Large:** 1d8
- **Huge:** 1d10
- **Gargantuan:** 1d16
- **Colossal:** 1d24
- **Colossal I:** 1d30
- **Colossal II:** 1d30+1d12
- **Colossal III:** 1d30+1d16
- **Colossal IV:** 1d30+1d20
- **Colossal V:** 1d30+1d24

Mighty Roar

You unsettle opponents with a dreadful roar as you attack.

Prerequisites: Animal or magical beast, Large size.

Benefit: Once per day, you can use this feat as a standard action.

Your mighty roar affects every opponent within 30 feet of you that can hear your roar. An affected opponent must roll a DC (10 + Constitution modifier + Charisma modifier) Will save. A failed save means the victim is shaken for 1d6 rounds.

Minions

You are the sort of person others want to follow, and you have done some work in an attempt to gather cohorts and followers.

Prerequisites: Charisma 13, Reputation +3.

Benefit: Having this feat allows you to attract loyal companions and devoted followers, subordinates who assist you.

Leadership Score: Your Leadership score is equal to your Charisma modifier + Reputation bonus + miscellaneous modifiers. Your Leadership score determines the number followers you attract (round down numbers, minimum of 1).

Leadership Score	Minions
1 – 9	LS *0.25
10 – 12	LS *0.5
13 – 15	LS *1
16 – 20	LS *5
21 – 25	LS *10
26+	LS *20

Leadership Modifiers: The following miscellaneous modifiers are applied to your Leadership score.

- Caused the death of followers (-1)
- You are known as fair and generous (+1)
- You are perceived as a failure (-1)
- You are perceived as aloof (-1)
- You are perceived as cruel (-2)
- You are perceived to have a special power or divine favor or similar (+1)
- You have a stronghold, base of operations, etc. (+2)
- You move around a lot (-1)

Miracle Worker

You have a knack for bringing the dead back to life.

Prerequisites: Intelligence 17, Treat Injury 10 ranks.

Benefit: When you attempt to jump-start the dead, you gain a +4 bonus to the Treat Injury check. If successful, the deceased gets a +4 bonus to his saving throw.

Monkey Grip

You are skilled at using larger weapons.

Prerequisites: Strength 13, Weapon Focus, Weapons 3 ranks.

Benefit: When wielding a two-handed melee weapon made for your size, or a one-handed weapon made for a greater size (such as a Large arming sword), you suffer only one-half the normal penalty.

Normal: (Assumes Medium creature; adjust as necessary) When wielding a weapon with a size greater than yours, or a two-handed weapon made for your size, with one hand, you take a -6 attack roll penalty per size category difference. For example, a Medium creature wielding a greatsword in one hand takes a -6 penalty. As does a Medium creature wielding a Large arming sword.

Special: You can select this feat multiple times; each time, it applies to a new weapon with which you have Weapon Focus or you can take it twice for a single weapon, reducing the penalty to -1 per size category difference.

Mountain Warfare

You are trained for combat in mountain environments.

Benefit: When operating in mountainous terrain, you gain a +1 bonus to attack rolls, and a +2 bonus to Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (tactics), Spot, Survival.

Mounted Archery

You are skilled at delivering ranged attacks from a moving mount.

Prerequisites: Mounted Combat, Ride 1 rank.

Benefit: Reduce the penalty for ranged attacks from a moving mount to one-half normal.

Normal: When attacking from a moving mount, you suffer twice the normal speed-based modifiers.

Mounted Combat

You are skilled at fighting from a mount.

Prerequisites: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Mounted Mobility

You are skilled at dodging past opponents while mounted.

Prerequisites: Mounted Combat, Ride 3 ranks.

Benefit: When mounted, you and your mount gain a +4 dodge bonus to Defense against attacks of opportunity provoked by the mount's movement.

Multi-Striker

You are capable of delivering numerous stunning blows.

Prerequisites: Improved Knockout Punch, Knockout Punch, Punching Basics, Stunning Strike, Weapons (unarmed) 12 ranks.

Benefit: You are no longer limited to one stunning strike attempt per round, and can attempt such blows with each qualifying unarmed attack.

Multiattack

You are skilled at attacking with your natural weapons.

Prerequisites: 2 or more natural weapons.

Benefit: When you attack with multiple natural weapons, your secondary attacks suffer a -2 penalty instead of the normal -5.

Multigrab

You can grapple enemies more firmly than normal with you natural weapons.

Prerequisites: Fighting 13, Strength 17, Holding Basics, Improved Grapple or Improved Grab, Weapons (unarmed) 3 ranks.

Benefit: When grappling an opponent with the part of your body used to make the attack, you take only one-half the normal penalty (round up).

Multitasking

You can perform different tasks with different limbs.

Prerequisites: Dexterity 15, Intelligence 15, three or more arms, Multiattack.

Benefit: If you have three or more arms, you can use each set of arms (in the case of three arms, one set of two arms and a single arm) to perform a distinct partial action (assuming you are entitled to multiple actions).

Multiweapon Fighting

Prerequisites: Dexterity 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Multiweapon Pounce

You are skilled at delivering multiple attacks on a charge.

Prerequisites: Fighting 13, Dexterity 13, Multiweapon Fighting, three or more hands.

Benefit: When you charge while wielding multiple weapons, at the end of the charge, you can make your normal attack and an off-hand attack per off-hand. However, you lose the normal charging damage bonus.

Mystery Man

You cover your tracks so well that you wonder who you really are sometimes.

Prerequisites: Shadowy Past, Secret Life.

Benefit: A -15 penalty applies on any skill checks that involve digging up facts about you or your past. The penalty applies as long as you take even simple precautions to protect your secrets. There's no hiding the fact that you're also the mysterious vigilante Jet Justice if you run around as Jet Justice with your face uncovered. However, a ruse as simple as wearing glasses in your secret identity baffles the most astute observers. You also gain two additional "cover identities" for a total of three; see Secret Life.

Narrow Gaze

Your gaze attack has a limited field of effect.

Prerequisites: Intelligence 13, gaze attack.

Benefit: You may choose to limit your gaze attack to an active gaze. Doing so prevents you from accidentally affecting allies with your gaze.

Non-Commissioned Officers School

You have been given advanced instruction in command.

Prerequisites: Intelligence 11, E-5 or higher.

Benefit: You gain a +1 bonus to Knowledge (tactics) checks, units under your command gain a +1 morale bonus to save versus fear effects, and you gain a +1 bonus on Promotion checks. Units under your command gain 1 XP per month.

Special: In order to take this feat, you must succeed on three DC 15 Intelligence checks.

Time: 8 weeks.

NBC

You are skilled in the diagnosis and treatment of nuclear, biological, and chemical attacks. Characters with this feat also teach courses in the use of basic preventive gear such as gas masks and Geiger counters, and are skilled at disarming weapons that deliver chemical, biological, or nuclear attacks.

Benefit: You make Spot and Treat Injury skill checks normally to perform NBC operations. Characters with this feat also gain a +2 bonus on Disable Device checks to disarm NBC weapons.

Obscure Knowledge

You know and remember bits of information on a wide variety of subjects.

Benefits: You can attempt to make a special check made to remember bits of relevant information about people, places, and things. Roll a Gather Information check using Intelligence in place of Charisma. You cannot take 10 or 20 on this check, and can only make it once per subject. The DC of the check is based on the information as follows:

- **Check 10 – 20:** Common knowledge, known by a substantial minority of locals (the mayor's reputation for drinking, folklore about a well-known haunted house).
- **Check 21 – 30:** Uncommon but available knowledge (rumors about a powerful corporation).
- **Check 31 – 40:** Obscure, known only to a few (an industrialist's family history, rumors about an ordinary organization).
- **Check 41+:** Extremely obscure (the history of an ordinary building, why the industrialist's last word was "rosebud").

Information tied to a particular area may modify your check based on your residence.

Off-Hand Power

You are able to deliver powerful strikes with off-hand weapons.

Prerequisites: Fighting 13, Strength 13, Dexterity 17, Multiweapon Fighting or Two-Weapon Fighting.

Benefit: When fighting with multiple weapons, you add your normal Strength bonus to damage with your off-hand weapons.

Officer Candidate School

You have graduated from an officer training program.

Prerequisites: Intelligence 13, Knowledge (civics) 5 ranks, Knowledge (tactics) 3 ranks.

Benefit: You gain a +1 bonus to Knowledge (tactics) checks, and Promotion checks. Your rank is immediately increased to O-1 (or +1 rank). Units under your command gain a +1 morale bonus to save versus fear effects and earn 1 XP per month.

Special: In order to take this feat, you must succeed on five DC 15 Intelligence checks.

Time: 15 weeks.

One-Two Punch

You are skilled at delivering multiple attacks when unarmed.

Prerequisites: Fighting 13, Improved Brawl, Punching Basics, Weapons (unarmed) 3 ranks.

Benefit: When fighting unarmed, you can make an additional attack each round with your off-hand, as if fighting with a light secondary weapon.

Organic Body Armor

You are adept at using others as shields against attack.

Benefit: If you hold an opponent helpless or sufficiently retrained in your grasp, you may use him as a shield against attacks. A qualifying creature is helpless, or bound, or pinned via grapple, or held with a weapon at his head/throat, etc.

When someone targets you with an effect that requires an attack roll, you gain a cover Defense bonus based on the size difference between you and the captive. Additionally, there is a flat chance that the attack will hit the captive instead, comparing the attack against his flat-footed Defense (with a +4 attack bonus).

If the captive is the same size as you, the bonus is +4, with a 20% chance to strike the captive.

For every size category smaller, reduce the Defense bonus by 1 point, and the flat chance by 5%.

For every size category larger, increase the Defense bonus by 1 point, and the flat chance by 10%.

If you are subjected to an effect that requires a Reflex save, the captive uses the result of your save as well.

If an attacker has Precise Shot, treat the captive as one size smaller.

Paralyzing Strike

Your stunning strikes can paralyze targets.

Prerequisites: Improved Knockout Punch, Knockout Punch, Punching Basics, Stunning Strike, Weapons (unarmed) 12 ranks.

Benefit: When you attempt a stunning strike, if you score a critical hit, determine the hit location; if the target is unarmored in that spot, he must make a normal stunning strike save; however, if he fails, instead of being stunned, the body part struck is paralyzed for one round.

A paralyzed arm drops anything held.

A paralyzed leg knocks the opponent to one knee.

A paralyzed head or torso imposes a -2 Defense penalty for the duration.

Phoenix Ravens

The Phoenix Ravens provide security for airfields and aircraft, specializing in protecting Air Force craft from being the target of terrorist threats. The same initiative that led the Marines to form Special Reaction Teams (a rise in terrorism and other serious incidents taking place at military facilities) led to the creation of the Ravens.

Prerequisite: Active Duty or Reserve (U.S. Air Force), MOS Law Enforcement, Urban Warfare.

Benefit: +1 Morale bonus to hit and to any Saving throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 Spot and Investigate checks.

Pin Shield

You are able to use an off-hand weapon to overcome an opponent's shield.

Prerequisites: Fighting 17, Dexterity 13, Two-Weapon Fighting.

Benefit: When fighting with two-weapons and using a full-attack action, you may make an off-hand attack against an opponent's shield (following the normal rules for striking an object). If successful, the opponent cannot use his shield to defend against you for the remainder of the round.

Poker face

You naturally hide your feelings, thoughts, and emotions well.

Prerequisites: Wisdom 13.

Benefit: Anyone attempting to make a Sense Motive check against you gets a -2 circumstance penalty.

Political Clout

You have some influence with government officials.

Prerequisites: Political Favors.

Benefit: Increase the bonus from Political Favors to +3. You can

dismiss a non-capital charge or gain access twice per month. You may even be able to dismiss a capital charge or gain access to secret facilities.

Political favors

You've had past dealings with powerful politicians that have left them owing you favors.

Benefit: You gain a +1 bonus to Charisma-based checks when dealing with politicians. Once per month, you can make a phone call in order to get a non-capital criminal charge dropped or gain legitimate access to a secure (but not secret) government facility.

Power Defense

You are able to use a shield to knock an opponent off-balance when he successfully attacks you.

Prerequisites: Fighting 13, Strength 13, Shield Bearer.

Benefit: When engaged in melee combat and wielding a shield, if an opponent strikes your shield, you can use one of your attacks of opportunity for the round to knock him off-balance. Make opposed Strength checks with normal modifiers for size (+/-4 per category difference, stability, etc). If you succeed, the opponent takes a -2 penalty to attack and Defense until his next turn.

Action Point: You can spend an action point to activate this ability even if you do not have any available attacks of opportunity.

Power Kill

You are particularly adept at killing helpless opponents.

Prerequisites: Fighting 17.

Benefit: When you perform a coup-de-grace, increase the save DC by +5.

Powerful Charge

You deal great damage when charging.

Prerequisites: Fighting 13, Strength 13, Aggression 13.

Benefit: When you make a mighty charge, treat yourself as one Size Category larger when determining additional damage.

Precise Blind-Fight

You are quite skilled at targeting unseen opponents.

Prerequisites: Perception 17, Blind-Fight, Listen 10 ranks.

Benefit: When using Blind-Fight (legitimately), as a non-provoking standard action, you can make a DC 25 Listen check to target all enemies within 30 ft. This does not negate the normal miss chance, but does allow you to accurately target the foes' square. If the opponent is using Move Silently, his check opposes your Listen check, but he receives an effective +15 bonus to the check.

Precise Location

You are skilled at striking selected areas of the target.

Prerequisites: Fighting 17, Dexterity 17, Weapon Focus.

Benefit: When you score a critical hit with the selected weapon, you gain a +2 bonus on the hit location roll.

Special: You may select this feat multiple times; each time, you increase the bonus by +2, or apply it to a different qualifying weapon.

Predict Action

You are skilled at predicting the most likely action an opponent will take.

Prerequisites: Wisdom 13, Perception 13, Sense Motive 5 ranks.

Benefit: As a standard action, you can make a Sense Motive check against a creature within line of sight and 30 ft. The opponent can oppose this with a Bluff check or a Fighting check. If you are successful, the GM will give you an indication of what the target is planning (make a melee attack, make a ranged attack, movement, use a special ability to item, etc). You do not learn the exact action, but you have a good guess as to the target. Note however, that if you take an action, you may change the target's actions.

Prehensile Tail

You can use your tail to manipulate objects.

Prerequisites: Strength 13, tail attack, Multiattack.

Benefit: You can use your tail as an extra "hand". It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two or more hands, your tail counts as a third hand for the Multiweapon Fighting feat chain.

You can also use your tail as a "hand" to assist in grapple and Climb checks. You gain a +2 competence bonus to all such checks.

Note that generally, a tail uses reduced Strength and Dexterity values.

Profiler

You are skilled at putting together profiles on investigatory subjects.

Prerequisites: Intelligence 13, Gather Information 6 ranks, Investigate 6 ranks, Knowledge (behavioral sciences) 6 ranks.

Benefit: By making a DC 15 Gather Information check when talking to witnesses of a crime, you compile a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at

least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

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

Psychotherapy

You are skilled at treating mental illnesses.

Prerequisites: Knowledge (behavioral sciences) 5 ranks.

Benefit: When performing psychotherapy in order to treat mental illness, you do not suffer the -6 non-proficiency penalty.

Punching Basics

You have learned the fundamentals of striking with your hands.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: You gain the following maneuvers:

- **Knuckle Punch:** When fighting unarmed (but not grappling), you can deal +1 step damage (i.e., 1d3 becomes 1d4).
- **Palm Strike:** When you strike an opponent with an unarmed strike, the force of the blow knocks him back one square if he fails a Strength check against a DC equal to 15 + damage modified by size (as per bull rush).

Punching Mastery

You are quite skilled at attacking with your hands.

Prerequisites: Fighting 13, Martial Artist, Punching Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Flying Palm:** When you strike an opponent with an unarmed attack, the force of your blow moves him back three squares if he fails a Strength check against a DC equal to 10 + damage modified by size (as per bull rush).
- **Pain Touch:** As often as once per round, when you score a successful unarmed attack and your damage penetrates, you stun the opponent for one round if he fails a Fortitude save with a DC equal to 10 + damage.

Push

You are able to move opponents through force of will and the focus of your chi.

Prerequisites: Fighting 15, Wisdom 17, Kicking Basics, Martial Artist, Punching Basics, Concentration 12 ranks, Weapons (unarmed) 5 ranks.

Benefit: As a standard action, you may attempt to initiate a bull rush as a ranged attack. The range of this is Will save bonus *5 ft.. This requires an unarmed attack roll. If successful, the opponent rolls a Strength check, as per a normal bull rush, with the normal modifiers, while you roll a Will save. If your save beats the target's Strength check, he is moved back 5 feet. Using this provokes attacks of opportunity.

Action Point: You can spend an action point to increase the distance to 10 ft.

Quick Craft

You are able to build things in less time than normal.

Prerequisites: Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks, and Craft (structural) 6 ranks.

Benefit: You are able to use the appropriate Craft skills to build items in one-half the normal time.

Action Point: You can spend an action point (1d6 +) to build an item in one-quarter the normal time.

Quick Dress

You are able to get into and out of armor quickly.

Prerequisites: Dexterity 13, Armor Proficiency (any).

Benefit: You can get in and out of armor in half of the normal time.

Action Point: You can spend an action point to get in or out of armor in one-quarter the normal time.

Quick Kill

You are skilled at quickly dispatching downed opponents.

Prerequisites: Fighting 17, Improved Initiative.

Benefit: You may perform a coup-de-grace as a standard action.

Quick Recovery

You revive more quickly after sex.

Benefit: You are ready to perform sexually after only 15 minutes of rest.

Normal: You must rest at least half an hour between sexual activities.

Radar Operation

You are skilled at operating radar systems.

Benefit: You make Spot skill checks normally to perform Radar Operation.

Radio Reconnaissance Team

These forces provide signals, signal intelligence, and electronic warfare support to MEUs. These units undergo extensive training, and are often deployed into dangerous forward areas along with the MEUs they support.

Prerequisite: Active Duty or Reserve (U.S. Marines), MOS Signals, Amphibious Assault, Jump School.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1.

Ranged Sneak

You are able to deliver ranged sneak attacks further than normal.

Prerequisites: Dexterity 15, Perception 13, Precise Shot, Sneak Attack.

Benefit: You can make ranged sneak attacks against target within 60 ft. instead of the normal 30 ft.

Special: You can select this feat multiple times; each time, double the range (30, 60, 120, 240, 480, etc) to a maximum of 960 ft. However, each time you take it after the first, each ability score requirement increases by +2.

Rapid Shot

Prerequisites: Dexterity 13, Point Blank Shot, Bows 1.

Benefit: You can get one extra attack per round with a bow. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Reactive Shooter

You react instantly with as firearm.

Prerequisites: Dexterity 13, firearm Weapon Skill 1 rank.

Benefit: If you have a Medium or smaller ranged weapon in hand, you may act in a surprise round even if you are surprised. You roll Initiative as though you were not surprised. The only action you may take in the surprise round, however, is a single ranged attack with the weapon in your hand. The attack suffers a -5 penalty.

Ready Stance

You are skilled at keeping opponents off-balance.

Prerequisites: Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 5 ranks.

Benefit: If you successfully strike an opponent with an unarmed strike, the opponent takes a -2 penalty to his attack rolls for the remainder of the round. This is not cumulative.

REMF

You are a desk jockey, or rear echelon mother fucker, and are skilled at requisitioning gear.

Benefit: +2 bonus to Requisition checks.

Reconfigure Weapon

You are skilled at customizing weapons.

Prerequisites: Repair 7 ranks.

Benefit: You can reconfigure a melee or ranged weapon, improving one aspect of it. This requires the appropriate tools, and one hour. Reconfiguring a weapon requires a DC 20 repair check (DC 20 + mastercraft bonus if it is a mastercraft item).

The reconfiguration imposes a -1 penalty to attack rolls with the weapon, but the weapon gains one of the following features:

- **Changed rate of fire:** This allows you to turn a semi-auto into an automatic weapon or vice versa.
- **Greater ammo capacity:** This increases the ammo capacity of the weapon by 50%.
- **Greater concealment:** This provides a +2 bonus to sleight-of-Hand checks to conceal the weapon.
- **Greater range increment:** This increases the weapon's range increment by 10 ft.
- **Signature shooter:** This redesigns the weapon for a specific user. Other characters take a -4 penalty to attack rolls with the weapon.

Weapons can be reconfigured multiple times, with each reconfiguration imparting a new ability, but imposing an additional attack penalty. The new configuration can be undone, requiring the same rolls and time as the reconfiguration.

Remote Pilot

You are skilled at operating vehicles by remote.

Prerequisites: Computer Use, Drive/Pilot 6 ranks and applicable

vehicle feats.

Benefit: When operating a qualifying vehicle by remote, you do not suffer any non-proficiency penalties. This feat is also often used in the operation of smaller vehicle-like drones.

Normal: When operating a vehicle by remote without this feat, you take a -6 penalty.

Rending Constriction

You can pull grappled enemies apart.

Prerequisites: Fighting 15, Strength 19, Dexterity 15, constrict ability, Holding Basics, Improved Grapple or Improved Grab, two constricting limbs, Greater Multigrab, Multigrab, Weapons (unarmed) 3 ranks.

Benefit: If you maintain a hold with more than one appendage on an opponent and are able to constrict, you can make an additional rend attack in the same round. This attack automatically deals double the base damage for your constrict attack, plus 1½ * your Strength bonus. However, making this rend attack automatically releases the held creature on its next action. You must reestablish the hold to constrict again.

Reverse Hold

You are able to turn the tables on a grappling opponent.

Prerequisites: Fighting 13, Dexterity 13, Holding Basics, Improved Grapple, Weapons (unarmed) 4 ranks.

Benefit: When you successfully escape from a grapple using your grapple check, you may immediately make a free action grapple attempt on the opponent. This counts as an attack of opportunity.

Action Point: You can spend an action point to activate this even if you do not have any available attacks of opportunity.

Reverse Stance

You are skilled at surprising foes in unarmed combat.

Prerequisites: Blind-Fight, Kicking Basics, Martial Artist, Punching Basics, Weapons (unarmed) 1 rank.

Benefit: When using this stance, you gain a +2 bonus to feint attempts, and, if successful, deal +1d6 unarmed damage. However, you cannot move and you take a -1 penalty to Defense.

Ride-By Attack

You are skilled at attacking while on the move when mounted.

Prerequisites: Mounted Combat, Ride 1 rank.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Rip-a-Clip

You are skilled at laying down massive amount of automatic fire.

Prerequisites: Weapons (automatic weapon) 1 rank.

Benefit: When using an automatic or burst-fire weapon with which you are proficient, if one of your attacks leaves an opponent stunned, disabled, or worse, you get an immediate additional attack against an opponent adjacent to the one you just felled. This must be the same type of attack as the first, at the same attack bonus. You can use this ability once per round. You must still have enough ammo for at least a burst.

Rolling Shot

You are skilled at defensive movements while wielding a firearm.

Prerequisites: Dexterity 13, Dodge, Mobility, Point Blank Shot, Shot on the Run.

Benefit: When using an attack action to attack with a firearm during a round in which you use a move action to move at least 20 feet, you gain a +2 dodge bonus to your Defense against ranged attacks during that round.

Rumor Monger

Your friends have keen ears and tend to pass along useful bits of information they come across to you.

Prerequisites: At least one Influence ally, Reputation +6.

Benefit: You may call on your Influence ally for information rather than making an introduction. This grants you a bonus to a single Gather Information or Knowledge (current events) check equal to your Reputation. Use of an ally for rumors still counts as contacting that allegiance for help and you must still pay the normal Wealth cost for making the Gather Information skill check (your ally is simply pointing you toward the information not providing it).

Scramble

Your slippery ways allow you to evade a damaging blow.

Prerequisites: Dexterity 17, Improved Evasion.

Benefit: You can use Scramble to avoid a potentially fatal attack all together. Once per day, when you would be disabled by damage in combat (from a weapon or other blow, no a spell or spell-like ability), you can attempt to scramble out of the way. This requires a DC (10 + damage

dealt) Reflex save. If successful, you avoid the damage entirely. You must be aware of the attack and able to react to it; you cannot use Scramble if you are denied your dodge bonus to Defense.

Special: Since you cannot normally make a saving throw to avoid damage from a blow, improved evasion does not apply.

Seabees

The Seabees have been the premiere combat engineering unit since WWII, having seen action in island hopping Pacific campaigns, the Inchon landing in the Korean War, and in the Gulf War where the Seabees built miles of runway for incoming aircraft.

Prerequisite: Active Duty or Reserve (U.S. Navy), MOS Combat Engineer, Builder.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; +2 on all Craft (Structural) checks.

Second Wind

You are able to recover in a fight.

Prerequisites: Constitution 13.

Benefit: You can spend an action point and roll the appropriate die; you gain this number of general hit points back, or twice the number of subdual hit points.

Secret life

You are mystery wrapped in an enigma.

Prerequisite: Shadowy Past.

Benefit: A -8 penalty applies on any skill checks that involve digging up facts about you or your past. Additionally, you have one "cover identity," a set of falsified legal documents – passport, driver's license and bank account with a Wealth bonus half that of your main identity (round down to a minimum of 1).

Seductive

You are alluring and know how to use your sexuality to get what you want.

Prerequisites: Charisma 15.

Benefit: You gain a +2 bonus on Charisma-, and Appearance-based checks against intelligent creatures of a chosen gender.

Special: You may select this feat a second time, applying it to another gender.

Seize the Moment

You are able to act with a sudden burst of speed, taking Initiative from your foes.

Benefit: Once per encounter, at the start of any round after the first round, you can gain a +4 bonus to your Initiative. Simply declare the use of this feat, and your Initiative count will be adjusted up by +4. However, this leaves you open and vulnerable; until your next action, you lose all dodge Defense bonuses.

Sexual Training

You have been educated and trained for endurance in sex.

Benefit: You gain a +1 bonus to Perform (sexual techniques) checks and a +2 bonus to Constitution checks to sustain sex.

Shadowy Past

There is a certain amount of uncertainty about your past.

Benefit: A -4 penalty applies on any skill checks that involve digging up facts about you or your past.

Shatter

You are skilled at breaking things.

Prerequisites: Strength 13.

Benefit: When you attack an object with a melee attack, you ignore 2 points of the object's Hardness.

Shield Bearer

You are skilled at using a shield for protection in combat.

Benefit: When using a shield in combat, you do not suffer the normal attack and skill check penalties suffered by non-proficient users.

Additionally, you gain 1 rank in a special Weapons (shields) skill. This allows you to make shield bash attacks.

When using a shield to perform a bull rush or overrun, you gain a +2 bonus.

Special: When using a shield, you are effectively using a second weapon in your off-hand. Because of this, you can use the "extra" attack granted by two-weapon fighting to actively parry an incoming attack. Make an attack roll using Weapons (shields). If this beats the attacker's attack roll, you catch the attack on the shield just as with the Shield Intercept feat. This blocking technique is known as a Shield Parry. If you have additional two-weapon fighting feats that provide additional off-hand attacks, you can block additional attacks.

When performing a shield parry, you suffer the normal two-weapon penalties to the attack roll (however, you do not suffer these penalties when using the Shield Intercept feat).

Shield Intercept

You are skilled at interposing your shield between yourself and incoming attacks.

Prerequisites: Fighting 13, Strength 13, Dexterity 13, Shield Bearer.

Benefit: When using a shield in melee combat, you can use one of your attacks of opportunity for the round to actively block an incoming melee or ranged attack. To do so, make a Weapons (shields) check. If this result is greater than the attacker's attack roll, you block the attack with the shield. However, since the shield is designed to protect primarily against critical hits, the incoming attack affects the carrying arm as if the shield were blocking a critical hit against the arm.

When using this against ranged attacks, you take a penalty to your attack roll.

- **Hurled weapons:** -5
- **Projected weapons:** -10
- **Ballistic weapons:** -20
- **Energy weapons:** -40

Action Point: You can spend an action point to activate this even if you do not have any available attacks of opportunity.

Shock Trooper

You are adept at breaking up formations of soldiers in battle.

Prerequisites: Fighting 13, Strength 13, Improved Bull Rush, base Will save bonus +5.

Benefit: You gain the following:

- **Diverting bull rush:** You must make a successful bull rush as part of a charge. If successful, in addition to moving the opponent back, you can also push him one square to the left or right.
- **Domino rush:** To use this, you must make a successful bull rush attempt against an opponent that forces the foe into a square occupied by another foe. You can make a free trip attempt against both foes, and neither gains an attempt to trip you if you fail.
- **Heedless charge:** You must charge, and at the end of the charge, use the power attack maneuver (with at least a -5 to your attack) on your attack. You can assign any portion of the attack roll penalty from power attack to your Defense for a round instead of the attack roll.

Sidekick

You have a loyal assistant, follower or partner.

Prerequisites: Charisma 13, Reputation +3.

Benefit: You have a loyal follower who accompanies and helps you in your life.

Your sidekick's rough power level (in terms of initial points used to create him, and accumulated XP, expressed as a percentage of such) is a function of your Leadership score.

Leadership Score: Your Leadership score is equal to your Charisma modifier + Reputation bonus + miscellaneous modifiers. Your Leadership score determines the number followers you attract (round down numbers, minimum of 1).

Leadership Score	Power
1 – 9	25%
10 – 12	33%
13 – 15	50%
16 – 20	66%
21 – 25	75%
26+	100% (equal)

Leadership Modifiers: The following miscellaneous modifiers are applied to your Leadership score.

- Caused the death of previous sidekick (-2/sidekick)
- You are known as fair and generous (+1)
- You are perceived as a failure (-1)
- You are perceived as aloof (-1)
- You are perceived as cruel (-2)
- You are perceived to have a special power or divine favor or similar (+1)
- You have a stronghold, base of operations, etc. (+2)

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

Single Weapon fighter

You wield a single weapon quite well.

Prerequisites: Weapon Focus (melee weapon), Weapon 3 ranks.

Benefit: When you are wielding a melee weapon with which you have Weapon Focus and wearing no armor, or light armor, and have

nothing in your off-hand, you gain a +2 dodge bonus to Defense.

Sixth Sense

You have a sense of impending danger.

Prerequisites: Wisdom 15, Perception 15, Alertness.

Benefit: You can make a DC 25 Wisdom check to avoid being surprised. A successful check allows you to act during the surprise round, even if you would otherwise normally be surprised.

Sneak Attack

You are able to strike vital areas, dealing greater damage.

Prerequisites: Dexterity 13, Treat Injury 10 ranks.

Benefit: If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Make your attack roll as normal. If you score a critical hit, you deal +1d6 points of damage. Otherwise, you deal only normal damage.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack), unarmed strike, or other weapon that deals subdual damage, you can make a sneak attack that deals bonus subdual damage instead of lethal damage. You cannot use a weapon that normally deals lethal damage to deal subdual sneak attack damage, even if you accept the -4 attack roll penalty for dealing subdual damage.

You can sneak attack only living creatures with discernible anatomies. Constructs, incorporeal creatures, oozes, plants, and undead lack vital areas to attack. Any creature that is immune to critical hits is not subject to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special: You may select this feat multiple times; each time, increase the bonus damage by +1d6. Each additional taking of this feat increases the Treat Injury requirement by +2 ranks.

Sonar Operation

You are skilled at operating radar systems.

Benefit: You make Listen skill checks normally to perform Sonar Operation.

Sow Distrust

You are able to turn people against each other.

Prerequisites: Charisma 13, Talk Down, Diplomacy 11 ranks.

Benefit: You must spend a full-round action and know the name of the character you are attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand you. The target makes a Will save. The DC is equal to 10 + your Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill).

The target makes a Will save whenever you use this talent against him or her. As long as the target continues to fail the Will save, you can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by you to sow distrust.

Action Point: You can spend an action point (1d6+) to void the target's immunity if he becomes immune for a day.

Special Reaction Team

As terrorism rises around the world, and with United States military forces being prime targets, each branch of service has developed strategies to better protect and defend their soldiers and bases from terrorist attack. An elite supplement to Marine and Naval Military Police Forces, the SRT is their equivalent of the SWAT team, providing tactical response to serious threats ranging from hostage rescue, counter-sniper, VIP Protection, and counterterrorism.

Prerequisite: Active Duty or Reserve (U.S. Marines), MOS Law Enforcement, Urban Warfare.

Benefit: +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; increases the attack and skill bonus gained by Urban Warfare training by +1.

Speed Dial

People don't just return your calls, they *drop everything* to return your calls.

Prerequisites: Well-Connected, Reputation +9.

Benefit: When you get in touch with an ally it only takes 2d30 minutes for you to receive information or assistance.

Spider Walk

You are a particularly skilled climber.

Prerequisites: Dexterity 13, Equilibrium, Balance 8 ranks, Climb 8 ranks.

Benefit: When climbing, you may add your Dexterity bonus to your skill check (in addition to normal bonuses). You suffer only one-half the normal penalty (round down) from slippery, wet, and angled surfaces, and when climbing, you do not lose your dodge bonuses to Defense.

Stability

You are able to resist being knocked down.

Prerequisites: Fighting 13, Strength 13, Dexterity 13, Holding Basics, Improved Grapple, Weapons (unarmed) 5 ranks.

Benefit: You have a +4 bonus to resist bull rush attempts, overruns, trips, and any other attack that would knock you down or move you. This bonus stacks with similar bonuses.

Stalker

Whether you follow your targets for money or to indulge a sick fascination no one can stop you from knowing their whereabouts.

Prerequisites: Criminal occupation, Gather Information 4 ranks.

Benefit: You gain a +2 bonus on all Gather Information and Hide skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may select this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Stand Still

You can prevent foes from fleeing or closing.

Prerequisites: Fighting 13, Strength 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Action Point: You can spend an action point to activate this even if you do not have any available attacks of opportunity.

Steely Gaze

One glance from you is enough to make weak-willed opponents defecate themselves.

Prerequisites: Charisma 13, Intimidate 8 ranks.

Benefit: Up to once per round, you may demoralize an opponent as a free action.

Step Back

You are skilled at making small adjustments to your position in combat.

Prerequisites: Fighting 17, Dexterity 13.

Benefit: When you take a full-round action in combat, you can take an additional 5-ft. adjustment at the end of your turn, in addition to your normal allowable 5-ft. adjustment.

Sticking Hands

With a light, constant touch, you are able to anticipate an opponent's movement and follow him.

Prerequisites: Dexterity 17, Wisdom 17, Holding Basics, Sense Motive 12 ranks, Weapons (unarmed) 10 ranks.

Benefit: You cannot use this feat if your movement is impaired due to armor or encumbrance, and you must have one hand free. Make a melee touch attack against the opponent. If successful, both you and the opponent roll opposing Dexterity checks. A combatant gains a +4 bonus for each size category larger than Medium that he is, or -4 for each size category smaller than Medium.

If you win the check, you succeed on initiating the sticking hands. As long as you maintain the sticking hands, you gain a +1 bonus on attack rolls and Defense against the "stuck" opponent. Maintaining sticking hands requires a move action every round. If the opponent moves, you may move with him, up to the normal limits of your movement. If the opponent moves in a manner that you cannot duplicate, the sticking touch ends. If you move in a manner other than to move with the opponent, the sticking touch ends. If the opponent inflicts damage on you, you must roll a DC (15 + damage suffered) Concentration check to maintain the sticking touch. You may end the sticking touch voluntarily.

While maintaining a sticking touch, you do not threaten any areas, but you can make attacks of opportunity against the opponent if he provokes them.

Stone Cold

You have a steely demeanor and an aura of calculate ruthlessness.

Benefit: You gain a +1 bonus to Will save during combat. Furthermore, when you disable an opponent or render him unconscious, you gain a cumulative +1 bonus to intimidate checks made against

opponents who witnessed the opponent dropping (to a maximum of +10).

Strike of Clarity

You are so skilled at studying an opponent that you can often act as he moves to attack.

Prerequisites: Fighting 22, Intelligence 13, Combat Expertise, Combat Sight.

Benefit: When using Combat Expertise and Combat Sight, if your opponent attacks you before your next action, you can make an attack of opportunity against him; if successful, this deals double damage.

Stunning Strike

You know how to hit an opponent in such a way as to knock him off balance for a moment.

Prerequisites: Improved Knockout Punch, Knockout Punch, Punching Basics, Weapons (unarmed) 12 ranks.

Benefit: You must declare that you are using this feat before you roll your attack (thus, a missed attack ruins the attempt). Your attack roll suffers a -2 penalty. If your attack is successful, in addition to your normal damage, the opponent must roll a DC (10 + damage suffered) Fortitude saving throw. If this fails, the opponent is stunned for one round. You may attempt a stunning blow no more than once per round.

Superior Combat Reflexes

You are a master at maintaining a zone of control.

Prerequisites: Fighting 19, Greater Combat Reflexes.

Benefit: If you have not acted in a round, and you make an attack of opportunity, you can choose to deliver a full-attack action on your attack of opportunity.

Alternately, if you have already acted, and you make an attack of opportunity, a successful attack of opportunity stops the opponent's action (normally, once the AoO is resolved, the opponent follows through with his action).

Superior Conditioning

You are able to shrug off certain effects more quickly than normal.

Prerequisites: Base Fortitude save +5, Base Will save +5.

Benefit: When you are subjected to one of the following conditions [covering, dazed, exhausted, fatigued, nauseated, paralyzed, shaken, and stunned], reduce the duration of the effect to one-half normal (if the duration is only 1 round, you are unaffected by it).

Action Point: You can spend an action point to completely negate the effect.

Superior Deflect Arrows

You are a master at stopping projectiles.

Prerequisites: Fighting 13, Dexterity 21, Dodging Basics, Greater Deflect Arrows, Improved Deflect Arrows, Weapons (unarmed) 10 ranks.

Benefit: You can use Deflect Arrows a number of times per round equal to your Dexterity score *10.

Superior Martial Artist

You are a tremendous unarmed fighter.

Prerequisites: Fighting 13, Greater Martial Artist, Holding Basics, Improved Martial Artist, Kicking Basics, Martial Artist, Punching Basics, Throwing Basics, Weapons (unarmed) 18 ranks.

Benefit: Increase your unarmed damage by + one step. Additionally, when you score an unarmed critical hit, you deal damage as if you scored an enhanced critical hit. If you score an enhanced critical hit, you deal maximum damage +2 damage rolls.

Superior Streetfighting

You are very skilled at dirty fighting.

Prerequisites: Fighting 13, Greater Streetfighting, Improved Streetfighting, Streetfighting, Weapons (unarmed) 8 ranks.

Benefit: When you use Streetfighting, your bonus damage is +1d10. In addition, when you make a Box Ears or Eye Gouge attack, you gain a +2 bonus to hit. When you use the Dirty Fighting maneuver, you gain a +4 bonus to the Intelligence check (these replace the bonuses provided by Greater Streetfighting).

Supreme Dodge

Your skill at dodging attacks is such that you can avoid multiple attackers at once.

Prerequisites: Dexterity 21, Dodge*2.

Benefit: When using your Dodge feat, you may now designate more than one opponent (you must still be aware of each opponent you designate).

SERE

SERE stands for Survival, Evasion, Resistance, and Escape, and is the military training program to prepare soldiers for surviving in hostile territory, withstand interrogation and torture, and escape or survive to reach home. The SERE motto is "return with honor". Although SERE training is offered to all branches of service (especially special operations forces),

many regular Air Force personnel receive this training, since they are at high risk of being shot down behind enemy lines and captured.

Benefit: Characters with this training gain a +2 bonus on Hide and Survival checks, and a +2 on all Will saves and level checks to resist intimidation, interrogation, torture, and brainwashing.

Survivor

You are adept at surviving without food and water.

Benefit: When determining how long you may survive without food or water, you are considered to have a +4 bonus to your Constitution; this affects both the time before you have to begin rolling Fortitude saves, and the bonus to those Fortitude saving throws.

Swarm-fighter

You are skilled at fighting with similarly sized allies against larger foes.

Prerequisites: Fighting 13, Dexterity 13, Size category Small or less.

Benefit: When you are fighting an opponent larger than you with an ally with this feat, you can both occupy the same square without penalty. Up to 2 Small, 4 Tiny, 8 Diminutive, or 16 Fine creatures can occupy the same square without penalty.

Each of you in the same square gains a bonus to attack rolls equal to the number of you in the square.

Sweep

You are able to size up an area instantly.

Prerequisites: Spot 5 ranks.

Benefit: When you enter an area, you can make a Spot check as a free action with a +4 bonus. This check covers a 90-degree arc in front of you. A check result of 10 or better spots everything in the area that is not concealed, including useful cover, valuables, enemies, surveillance devices, etc. To notice concealed or hidden items or creatures in the area, your check must beat their Hide check.

Swift Tracker

You are able to follow tracks at great speed.

Prerequisites: Wisdom 15, Track, Survival 6 ranks.

Benefit: When tracking, you can move at your normal speed with no penalty to the check, or twice normal speed at a -10 penalty.

Tactician

You are a skilled tactician capable of leading a small group effectively in battle.

Prerequisite: Intelligence 13, Teamwork [Specific Team], Knowledge (tactics) 3 ranks.

Effect: Prior to a situation, you can attempt to develop a plan of action to handle the situation. You must have time for preparation to use this feat.

Make a DC 15 Knowledge (tactics) check. You cannot take 10 or 20 on this check. Compare your result to the table below.

TACTICIAN RESULTS	
Check Result	Bonus
14 or less	+0 (check failed)
15 – 19	+1
20 – 29	+2
30+	+3

This bonus can be applied to all skill checks and attack rolls made by you and your Teamwork-designated allies (to a maximum of 1 + Charisma bonus), but the bonus only lasts for the first three rounds at most. The bonus decreases by one point per round.

Take 'em Alive

You are skilled at delivering non-lethal blows with normally lethal weapons.

Prerequisites: Fighting 13, Dexterity 13.

Benefit: You can use a normally lethal weapon to deal subdual damage with no penalty on the attack roll.

Talk Down

You are good at talking your way out of bad situations.

Prerequisites: Charisma 13, Diplomacy 6 ranks.

Benefit: Either prior to the start of hostilities or during combat, you can talk down a single opponent within 15 feet of your position or otherwise able to hear your voice. The target must be able to understand you. That opponent immediately stops fighting and reverts to an indifferent attitude regarding you and the situation in general. Any hostile action by you or by one of your allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, you must spend a full-round action talking to your opponent. The opponent makes a Will saving throw. The DC is equal to 10 + your Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

Action Point: If you spend an action point when you use this feat,

you can apply the effects to all opponents who can hear and understand your voice.

Tantric

You can channel sexual energy into genius.

Benefit: You gain a +2 enhancement bonus to Intelligence after sustaining sex for at least 20 minutes. This bonus lasts for 24 hours.

Special: You may select this feat multiple times; each selection increases the bonus by +2 (to a maximum of +6). Each additional +2 requires an additional 20 minutes of sustained sex. For example, to receive a +6 bonus, you must have selected this feat 3 times and sustained sex for at least one hour.

Teamwork (Specific Team)

You have extensive training in small unit tactics and can coordinate attacks with great precision.

Prerequisite: Allegiance (specific team)

Benefit: When working with others of your team (those with a Teamwork feat for the same group) and within 50 ft. of each other (no more than 50 ft. between any two), you gain a +2 bonus to attack and skill checks (this is in addition to any bonus you might gain if a member of your team takes the aid another action).

Characters with this feat may also communicate simple information using hand signals.

Telescopic Shooter

You are particularly adept at using telescopic sights.

Prerequisites: Dexterity 13, Perception 13.

Benefit: When using a telescopic sight, you can acquire a target with a single action instead of the normal two actions.

Special: You can take this feat twice; however, to take it a second time, you must have a Dexterity of 17, and a Perception of 15. If you take it twice, you can acquire a target with a telescopic sight and fire with the same action.

Thrower

You are able to use weapons not intended for throwing for ranged attacks.

Prerequisites: Fighting 13, Weapons 1 rank.

Benefit: You can throw any melee weapon that you are proficient in without an attack penalty. Use the normal rules to determine range increments, and attacks are still made using Weapons (slings and thrown weapons).

Throwing Basics

You have learned the fundamentals of throwing opponents.

Prerequisites: Weapons (unarmed) 1 rank.

Benefit: You gain the following maneuvers:

- **Flying Tackle:** Before making an unarmed trip attack, you may take a non-provoking 5-ft. step towards the opponent (this is a bonus step and doesn't count against any other movement for the round).
- **Foot Sweep:** If you successfully trip an opponent with an unarmed attack, you may make an immediate attack against that opponent as a free action, at a -4 penalty.

Throwing Mastery

You are quite skilled at moving your opponents.

Prerequisites: Fighting 13, Kicking Basics, Martial Artist, Punching Basics, Throwing Basics, Weapons (unarmed) 10 ranks.

Benefit: You gain the following maneuvers:

- **Flying Throw:** If you successfully trip an opponent with an unarmed trip, you may move him three squares in any lateral direction.
- **Take Down:** As often as once per round, if you successfully trip an opponent with an unarmed trip, you stun the opponent for one round.

Tough Customer

Your reputation makes others tread lightly around you.

Prerequisites: Reputation +6.

Benefit: You gain a bonus on Intimidate checks equal to your Reputation.

Trail of Blood

You are quite skilled at killing foes.

Prerequisites: Cleaving Charge.

Benefit: You may move up to 15 ft. between cleave attacks, not to exceed your total movement.

Trample

You are skilled at using your mount to overrun targets.

Prerequisites: Mounted Combat, Ride 1 rank.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus

on attack rolls against prone targets.

Trash to Treasure

You are skilled at turning junk into useable objects.

Prerequisites: Repair 5 ranks.

Benefit: When you use Repair on improvised or jury-rigged equipment, you can spend an action point to make the repair permanent instead of temporary, allowing the item to be used normally.

True Ambidexterity

You are truly equally skilled with your hands.

Prerequisites: Dexterity 13, Ambidexterity.

Benefit: You suffer no penalties for using your off-hand to perform tasks. When fighting with two weapons, reduce the penalties by 2 points.

Tumbling Feint

You are able to use your acrobatic skills to confuse an opponent.

Prerequisites: Dexterity 13, Dodge, Bluff 4 ranks, Tumble 4 ranks.

Benefit: If you successfully use Tumble to defend against a designated Dodge opponent's attack of opportunity, you gain a +5 bonus on a Bluff check to perform a feint on or before your next action.

Tunnel Rat

You are quite skilled at combat in cramped, enclosed spaces.

Prerequisites: Dexterity 13.

Benefit: When fighting in enclosed, cramped quarters, you suffer only one-half the normal penalties.

Two-Weapon Defense

You are skilled at using a secondary weapon for defense.

Prerequisites: Fighting 13, Dexterity 13, Two-Weapon Fighting.

Benefit: When wielding two weapons, you can choose to forego any secondary weapon attacks and instead use the secondary weapon as a shield – see the Shield Bearer feat for rules on using a Shield Intercept. Note however, that weapons aren't as effective at blocking, so you take a -2 penalty to the attempt.

Two-Weapon Pounce

You are skilled at delivering multiple attacks on a charge.

Prerequisites: Fighting 13, Dexterity 13, Two-Weapon Fighting.

Benefit: When you charge while wielding two weapons, at the end of the charge, you can make your normal attack and an off-hand attack. However, you lose the normal charging damage bonus.

Uncanny Dodge

You are able to stay on the defensive even when surprised.

Prerequisites: Dexterity 13, Dodge, Evasion.

Benefit: You retain your dodge bonus to Defense even when flat-footed or struck by an invisible attacker.

Uncanny Scent

You can pinpoint scents at a greater distance.

Prerequisites: Scent ability, Improved Scent.

Benefit: You can pinpoint the location of a scent when within 20 feet.

Normal: You can pinpoint the location of a scent when within 5 feet.

Uncanny Stealth

You are able to move stealthily at normal speeds.

Prerequisites: Dexterity 15, Equilibrium, Hide 6 ranks, Move Silently 6 ranks.

Benefit: You take no penalty to Hide and Move Silently check when moving at your normal speed, and you take only a -10 penalty when running or charging.

Undersized Wrestler

You are skilled at escaping from larger opponents.

Prerequisites: Holding Basics, Weapons (unarmed) 1 rank.

Benefit: When grappled or pinned by an opponent in a larger size category than you, gain a bonus to escape equal to +2 per size category of difference.

Urban Tracking

You are skilled at tracking down individuals in urban areas.

Prerequisites: Gather Information 1 rank.

Benefit: To find the trail of an individual or follow it for one hour requires a Gather Information check. You must make another check every hour, as well as when the trail becomes difficult, such as moving to a different part of town.

The DC of the check is based on the size of the town (*d20 Modern Roleplaying Game* page 11):

- **Rural:** DC 10
- **Small town:** DC 15
- **Large town:** DC 20
- **Small city:** DC 25

- **Large city:** DC 30
- **Metropolis:** DC 35

The following modifiers apply to the check:

- **Every 3 creatures in the group being sought:** +1
- **Every 24 hours the target has been missing/sought:** -1
- **Tracked party "lies low":** -5
- **Tracked party is quite different from local demographics:** -2

If you fail a check, you can try again after an hour of questioning locals.

You can reduce the time per check to 30 minutes by taking a -5 penalty.

If you are tracking a target in a city for which you have Knowledge (city), you gain a +1 bonus per 5 points in Knowledge (city).

Urban Warfare

You have learned how to fight and survive in urban terrain.

Benefit: You gain a +1 bonus to attack rolls, and a +2 bonus to the following skills in urban terrain: Balance, Climb, Demolitions (for rigging avalanches, landslides, and cave-ins), Drive, Hide, Knowledge (Tactics), Spot, Survival.

Vehicle Specialization

You are particularly adept at controlling a certain class of vehicle.

Prerequisites: Vehicle Expert, Drive or Pilot 1 rank

Benefit: Select a specific vehicle; when piloting or driving that vehicle, you receive a +2 bonus to skill checks, ability checks, and saving throws involving the vehicle.

Special: You may select this feat multiple times; each selection applies to a different vehicle.

Versatile Punch

You can deal different types of damage with your fists.

Prerequisites: Fighting 13, Martial Artist, Punching Basics, Punching Mastery, Weapons (unarmed) 10 ranks.

Benefit: When punching, you can decide to deal blunt, piercing, or slashing damage.

Wealth beyond Avarice

Its simplicity itself for you to acquire any mass-produced or common object. More expensive items may require longer (months or possibly even years) — not because you can't afford them, but because they have to be made to order. The plus side is that when you buy very expensive things such as custom yachts and buildings, you can design them to your own eccentric specifications.

Prerequisites: Deep Pockets, Well-Off, Knowledge (business) 20 ranks, Profession 30 ranks.

Benefit: Increase your Wealth bonus by +5. An item's purchase DC is considered 20 points lower when determining if the Wealth check imposes any penalties. The item's purchase price remains the same.

Weapon Platform

You are skilled in wielding large weapons.

Prerequisites: Strength 17.

Benefit: For determining whether you can wield a weapon one-handed, or if you meet the Strength requirements, you are treated as one size category larger.

Weapon Specialization

You are skilled at dealing damage with a particular weapon.

Prerequisites: Weapon Focus, Weapon Skill 4 ranks.

Benefit: With the weapon specified by Weapon Focus, you deal +2 damage, and Armor Penetration improves by one point.

Special: You may select this feat multiple times; each time, it applies either to a new weapon or to a previously selected weapon. When applying to a previously selected weapon, the requirements increase — for each additional selection, the Weapon skill must be four ranks greater. For example to take it twice for the same weapon, you must have the Weapon skill at 8 ranks.

Well-Connected

Your Allies think very highly of you and are willing to help you much more often.

Prerequisite: At least two allies of any type, Reputation +6.

Effect: You can call on allies of each allegiance 3 times per week before needing to make Reputation checks to gain their aid.

Well-off

You always make sure you have money set aside for a rainy day — or for an urge to indulge.

Prerequisites: Knowledge (business) 5 ranks, Profession 5 ranks.

Benefit: Increase your Wealth bonus by +2. An item's purchase DC is considered 5 points lower when determining if the Wealth check imposes additional penalties. The item's purchase price remains the same, and the

decrease for a purchase DC 15 or higher still applies.

Wheelman

You make your living driving criminals to their meetings, making sure they are not disturbed along the way by police or rival criminals

Prerequisites: Criminal occupation, Drive 4 ranks.

Benefit: You gain a +2 bonus on all Drive and Spot skill checks. You may take 10 on one of these skill checks even under stressful conditions.

Special: You may take this feat multiple times. The skill modifiers stack. If taken a second time you may take 10 on both skills modified by this feat.

Whirling Defense

You spin so quickly when attacking that you nimbly avoid your enemies' counterattacks.

Prerequisites: Whirlwind Attack.

Benefit: Whenever you make a whirlwind attack, you gain a +2 dodge bonus to your Defense until the beginning of your next turn.

William Tell

You are a deadly ranged attacker.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If you spend a full-round action to aim a shot, you can make a DC 15 Concentration check; if successful, you can ignore either the target's cover/concealment bonus to Defense, or his size bonus to Defense.

Winning Smile

You can get more with a smile than with a gun.

Prerequisites: Charisma 17, Bluff 8 ranks, Diplomacy 8 ranks.

Benefit: You can convince a single target to regard you as a trusted friend. (If the target is currently being threatened or attacked by you or your allies, this ability won't work.) The target makes a Will saving throw to avoid being persuaded by your words and actions. The DC is 10 + Charisma bonus. This ability doesn't enable you to control the target, but the target perceives your words and actions in the most favorable way.

You can try to give the target orders, but you must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by you or your allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for a number of minutes equal to your Charisma bonus. After the duration expires, the GM determines the reaction and attitude of the target based on what you compelled the target to do.

Without a Trace

You are a masterful infiltrator.

Prerequisites: Dexterity 13, Intelligence 13.

Benefit: When you use the following skills [Balance, Climb, Disable Device, Escape Artist, Hide Move Silently, and Sleight-of-Hand], those using Investigate, Listen, Search, or Spot to detect you or your activity suffer a -4 penalty.

Word on the Street

Through regular contacts, gossip, internet chats, and other situations, you have a deep knowledge of everyday things.

Prerequisites: Charisma 13, Gather Information 9 ranks.

Benefit: You can make a Gather Information check on general or specific information instantaneously, and spend only an hour making a Gather Information check for restricted information. Retries may be made under normal rules. Protected information still requires 1d4+1 hours for a check.

The purchase DC for using Gather Information is reduced by 10.

Zig-Zag

You are particularly skilled at dodging ranged attacks.

Prerequisites: Dexterity 13, Dodge, base Defense +6.

Benefit: You gain a +1 dodge bonus to Defense against ranged weapons for each range increment the weapon must fire through. If you are fighting defensively or using total defense, double this bonus.

EQUIPMENT

PURCHASE DCs TO CASH

TABLE 7-1: PURCHASE DCs CASH VALUES

PDC	Cash Value	PDC	Cash Value
2	\$5	42	\$1,200,000
3	\$12	43	\$1,500,000
4	\$20	44	\$2,000,000
5	\$30	45	\$2,750,000
6	\$40	46	\$3,500,000
7	\$55	47	\$5,000,000
8	\$70	48	\$6,500,000
9	\$90	49	\$9,000,000
10	\$120	50	\$12,000,000
11	\$150	51	\$15,000,000
12	\$200	52	\$20,000,000
13	\$275	53	\$27,500,000
14	\$350	54	\$35,000,000
15	\$500	55	\$50,000,000
16	\$650	56	\$65,000,000
17	\$900	57	\$90,000,000
18	\$1,200	58	\$120,000,000
19	\$1,500	59	\$150,000,000
20	\$2,000	60	\$200,000,000
21	\$2,750	61	\$275,000,000
22	\$3,500	62	\$350,000,000
23	\$5,000	63	\$500,000,000
24	\$6,500	64	\$650,000,000
25	\$9,000	65	\$900,000,000
26	\$12,000	66	\$1,200,000,000
27	\$15,000	67	\$1,500,000,000
28	\$20,000	68	\$2,000,000,000
29	\$27,500	69	\$2,750,000,000
30	\$35,000	70	\$3,500,000,000
31	\$50,000	71	\$5,000,000,000
32	\$65,000	72	\$6,500,000,000
33	\$90,000	73	\$9,000,000,000
34	\$120,000	74	\$12,000,000,000
35	\$150,000	75	\$15,000,000,000
36	\$200,000	76	\$20,000,000,000
37	\$275,000	77	\$27,500,000,000
38	\$350,000	78	\$35,000,000,000
39	\$500,000	79	\$50,000,000,000
40	\$650,000	80	\$65,000,000,000
41	\$900,000	81	\$90,000,000,000

WEALTH

Buying Goods and Services

If an item or service has a Purchase DC (PDC) that is equal to or less than your current Wealth bonus, you can acquire the item without making a roll (unless buying in bulk, which may change the PDC).

If the item or service has a PDC greater than your Wealth bonus, you make a Wealth check (1d20 + Wealth bonus). If successful, you purchase the item. If it fails, you cannot afford the item at the moment, and cannot try again for that PDC or greater that day.

You can make one Wealth check per week without penalty. For each additional successful Wealth check you make during the week, you take a cumulative -2 penalty to each check (one Wealth check per day for seven days results in a -12 penalty on the last check for example).

When making a Wealth check, you cannot attempt to purchase something with a PDC more than 20 points higher than your Wealth bonus (if your Wealth bonus is 10, the best you can try to buy is PDC 30). However, you can still make a critical success on the Wealth check; a critical success on a Wealth check means the check does not impose a penalty to additional Wealth checks during the week.

See below for the effects of a critical failure.

Buying in Bulk/Multiples

If, during one week, you wish to purchase multiples of an item, you will tally up the effective dollar values of all the items to determine the final PDC.

Buying Used

You can purchase used items. For every 2-point reduction in the PDC, the item imposes a -1 penalty to associated checks. If the item does not affect checks, it has 5% fewer hit points per -2 PDC. Otherwise, standard buying rules apply for used items.

Losing Wealth

When you have to make a Wealth check, you take an additional penalty to any other Wealth checks made during the week (cumulative with the penalty described above), based on the amount by which the PDC exceeds your Wealth bonus.

When you make a Wealth check, if you score a critical failure, some financial calamity strikes (bank error, mugging, etc), that causes you to actually lose Wealth bonus.

Purchase DC	Penalty	Wealth Loss
1 - 5	-2	1
6 - 10	-4	1d2
11 - 15	-6	1d4
16 - 20	-8	1d8

Your income level may cause a loss of Wealth as well. Your monthly income is determined by your Profession skill and other factors. At the end of each month, add 10 to your current Wealth bonus and compare the result to Table 7-1: Purchase DCs on page 204 of *d20 Modern Roleplaying Game*.

If your monthly income is greater than this amount, you do not lose any Wealth, but you do not gain any Wealth. If your monthly income is greater than the listed value *5, you may gain Wealth (see below). If your monthly income is less than this amount, you lose one point of Wealth.

For example, you have a current Wealth bonus of +5, and have a monthly income of \$2,000. When you add 5+10 and compare 15 to Table 7-1, you find a value of \$500. Your income is greater than this, so you do not lose Wealth, but it is not 5* higher, so you stand no chance of increasing Wealth.

Negative Wealth

Your Wealth bonus can drop below +0 into the negatives. When you buy something with a Negative Wealth bonus, you automatically lose Wealth at a rate of 1 point per purchase.

At +0 Wealth, you can't purchase anything with a PDC of 10+. For every 2 full points of negative Wealth, lower this cap by one point (for example, at -5 Wealth, you can't purchase anything with a PDC of 7+).

Additionally, there is a percentage chance per month equal to (negative bonus *5%) that bill collectors and other creditors will start harassing you.

Gaining Wealth

When you gain large sums of money or sell something, you might increase your Wealth bonus. To determine if you do so, use the following rules.

Add 20 to your Current Wealth bonus and compare the result to Table 7-1: Purchase DCs to find the cash value. If the cash you've received is equal to or less than this value, you gain no immediate Wealth, but note the money received as part of your monthly income for that month only (it may improve your chances of increasing Wealth by monthly income).

If the money you've received is greater than this value, you'll gain Wealth based on how much greater as follows:

Value	Wealth Gain
Up to *2	+1
Up to *3	+2
Up to *4	+3
Up to *5	+4
Each additional full multiple	+1

GENERAL EQUIPMENT

If you can find better prices for comparable equipment, show me, and I might let you slide with lower Purchase DCs. And there's always a chance of a sale.

Signal Ratings

Note that some of the equipment below has a range increment listed; these are devices capable of sending and receiving data through airwaves. Typically, a transmitter can send data to a receiver up to 10 range increments away. Assorted conditions and situations can affect the range increment however.

- A receiver automatically picks up transmissions from transmitters located up to 5 increments distance, assuming the receiver is tuned to the correct frequency.
- Within 6 - 10 increments, the signal is subject to signal degradation. At these distances, the operator of the receiver must make a Communications check to gain

usable transmission information. The DC for this check is 5, +5 per range increment beyond 5 between the devices.

- Beyond 10 increments, a signal is too degraded to be useful under normal conditions.

Otherwise, follow the normal rules for the Communications skill.

There are two ways to effectively reduce the distance between the transmitter and receiver – increased transmitter power and increased receiver efficiency. Both transmitters and receivers can have signal ratings (SR). Add the ratings of both the transmitter and receiver together and subtract this from the actual number of range increment between the devices to determine the effective number of increments.

Atmospheric and terrain factors, as well as ECM, can interfere with a transmission. This interference is assigned an ECM rating. This rating is added to the number of range increments between the devices, increasing the effective distance between them. Unless otherwise specified, all interference sources take effect when the source of the effect is located anywhere between the devices, or within one range increment of the transmitter. Following are some ECM rating examples.

- **High tension wires:** 1
- **Urban area:** 2
- **Factory complex:** 3
- **Thunderstorm:** 2 – 4
- **Aurora borealis:** 3 – 5
- **Mountain:** 5
- **Radiation leak:** 5+
- **Nuclear detonation:** 20+

People can also use equipment to jam signals intentionally. Jamming equipment has both a range increment and an ECM rating. For every full jammer range increment between the jammer and a transmitter (or receiver), reduce the effective ECM rating by one point. The operator of the jammer must now make a Communications check with a bonus equal to the effective ECM rating of his equipment. If the transmitter operator does nothing, apply the effective ECM rating to the range increment as normal. However, he can try to penetrate the jamming by making a Communications check against a DC equal to the jammer's check result. If successful, reduce the effective ECM rating by an additional point for every 5 points by which the transmitter beat the jammer check.

If a piece of functioning jamming equipment is in direct line of sight between the transmitter and receiver, however, apply the full ECM rating – period.

Range Increments

Even non-data transmission devices have range increments listed. In such cases, skill checks using the equipment suffer a -2 penalty per range increment beyond the first.

Revised and New Equipment

Statistics

Size: This is the item's Size Category (different scale than creature Size Categories).

Weight: The item's weight in pounds.

PDC (Purchase DC): The normal retail purchase DC of the item. Restrictions are in parenthesis.

Range: The range increment of the item. Checks involving the item take a -2 penalty per range increment beyond the first.

PR (Power Rating): This number is applied as a modifier to all skill checks made with the device. In the case of Mastercraft items, this replaces the normal Mastercraft modifier.

SR (Signal Rating): This is the signal rating of the item.

Duration: How long the item typically functions.

Bags and Boxes

Camera Bag: Once used only by professional photographers, the advent of affordable digital still and video cameras has made the camera bag an item found in many households. Camera bags have compartments designed to snugly hold a camera, lenses, and other miscellaneous photographic equipment, and the entire bag is padded to prevent damage to delicate items. Each comes with an adjustable shoulder strap. (If dropped, crushed, or attacked with a melee weapon, the camera bag provides DR 2 to everything inside.) Camera bags come in different sizes for different types of cameras. The smallest bag holds up to 5 lbs. worth of items, but there are also models with 10 lb. and 15 lb. capacities.

Diving bag: Available in duffel, backpack, or belly style (like a front pack). Treat Strength as +2 for encumbrance purposes, but take a -1 penalty to Reflex saves. Keeps up to 20 lbs. dry, even if completely submerged, in a 1 ft. x 1 ft. x 2 ft. space.

Duffel Bag: A cylindrical canvas sack that is open on one end, the duffel bag is a convenient way to carry clothing, bedding, and other non-fragile items. It cinches closed at the top and is secured by a clasp at the end of the strap. Made popular by military personnel who use the bag to carry their belongings overseas, duffel bags are still most commonly made of olive drab canvas. However, their popularity with students and campers means that other, more fashionable color schemes are available. A duffel bag can hold approximately 50 pounds of material, but offers no protection

from damage or wetness.

Fanny Pack: A small pouch attached to an adjustable belt, this item has become widely popular with travelers, campers, and anyone who needs to keep both hands free but must carry more than can reasonably be held in one's pockets. Despite its name, most people wear it with the pouch facing the front or to the side, and use it to carry passports, cell phones, PDAs, maps, note pads, wallets, and other relatively small items.

Money Belt: A thin, four-inch wide belt with several secure pockets meant to be worn across the lower abdomen underneath clothing, the money belt is a means to clandestinely carry cash or other printed materials. It can hold up to one-half-pound of paper, and provides a +2 equipment bonus on Sleight of Hand checks to conceal the belt.

Suitcase, Wheeled: The preferred carrying case of travelers the world over, this suitcase has an extendable handle on one end and wheels on the other so that it may be pulled rather than carried. It can be used to hold anything from clothing and personal items to professional equipment or bricks of gold. Anything that fits in the case and does not exceed its weight limit can be transported inconspicuously.

Wheeled suitcases generally come in three sizes. The smallest is suitable as an overnight bag (and is meant to fit in the overhead bin of a commercial airline), the middle holds a few days worth of clothing, and the largest is meant for use on extended trips.

Clothing

Clothing outfit – stealth: Worn by anyone who wants to go someplace without being seen. Includes long-sleeved shirt, cargo pants, tabi shoes, and ski mask. All these items are tight-fitting and matte black. In dark conditions, this provides a +2 equipment bonus to hide checks.

Clothing outfit – double-sided: Any type of clothing can be made double-sided, allowing quick-change artists to switch outfits by turning their clothes inside out. It takes one minute to swap clothing to the other side and grants a +2 equipment bonus on Disguise checks. Double-sided clothing adds +1 to the purchase DC of an outfit, but does not change the weight.

Combat boots: These provide a +1 bonus to Fortitude saves provoked by forced marches. These also provide a +1 bonus to Climb checks when foot traction is necessary.

Designer outfit: In some levels of society, the name of an outfit's designer can be more important than the name of its wearer. Sometimes simply having clothing made by Gucci, Wang, or Armani will open doors that no amount of money could. When you absolutely have to dress to impress, the high fashion designers will clothe you in style – for a price. (In certain situations, the GM may allow characters wearing designer outfits to benefit from a +2 equipment bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks.)

Gloves, insulated: Provides a +2 bonus to save versus applicable cold effects, but impose a -2 penalty to checks requiring fine manipulation.

Gloves, surgical: Provides a +2 bonus to saves against drugs, poisons and contagions transmitted by touch when applicable.

Gloves, work: Provides your hands with DR 1 versus slashing.

Ice boots: These negate 4 points of Balance penalty when walking on icy terrain, but when not on icy terrain, they reduce your speed by 5 ft.

Snow shoes: These negate 4 points of Balance penalty when walking on snowy terrain, but when not on snowy terrain, they reduce your speed by 5 ft.

Suits:

- **Asbestos:** Provides a +4 bonus to save versus heat, and DR 3 against fire and heat damage. Includes a pair of work gloves.
- **BDO: "Battle Dress Over garment".** This is an expendable camouflage two-piece suit consisting of one coat, one pair trousers, one pair gloves, one pair footwear covers, and a helmet cover, all worn over your usual clothing. When worn, this provides a +4 bonus to saving throws against liquid biological and chemical agents, as well as radioactivity. This suit is usually worn in conjunction with a gas mask. This suit can provide protection from the moment it is removed from its bag for up to 30 days, or until it comes into contact with an agent it protects against, whichever comes first. If it comes into contact with such an agent, the suit's protective capabilities last only for an additional 24 hours.
- **CPOG: "Chemical Protective Over garment".** This is similar to a BDO, but protects against gases and vapors instead of liquids.
- **Dry:** Cold-weather diving suit that combines the Gore-tex and SCUBA suits.
- **Gore-tex:** Provides a +4 bonus to save versus cold, and DR 3 against cold damage. Includes a pair of insulated gloves.
- **NBC:** Immune to the effects of disease and gases, and can operate in a NBC-contaminated area. The breathing filters must be replaced every 6 hours or the benefits are lost. The benefits are lost if the suit takes 3 points of

damage, or you take a critical hit that deals 3 points of damage (both cases assuming a proper damage type).

- **SCALP:** "Suit – Contamination Avoidance and Liquid Protective". This is an outer shell for an NBC suit, allowing the NBC suit to take an additional 3 points of damage before becoming useless. It may also be worn over a CPOG or BDO, providing an additional +4 bonus to the applicable saving throws. Regardless, when worn with another suit, the wearer takes a -1 penalty to his Dexterity. In hot conditions, he takes a -2 penalty to Constitution (due to sweat-based water loss). A SCALP worn on its own provides a +2 save bonus against liquid chemical and biological agent and radioactivity. The duration this suit can protect the wearer is 14 days, calculated from the moment is removed from the bag, or until it comes into contact with an agent it defends against, whichever comes first. If it comes into contact with such an agent, the protective qualities remain only for an additional 6 hours.
- **SCUBA:** 2 hours of oxygen.
- **Space:** 4 hours of oxygen. The benefits are lost of the suit takes 3 points of damage, or you take a critical hit that deals 3 points of damage (both cases assuming a proper damage type).

Computers and Electronics

Audio/video feed: This digital camera and microphone are intended as part of a two-way communication system that may be used in conjunction with any linked computer with the same equipment. It may also be set to constantly record or transmit to another computer. 24 hour-duration with a standard hard drive, or 72 hours with an expanded hard drive.

Black box: This is connected directly to the computer's hard drive and power supply. It constantly updates its copy of the internal hard drive, and has a powerful surge protector. Hardness 10, hit points 20.

Computer suites:

- **Audio/video:** Video and sound cards are top of the line, upgraded speakers, 21-in. high resolution flat panel monitor. An a/v feed, expanded hard drive, flatbed scanner, and image processing software are included in the suite. When you use an action point to boost a Computer Use check involving a/v production or analysis, you roll a die of the next higher step.
- **Entertainment:** All of the computer's functions are optimized for running game software. Includes dual processors, wireless keyboard and wireless mouse. When you use an action point to boost a Computer Use check involving computer game play, you roll a die of the next higher step.
- **Hacking:** Primed to overwhelm the defenses of other computers, plus its own cookies are disabled and the OS streamlined to reduce the number of identifying electronic traces it leaves behind. A frag switch, broadband modem, firewall 3 and hacker mask are included. When you use an action point to boost a Computer Use check involving hacking another computer, you roll a die of the next higher step.
- **Programming:** Includes every software creation tool invented over the last several years. Includes a black box, refrigerated case, and code-cracking software. When you use an action point to boost a Computer Use check involving programming, you roll a die of the next higher step.

Dual processors: Allows you to perform two computer-based skill checks simultaneously with normal multitasking penalties.

Expanded hard drive: 500GB+ (note that this value is based on the capacities at the time of the original game's release).

FAX, portable: One round to enter, one round to send, one round to receive.

Film/tape (professional): Requires a DC 10 Intelligence check to load, provides a +1 bonus.

Frag switch: This is connected to your hard drive and power supply. Activating the frag switch is a standard action, and doing so sends a surge through your system, frying all the circuits and motherboard, as well as completely erasing the hard drive.

Laser Pointer: Pen-shaped devices that shine a bright, tightly focused beam of light (usually red, but sometimes green) that lecturers use to draw attention to a specific area of a display or projected image.

Modem, broadband: These are available in *Normal*, *Fast*, *Very Fast*, and *Ultra Fast*. A Fast allows the applicable checks in 66% of the normal time; a Very Fast allows the checks in 50% of the normal time, and an Ultra Fast allows the checks in 33% of the normal time.

Multi-Function PDA/cell phone: This item combines the functions of a PDA, cell phone, digital camera, digital audio recorder, and pager.

Pager: A cellular device capable of receiving short text messages (100 or fewer characters) only.

PDA: Contrary to the text, many of these will allow you to access the internet and perform internet-based Research checks.

Projector: Resembles a small video camera and can cast a video image onto any surface with sound provided by the computer's speakers.

SATCOM terminal: Satellite Communications terminal. Utilizes satellites to allow real-time voice communication with another SATCOM unit anywhere on the planet. It can also act as a computer modem to send data (this requires both computers to have power ratings of +2 or better and be connected to a SATCOM terminal). If you have video cameras (and monitors for the receiver), it can also transmit video feeds. SATCOM units can be disrupted by inclement weather, causing signal loss. A SATCOM broadcasts and receives within a satellite's "line of sight". When used properly, its range increment is on the order of 5,000 miles, but when used for point-to-point ground communication, the increment drops to 1 mile.

Scanner, handheld: Can scan flat objects up to 5 inches wide; since it is handheld, you take a -2 penalty to Computer Use checks to accurately scan something.

Software: Various software programs.

- **Anti-virus software:** Each copy of this is tailored to a specific virus. Provides a +4 bonus to Computer Use checks to detect and remove the targeted virus (commercial software generally provides only a +1 bonus against most common viruses).
- **Auto-dialer:** Sets a modem or computerized telephone to dial a single number over and over again, and may be set to patch through to a real person, play a recorded message, or emit silence if someone answers. You can set it to simply keep dialing the number even if someone answers, effectively rendering that phone line useless.
- **CAD/CAM:** Computer-Aided Design/Computer-Aided Manufacturing software programs are used to create graphic representations of architectural, engineering, mechanical, and land development projects. You must decide the program's focus when you acquire it. If the software is broadly applicable to your current enterprise, it provides a +2 bonus to relevant skill checks. If the software is specifically applicable to the task at hand, the bonus is +4.
- **Code-cracker:** Provides a +2 bonus to computer-aided cryptography checks.
- **Firewall:** Available in levels 1, 2, and 3, when used to protect a system, attempts to penetrate the system take a -2, -4, or -6 penalty.
- **Global mapping:** With a DC 10 Computer Use check, you can connect the computer to a GPS receiver and display current coordinates, altitude, bearing, heading, speed over ground, velocity, distance to destination, waypoints, and GPS satellite data. A second DC 10 check allows you to up/download GPS system data such as waypoints and routes. During a storm, these checks take a -2 penalty (-4 in an electrical storm).
- **Hacker mask:** Determine the number of phone lines you are going to spoof your connection through and make a Computer Use check (DC 15 + 5 per line); if successful, each line imposes a -1 penalty on attempts to trace your computer connection and location.
- **Image processing:** This is essentially the fancy software you see on TV shows that allows you to enhance and manipulate images far beyond what you can actually do. It takes 5 minutes plus 1 round per photo or minute of video to input the images/video. Once in the system, you gain a +4 bonus on checks to analyze the images/footage.
- **Information database:** You can acquire a database about almost anything, excluding files for which you lack clearance. If you have an appropriate database, you gain a +2 bonus to applicable skill checks (most often Knowledge and Research).
- **Navigation (atmospheric/space):** Helps plot a course from point-to-point. Provides a +2 bonus to applicable Navigate checks. Space software requires a computer with a power rating of +5.
- **Translator:** This provides a +4 bonus to checks to recognize a language, and a +2 bonus to checks to translate a language. When dealing with alien text, the bonuses are +2/+1.
- **Virus, cookie sampler:** This periodically sends copies of the cookie folder on the computer over the target computer's internet connection to a pre-selected email address. This update includes a complete profile of the target computer system, software, and hard drive contents, providing a +5 bonus to Computer Use checks made to access or use the targeted computer. This update occurs only at certain times of the day, as determined by you. The user of the target computer makes Computer Use checks during the update if he's logged on, and once

each time he logs on after one or more updates have been sent. The DC for these checks is 20, but he receives a +1 bonus per update beyond the first.

- **Virus, infinite loop:** This dedicates part of the target computer's system to performing meaningless, endless tasks. When someone logs onto the target computer, they make a Computer Use check against a DC equal to the Computer Use check result that created the virus. Apply the target computer's power rating as bonus to this check. If this fails, the GM will roll 1d10 + target computer power rating against the same DC; if this fails, the target's computer's power rating is reduced by 1 point (2 on a critical failure). This can be repaired with a Computer Use check against a DC of 10 + one-half the check result that created the virus. This takes about 10 minutes.
- **Virus, lethal:** This functions as an infinite loop virus (except a critical failure reduces the rating by 1d4), except that the repairs require a DC 20 check, and take 1 hour per +1 power rating destroyed.
- **Virus, lockout:** Once delivered, this locks out all access to the target computer unless someone has the correct password (set by the virus operator). The virus operator may use the target computer normally if he has physical, internet, or network access. Bypassing this lockout requires 5 minutes and a Computer Use check with a DC of 10 + one-half the check result that created the virus.
- **Virus, Trojan Horse:** This functions as a lockout virus, except that it doesn't lock out the computer; in fact, it allows the target computer to be used normally. Operators of the target computer may detect the Trojan Horse in the same manner as a cookie sampler virus.
- **Virus, worm:** Each worm must be tailored to a specific type of software. Once delivered, the worm "burrows" into the software, waiting for the software to be used again. When the software is used, the operator must make a Computer Use check against a DC of 10 + one-half the check result that created the worm. If this fails, the worm kills the program, dealing irreparable damage to it.

Tape library: This is similar to a black box, but it is external, only updates when prompted (or scheduled), and can store somewhere along the lines of 100 terabytes of data.

Professional Equipment

Altimeter: Measures current height from sea level and may be set to measure relative range from a secondary altitude.

ARM (Atmospheric Radiation Monitor): Essentially a souped-up Geiger counter, this recognizes the presence and intensity of radiation within 2,000 ft. in all directions. This can also detect the presence of Naqahdah and Naqahdah deposits within 1,000 ft., the presence of Naqahdah and Naqahdah particles within 100 ft., and the presence or lack of electrical current within 2 ft.

Bolt Cutter: These provide a +10 equipment bonus to Strength for applicable tasks.

Caltrops: One bag covers a single square. Each time a creature moves through a caltrop-laden square at more than one-half speed (one-quarter in darkened conditions), or is fighting in the square, he must make a DC 15 Reflex save to avoid stepping on a caltrop; if this fails, he takes 1 point of damage, and his speed is reduced by one-half as noted. Thick-soled footwear provides a +2 bonus to this save. The save DC is predicated on one bag of 25 caltrops per square. For every additional bag used in the square, increase the DC by +2, and the damage by one step (1 -> 1d2 -> 1d3, etc).

A creature moving at more than the listed maximum speed suffers a -5 penalty to his saving throw, and if it fails, must make a DC 10 Balance check (in addition to the normal effects) to remain standing. If this fails, he falls prone, and takes an additional 1d2 points of damage per bag of caltrops in the square.

For the purposes of piercing tires, treat caltrops as doing 1d3 points of damage per Size category of the vehicle above Small.

Cargo net: This 20 ft. x 20 ft. net has a break DC of 24, hardness 2, and 20 hit points.

Chain link fence: Break DC 20, hardness 6, 10 hit points.

Chemical analyzer: Provides a +2 bonus to Search checks to locate and identify toxins and gases.

Craftsman's kit: Must be designed for each specific Craft skill.

Crowbar: Provides a +4 bonus to applicable Strength checks.

Demolitions kit: Each includes enough material to make one specific type of explosive in addition to the normal use.

Duct Tape: The Strength DC listed assumes a typical "television" coverage of duct tape for restraint. Increasing the amount increases the DC.

Glasscutter, Circular: This special device allows a person to cut through glass panes without cracking or shattering them in the process. It fits onto the glass with a suction cup and has a rotating arm that cuts a hole from 3 to 12 inches in diameter. Once the hole is cut, the suction cup

is tugged, pulling out the circle of glass. The user makes a Dexterity check (DC 10) to create a hole without shattering the glass. If the check fails, the glass shatters with a loud crash.

Handcuffs: Zip ties can be beaten with a DC 50 Escape Artist check.

Headset, Microphone: This is a small, unobtrusive microphone and earphone headset, often hooked up to a professional walkie-talkie or cell phone (which must be purchased separately). It allows a person to keep their hands free while engaging in conversation. Better quality versions also include a small, powerful flashlight attachment or tiny video camera.

Hydraulic Compressor: A hydraulic compressor is used to provide power to tools like the jaws of life, jackhammers, pumps, and the like. Without a compressor, many of these items will not operate.

Jaws of Life: This rescue tool is used by firefighters and aid personnel to pry open the mangled doors of auto accidents. It requires a hydraulic compressor to work, but it opens doors, busts through gates, and the like with an effective Strength of 45.

Lie detector, handheld: Provides a +2 bonus to Sense Motive checks made to determine falsehoods. If you possess at least 5 ranks in Knowledge (specific alien culture), you can spend 8 hours recalibrating the device to function on members of that species (during which time, it doesn't function on other species). This requires a DC 15 Craft (electronics) check.

Lie detector, polygraph: Provides a +6 bonus on Sense Motive checks to determine falsehoods. Modifying requires 8 ranks in the appropriate Knowledge skill and a DC 20 Craft check.

Manual: These books provide a +1 bonus to applicable skill checks.

Marbles (bag): About two dozen assorted glass spheres in a pouch. Commonly used as a toy, but also useful for checking slopes (just set one down and see which way it rolls) or as a non-damaging alternative to caltrops, one bag covers a 5-foot square. Creatures moving through or fighting in the area must make a Balance check (DC 15) every round they remain within that area or fall prone.

Portable decontamination device: This is similar to a handheld decontamination apparatus, except it feeds from a 5-gallon container of decontaminant, with a hose attached to the container at one end, with the other end having a five-foot rod ending in a scrub brush. This can decontaminate up to 1,200 square feet. The contents are not under pressure and must be pumped out using the rod and brush, but the chemicals are quiet flammable.

Portable ram: This modern ram is the perfect tool for battering down doors. Not only does it give you a +5 circumstance bonus on your Strength check to break open a door, but it allows a second person to help you without having to make an aid another check, adding another +2 bonus to your check.

Portable safe: 15 in. x 15 in. x 18 in. Break DC 50, hardness 20, 50 hit points.

Science kit: Specific kits are required for specific science-based skills.

Shots:

- **Antibiotics:** Provides a +4 bonus to your next save versus disease.
- **Antidote:** Provides a +4 bonus to save against radiation, chemical, and biological agents for a number of hours equal to 1 + Constitution bonus.
- **Antivenin:** Provides a +4 bonus to your next save against a poison.
- **Anti-radiation:** Using these requires a DC 15 Treat Injury check; if successful, the subject gains a +4 bonus to saving throws made to prevent further radiation damage. If the check is a critical failure, the drug instead deals 1d6 points of Constitution damage.
- **Convulsive Antidote Nerve Agent:** This is a disposable auto-injector intramuscular delivery of diazepam to a character who is incapacitated by nerve agent poisoning. This must be used before secondary damage is applied.
- **Knockout:** DC 12 Fortitude save; primary onset 2d6 rounds/stunned; secondary onset 2d6 rounds/unconscious.
- **Nerve Agent Antidote Kit:** If administered before the primary damage of a nerve agent, this negates the effects of the nerve agent. Lasts for 12 hours after injection.
- **Stimulant:** Stabilizes a dying character.

Signal mirror: Can reflect up to 5 miles in full sunlight, 2 miles in overcast weather, and 1 mile at night.

Spike Strip: Follows the same rules as caltrops.

Stretcher, collapsible: Takes 5 rounds to assemble.

Tent, quarantine: Completely contains up to 10 Medium creatures; so long as the air seal is kept closed, viral and other contagious disease remain within. If the seal is broken (or the tent takes 3+ damage from an appropriate attack type), containment is broken.

Sports Equipment

Bicycle: This is a bicycle. The basic function is to allow you to move faster with the same energy as walking. These stats represent a typical single- or multi-gear road bike. Such a bike, on smooth surfaces (such as paved

roads), allows you to move at three times your normal rate. You can take a run action while riding a bike to increase your speed. When used off-road, a road bike only double your movement rate, and terrain penalties are 2 points worse. Getting on or off a bicycle is a standard action; you can get on or off with a free action and a DC 15 Dexterity check. Attacks from a bicycle take a -2 penalty (assuming you use at least one hand to guide the bike). When biking, you take a -2 Defense penalty. When biking, you fatigue at roughly the same rate as when moving by foot.

- **Bicycle, BMX:** BMX bikes are available in mountain, road, and racing types. In general, a BMX bike follows the same rules, but reduces the speed multiplier by 0.5, and provides a +2 bonus to stunt Balance checks.
- **Bicycle, mountain:** These are designed for off-road use. When used in this manner, a mountain bike allows you to multiply your movement rate by *2.5, and you suffer normal terrain penalties. On smooth terrain (such as paved roads), a mountain bike still only multiplies your speed by *2.5, but it provides a +2 bonus to Balance checks to maintain stability.
- **Bicycle, racing:** A racing bike follows the same rules as a road bike, but multiplies your speed by *3.5. However, racing bikes are not built for stunting, and Balance checks made to do anything other than maintain stability and improve speed take a -2 penalty.

Roller skates: On smooth (paved roads and sidewalks), roller skates allow you to double your movement rate. You can take a run action while skating. Off-road, you can multiply your speed by *1.5, but terrain penalties are 2 points worse. When skating, you fatigue at roughly the same rate as when moving by foot.

Skateboard: On smooth (paved roads and sidewalks), skateboards allow you to multiply your movement rate by *1.5. You can take a run action while skating. Off-road, you can multiply your speed by *1.25, but terrain penalties are 2 points worse. When skateboarding, you fatigue at roughly the same rate as when moving by foot.

Skis (and pole): On level snow, these allow you to double your movement rate (*3 going down slope). However, they reduce your actual walking speed by 50%. When skiing, you fatigue at roughly the same rate as when moving by foot.

Snowboard: On level snow, these allow you to double your movement rate (*3 going down slope). When snowboarding, you fatigue at roughly the same rate as when moving by foot.

Surveillance Gear

Black Box: These are effectively obsolete. Sorry.

Bug Sweeper: A bug sweeper is a handheld device that measures radio frequency signals and looks for "suspicious" wavelengths. It gives a +5 equipment bonus on Search checks when trying to find micro-transmitters.

Concealable Camera: This tiny camera is about the size of a matchbox. It has a fixed focus, meaning that it can only photograph objects from a specific distance (specified when the camera is purchased). It requires special film, which comes in 24-exposure rolls (purchase DC 4).

Concealable Microphone: This tiny device is about the size of two stacked dimes. It picks up sounds up to 10 feet away and transmits them by radio with a range of 500 feet. A professional walkie-talkie programmed to its frequency can pick up the signal.

Concealable Video Camera: About 2 inches long and half that in diameter, this tiny camera can be used with or without a snake-eye lens (below). Unlike a portable video camera, this concealable unit does not have a viewfinder or any means of recording its images. Instead, it passes images on to whatever device it is connected to (a television monitor or recording unit). Connecting the concealable video camera to a recording or monitoring device requires a Craft (electronics) check (DC 10).

Explosives Detector: About the size of a large megaphone, this device sniffs out nitrogen compounds – the basis for all common explosives. It provides a +10 equipment bonus on all Search checks involving explosives.

Fiber Optic Camera: This tiny camera mounted on a flexible cable allows a person to peer into places without being spotted or getting in harm's way (such as slipping it under a door or through an air vent). It includes a small viewer and can be connected to a video camera or monitor. It requires a Computer Use check (DC 10) to use properly.

Fiberscope: Essentially a 10-ft. long flexible viewing tube.

Microphone, Contact: Originally designed for bomb-disposal applications, contact mikes allow the operator to hear through walls, packages, doors, and so on, merely by placing the suction-cup microphone in contact with the surface in question. It can listen through 6 inches of material.

Microphone, Laser: Trying to hear someone from a distance is fine, unless there is something in the way. A laser microphone bypasses this by measuring the vibrations on a glass surface (such as a window). The listener can hear past a glass window and 10 feet around that area. It does not work on any other type of surface. A laser microphone has a range of 100 feet.

Microphone, Micro-transmitter: Commonly called a "bug," this

tiny microphone is the size of a nickel and sends a signal to a waiting transmitter. Average quality bugs have a range of 100 feet, good quality bugs have a range of 300 feet, and amazing quality bugs can reach one mile. For +1 to the purchase DC, micro-transmitters can be built into pens, calculators, clocks, and other mundane items. Finding a micro-transmitter requires a Search check opposed by the Hide skill of the person who planted it. A good quality micro-transmitter grants a +2 equipment bonus on Hide checks. An amazing quality micro-transmitter provides a +4 equipment bonus on Hide checks.

Microphone, Parabolic: The specific function of this microphone is to pick up quiet sounds at a distance. Otherwise, it functions just like an ordinary pickup microphone. It has a range of 50 feet.

Microphone, Pick Up: The standard microphone, designed to pick up sounds within a few meters. A standard pick up microphone can hear all sounds within 10 feet, granting a +5 equipment bonus on Listen checks.

Microphone, Shotgun: A shotgun microphone can pick up sounds up to 100 feet away, but must be pointed directly at the target. It has a very narrow corridor, roughly three feet across, and cannot pick up anything beyond that range. A shotgun mike gives a +5 equipment bonus on Listen checks.

Night Vision Goggles: These are Generation 3/4 passive goggles. These do not provide darkvision, but instead reduce the penalties associated with low-light conditions.

Night-Vision Imager: This unique electro-optical device mounts easily on top of most cameras, portable video cameras, and standard scopes, directing its image into the device's existing lens. It gives the device the capabilities of night vision goggles.

Police Band Scanner: A police scanner allows a person to listen to emergency broadcast frequencies – fire, medical, animal control, and so forth.

Snake-Eye Lens: This device has a tiny lens – about a quarter-inch across – on the end of a flexible 10-inch-long wand. The other end adapts to a 35mm camera, digital camera, or portable video camera. The lens can be poked around corners, under doors, or through holes, or it can be hidden in a vent, emergency sprinkler, or similar innocuous architectural feature.

Transistor Detector: This device, about the size of a walkie-talkie, detects bugs and taps that contain radio transmitters, whether or not the transmitters are functioning at the time. It provides a +10 equipment bonus on all Search checks involving electronic transmitters. It does not work on wired microphones, cameras, or other devices that don't contain transmitters.

Video Shades: Incorporating a tiny pinhole camera and a micro-transmitter, these otherwise ordinary sunglasses see whatever the wearer sees. There are two models – one transmits in black and white and the other in color. They include a micro-transmitter with a range of 150 feet.

Survival Gear

Air conditioner, portable: Reduces the temperature in an enclosed 10 ft. x 10 ft. or smaller area by up to 40°.

Air conditioner, vehicular: Reduces the temperature in an enclosed 10 ft. x 10 ft. or smaller area by up to 40°, or in a 30 ft. x 30 ft. enclosed area by up to 40°.

Backpack: Treat Strength as +2 for encumbrance purposes, but you take a -1 penalty to Reflex saves. Stores up to 40 lbs. in 1 ft. x 1 ft. x 3 ft. space. Cumulative with a LBH.

Binoculars, standard: Binoculars allow you to make certain visual Perception-based checks as if the object of view were "n" times closer ("n" being the magnification rating of the binoculars). Keep in mind, however, that the greater the magnification, the smaller the field of view. These are adjustable from 2x to 10x. Electro-optical binoculars act as night vision goggles.

Camelback: This is essentially a water skin worn on your back with a small tube that runs over your shoulder, allowing you to drink hands-free. It holds one gallon of water.

Camouflage netting: 30 ft. x 30 ft., break DC 18, hardness 1, hit points 10.

Canteen: A container for carrying drinking water. Canteens have airtight caps, are insulated, and feature either an adjustable shoulder strap or a belt clip. They come in several sizes.

Chemical body warmer: This squeeze pouch contains chemicals that heat up when released, providing you a +1 bonus to Fortitude saves made to resist the effects of cold weather.

Chemical agent detection paper: This is two types of paper; one is small and treated with an adhesive allowing it to attach to items. When exposed to certain chemical agents, it changes color. The second is a small group of papers that indicate which colors match which agents. This provides a +4 bonus to checks made to identify the exposed agents. This comes with 25 sheets of the detection paper.

Compass, inertial: Once you calibrate a starting point into this device, the readout displays and arrow to that spot along with your current distance from the spot. The compass can be calibrated for up to 5 locations and can calculate the distances and directions between any of them. This compass is not subject to normal compass-altering effects such as magnetic fields.

Dye marker: Small packets of extremely potent chemicals that spread bright coloring throughout a large body of water (a 5-ft. radius that is easily visible from any altitude below cloud cover).

Face paint: When used in the appropriate terrain, this provides a +1 bonus to Hide checks (+2 if you also have 5+ ranks in Disguise).

Field protective mask: When worn with the accompanying hood, this provides respiratory, eye and head protection against biological and chemical agents, toxins, radioactive particles and battlefield contaminants (no save required). In conditions of low-oxygen content (such as tunnels and caves) or in high levels of smoke, the mask provides no protection. The mask imposes a -2 penalty to Listen checks made while in use. The filter canisters must be changed every 12 hours and cannot be changed in contaminated environments. The mask comes with five extra filters. Additional filters may be purchased at 10 filters per gear pick.

Fins: +10 ft. to swim speed.

Fishing Rod: Rather than a single item, purchasing this equipment provides a rod, reel, and 10 hooks suitable for freshwater fishing in a lake or river.

Flash goggles: Provides a +4 bonus to resist flare, glare, and non-direct damage light-based effects.

Flask: A small, thin metal case surrounding a glass container about the size of a paperback book. It is airtight, and generally used to hold some form of potable liquid.

Folding shovel: Allows an average character to move approximately 6 cubic feet of earth per hour.

Generator, portable: Can power an entire team's complement of "powered" quality gear for up to 12 hours on 5 gallons of fuel.

Generator, vehicular: Can power an entire team's complement of "power grid" quality gear for up to 4 hours on 5 gallons of fuel.

GPS Receiver: Due to a variety of factors, a GPS is accurate, at any given time, to distances of 12 inches to 50 ft. These provide a +1d8 bonus to Navigate checks outdoors, and +1d4 indoors. GPS systems are very subject to interference and jamming.

Handheld decontamination apparatus: This decontaminates small areas of biological and chemical agents. It resembles a small fire extinguisher and contains enough material to decontaminate 135 square feet, or 6 Medium creatures in standard MOPP4 gear. The contents are under pressure and very flammable.

Light source, emergency strobe: Emits a 90° cone of light that illuminates out to one mile (2 miles in dark conditions). If directed at a character, he must make a DC 10 Reflex save or be blinded for a number of rounds equal to the difference between his save result and 10.

Light source, flare: Illuminates a 30-ft. radius for 5 minutes, then a 15-ft. radius for 5 minutes. Deals 1d4+4 damage on contact (per round if applied).

Light source, flashlight (tactical): Available in standard illumination, infrared, or ultraviolet. Illuminates a 90° cone out to 60 ft. and can be mounted on a barrel or under barrel mount.

Light source, glow stick: You can purchase high-intensity 30-minute sticks, or low-intensity 12-hour sticks.

Load-bearing harness: Consists of a belt pouch (capable of carrying binoculars, a handgun, etc), a load-bearing vest (capable of holding up to 8 magazines of ammunition, and either 2 grenades or 20 shotgun shells, with webbing loops on the side for up to 6 more grenades), and a rucksack that distributes weight equally and can hold up to 100 lbs. When using a LBH, treat your Strength as +1 for encumbrance purposes, but you take a -1 penalty to Reflex saves. These modifiers stack with those of a backpack.

Map, regional: Provides a +1 bonus to Navigate checks in the appropriate region.

Mesh Vest: Doesn't provide a bonus to Strength for encumbrance. As noted, it can hold roughly 40 pounds of equipment, but you treat this as 30 pounds (75%) for encumbrance purposes.

Path tag: This is a small fluorescent marker attached to trees and other natural terrain to mark a path. With a minimum of 1 tag per mile used (assuming they aren't removed or damaged), you gain a +2 bonus to trace your path back.

Portable heater: Raises the ambient outdoor temperature by up to 20° in a 10 ft. x 10 ft. area, or by up to 40° in an enclosed area of up to 30 ft. x 30 ft.

Skin decontamination kit: This is a flexible outer pouch with six individual skin decontaminating packets. Each packet consists of a foil-packaged laminated fiber material containing a reactive resin with a strong anti-bacterial solution. These wipes neutralize most contact nerve and blister agents, as well as prevent infection. One wipe can decontaminate a single character's hands, face, ears, and neck once.

Solar panel: 2 ft. x 4 ft. panel that can power up to 4 devices that have the "battery operated" quality, or recharge 1 battery every 4 hours under direct sunlight. With a DC 15 Craft (electronics) check, you can link up to 5 panels together to power one device with the "powered" quality, or to recharge one battery bank per day.

Survival kit: Provides a +2 bonus to Survival checks.

Trap, bear: Requires a Spot check (or Search in some cases) against the Hide check result of the trap setter. If this fails, you must make a DC 18 Reflex save to avoid getting caught. If caught, you take 1d5+5 damage to a

random leg, and are pinned and grappled. Break DC 26, Disable Device DC 15, hardness 10, hit points 10, Strength 24.

Trap, cage: 5 ft. x 5 ft. x 5 ft, Break DC 22, hardness 10, hit points 10.

Water drum: Holds 75 gallons.

Water filtration tablets: One bottle can treat up to 10 gallons of water.

Water purifier: Purifies 1 days' water every 5 minutes.

Weather sensor: Provides a +4 bonus to Survival checks to predict the weather.

Winch: Can lift or drag up to 2,500 lbs., and includes 100 ft. of heavy cable (Break DC 20, hardness 8, 5 hit points).

Weapon Accessories

Custom stock: This is a custom-fitted stock for a rifle, assault rifle, shotgun, or SMG. It provides a +1 bonus to aimed attack rolls. Other users take a -1 penalty to aimed attack rolls.

Ear plugs: Provides a +4 bonus to saving throws against non-directed sonic effects.

Holster, shoulder: Increase Spot DC to visually detect the weapon by +3.

Holster, stealth: Increase Spot DC to visually detect the weapon by +6. Drawing this weapon requires a full-round (standard action if you have Quick Draw).

Holster, tactical: Anyone attempting to grab the weapon out of this holster (such as an opponent) takes a -4 penalty to the attempt.

Magazine clamp: This is, as the name implies, a clamp that attaches a second magazine to the primary magazine on assault rifles and SMGs. This allows you to perform one reload as a free action.

Shotgun side-saddle: Places the ammunition close at hand, reducing the time to reload by 50%. These generally hold 6 or 8 shells.

Sight, day/night: Acts as a 6x sight, or a starlight sight, with a standard action to switch.

Sight, laser: Provides a +1 bonus to attack rolls with appropriate weapons. In normal daylight conditions, these have an effective range of approximately 15 ft. For each increasing "step" of darkness, increase the effective range by 15 ft., to a maximum of roughly 150 ft. Note also that due to years of television and movies, many people will stand down or flee when the spot a moving red dot on their body.

Sight, red dot: Also known as a reflex sight, this non-telescopic sight projects an illusory red dot in your field of vision, providing you with visual assistance similar to that of a laser sight but without the telltale beam or dot. This provides a +1 bonus to attack rolls against targets within 50 ft. (not cumulative with other sights), if you are using the sight.

Sight, telescopic: Many of these scopes are variable. For this purpose, when using a scope, treat the target as one-half the actual distance to determine range increment modifiers. Acquiring a target with a telescopic sight takes 2 actions (see the Telescopic Shooter feat) plus an action to fire.

When using a scope and a called shot technique, if the scope brings the effective visual range between you and the target down to 10 ft. or less, you can ignore up to 6 points of called shot penalty. If it brings the distance down to what would effectively be adjacent, you can ignore up to 12 points of called shot penalty.

Sling, assault: Allows you to make a DC 10 Dexterity check; if successful, you can draw a properly mounted weapon (typically a rifle, shotgun, or SMG) as a free action.

Housing and lifestyles

So. . . you want a place to live, eh? Well, get ready for some work. To determine your lifestyle, go through the six categories below, note the ones you want and the point value. Compare the point value to the table below to find the Purchase DC. (Note that these rules are ~~stolen~~ inspired by *Shadowrun*).

Roommates: For convenience, if you have roommates, find the cash equivalent of the Purchase DC, divide the cash equivalent by the total number of equal contributors, and then find the Purchase DC for that amount of cash. *For example*, you and your pals Bob and Joe decide to share a Middle Class lifestyle (18 points, monthly DC 23). Purchase DC 23 equals \$5,000. Divide 5,000 by 3 (5,000/3 =) \$1,667 each per month, or Purchase DC 20 each. If any given roommate wants better accommodations (such as entertainment), to damn bad, this is an abstract system. Buy it separately (not a part of lifestyle costs in other words).

Dependents: If you have one or more dependents (people living with you but not contributing equally to living expenses), find the cash value of your current Purchase DC, and increase by +10% per child dependent, and by +15% per teen or adult dependent, then compare to Table 7-1. If the new total puts you into a new DC, that is your new monthly cost. *For example*, you have a middle class lifestyle (18 points, monthly DC 23), a wife, and 10-year old twins. Purchase DC 23 equals \$5,000. Two children (+20%) and one adult (+15%) increases your expenses by 35% (*1.35). Your new monthly lifestyle costs are (5,000*1.35) \$6,750. This puts you in the Purchase DC 25 range – an expensive family. You might look into moving into a poorer neighborhood.

Payments: You must make the appropriate Wealth check for every

given period, be it every day (typically a hotel), the first day of every week, or the first of every month. If this fails, roll 1d10. If the result is equal to or less than the number of missed payments, you will be evicted (unless you can convince the landlord otherwise; Diplomacy, with each additional missed payment imposing a -2 penalty). In this case, you cannot attempt to regain your lifestyle until the appropriate period has passed. A permanent lifestyle is nominally yours forever, unless something extraordinary happens.

Garages: The space required by vehicles is up to the GM, with Low Space being enough to park an average car with little room to spare, while Luxury-sized Space could be used as a garage for several trucks and trailers.

Points	LIFESTYLE			
	Daily	Weekly	Monthly	Permanent
-1	0	0	0	0
0	0	0	1	0
1	1	1	2	15
2	1	1	2	15
3	1	2	3	18
4	1	2	3	18
5	2	2	4	20
6	2	3	5	22
7	2	4	7	24
8	2	5	9	25
9	2	6	11	27
10	3	9	14	30
11	5	13	17	33
12	6	14	18	34
13	7	15	19	35
14	8	15	20	36
15	10	17	21	37
16	10	17	21	37
17	10	17	22	38
18	12	19	23	39
19	12	19	23	39
20	13	20	24	40
21	13	20	24	40
22	14	21	25	41
23	14	21	25	41
24	15	22	26	42
25	15	23	27	43
26	17	23	28	44
27	18	25	29	45
28	18	25	30	46
29	20	27	31	47
30	22	29	33	49
31	23	30	34	50
32	23	31	35	51
33	25	31	36	52
34	26	33	37	53
35	26	33	38	54

Area

- **Z—Street-equivalent (-1 point):** The worst area possible, inhabited by the most desperate in society. You live among the homeless, squatters, junkies, and other societal castaways, metahuman or otherwise. Law enforcement never ever comes round, violence and crime are endemic and your security is entirely in your own hands. **Limitations:** You cannot choose higher than Middle lifestyle for the Space category.
- **E—Street-equivalent (0 points):** Not quite as bad as a Z-rated area, but still not a place where most people choose to live. The area is filled with transients, refugees, street gangs, criminals and others who live in abject poverty. The police presence is spotty at best; they don't involve themselves with what's going on unless they really have to, so for security you're better off looking to the local gang. **Limitations:** You cannot choose higher than Middle lifestyle for the Space category.
- **D—Squatter-equivalent (1 point):** Your neighborhood is a dirty, run-down business district, not a residential area. Though not home to many people because of this, those who do live here are typically lowlifes of all sorts.

Crime is common, so you need to be careful about guarding yourself and your possessions.

- **C—Low-equivalent (2 points):** A residential area that has seen better times is what you call home: dilapidated buildings, poor maintenance and petty crime are all part of daily life. The cops do sometimes show their faces, at least when something fairly bad happens. Just a typical part of the sprawl.
- **B—Middle-equivalent (3 points):** You live in one of the better parts of town. There's some crime, like everywhere else, but at least you can walk the streets at night without having to wear body armor and pack a pistol. Not often, anyway.
- **A—High-equivalent (4 points):** This is a very nice residential area with some fairly nice houses or (relatively) well-run apartment buildings around. The cops make an effort to respond to calls, and there is often a kind of neighborhood watch to keep crime down. **Limitations:** You cannot choose less than Low lifestyle for the Security and Space categories.
- **AA—Luxury-equivalent (5 points):** The neighborhood is among the best you're likely to find, with good housing, places to go and things to do. The security presence is solid; people that look like they don't belong are likely to be stopped. You're unlikely to become a victim of crime in this kind of neighborhood. **Limitations:** You cannot choose less than Middle lifestyle for the Security and Space categories and cannot choose Street for the Comforts category.
- **AAA—Luxury-equivalent (6 points):** You live in one of the most prestigious parts of town. Private security patrols the area (in addition to the city police), so crime is kept to a minimum. The neighborhood looks like a well-maintained park due to the small army of gardeners, janitors and handymen that keep it in perfect condition. **Limitations:** You cannot choose less than Middle lifestyle for the Security category and not less than High for Space. You also cannot choose Street for the Comforts category.

Comforts

- **Street (0 points):** Comfort is where you find it, because you don't have any to call your own. You frequently go hungry or cold simply because there isn't any food or shelter to be found. **Examples:** Public restrooms, soup kitchens, Salvation Army blankets, shoplifting.
- **Squatter (1 point):** You do have power, water and heating, though they come from portable sources. Your food is pretty bad, but at least it fills your stomach. **Examples:** Flashlight, propane burner, military-surplus sleeping bag, processed food, Laundromat.
- **Low (2 points):** You have electricity, water and other amenities in your apartment, though they might be obtained through an illegal tap and are prone to going out at times, so it pays to keep a backup source handy. Your food is edible, if not healthy. **Examples:** Running water, washing facilities, central heating.
- **Middle (3 points):** Water and power only go out during high-peak brownout seasons and droughts. Your food is moderate to good quality. Though you have to do most things yourself around the house, you might have some technological aids to ease the work. **Examples:** Well-stocked refrigerator, bathtub, dishwasher, centrally controlled or automated appliances, climate control.
- **High (4 points):** Water and power don't go out in your home unless something unusual happens. You get good and healthy food, and your refrigerator is filled with as much of it as you and your family require. To keep the house clean, you've got both high-tech appliances and one or two people to do the dirty work. **Examples:** Refrigerator-oven, housekeeper and/or nanny, dust-repellant walls, excellent air and water filtration systems, grocery delivery service.
- **Luxury (5 points):** You have just about everything that makes your life more comfortable. You never eat anything less than the best and your kitchen is state-of-the-art. Then again, why make that kitchen dirty when there are so many excellent (and expensive) restaurants in the city? A small staff maintains your house or apartment, and of course you have a chauffeur for your car as well. **Limitations:** Requires at least High Area and Middle Space. **Examples:** Chauffeur, housekeepers and handymen, pool with hot tub and sauna.

Entertainment

This category gives you something to do in your home. Entertainment can

take various forms, with the descriptions below giving typical examples; if you prefer to have a large library rather than electronic gadgets, for instance, you could decide it's equivalent to Middle-level entertainment and pay the 3 points for that

Limitations: As most modern entertainment requires electricity, you cannot choose more than one level higher in Entertainment than you took for Comforts. For example, if you took Middle Comforts, you cannot take more than High-level Entertainment.

- **Street (0 points):** You have no entertainment to speak of. **Examples:** Magazine from a garbage can, old newspaper.
- **Squatter (1 point):** For entertainment, you're dependent on some (usually elderly and/or malfunctioning) devices, drinking with your homies on the stoop or going to the seedy corner bar. **Examples:** Portable radio, hand-held video game, TV in a public place, library computer.
- **Low (2 points):** Your place is equipped with the basic necessities of modern living, but nothing outlandish or expensive. When you go out, it's usually to places that aren't very expensive, such as the movies or a local bar. **Examples:** Basic internet access, home stereo system, TV, telephone w/caller I.D., low-end console or computer.
- **Middle (3 points):** Your home is well equipped to entertain you. If that's not enough, you can go out to find a lot more at any number of places catering to the middle classes. **Examples:** High-speed access, concerts, computer, decent console, Timberwolves season tickets.
- **High (4 points):** You can get more entertainment in your own home than many people see in their entire lives; you don't have the absolute, top-of-the-line gear, but it comes close enough to impress your friends. **Examples:** High-speed internet access, high-end console, expensive computer, expensive restaurants, exclusive nightclub membership.
- **Luxury (5 points):** There is just about nothing you don't have, or can't go and do – your home has (very nearly) everything when it comes to entertainment, and what it doesn't have, other people are happy to provide to you when you want it. **Limitations:** Requires at least High Area and Middle Space. **Examples:** Private club membership, complete home entertainment center, hunting expeditions.

Furnishings

The size of your place is covered by the Space category; this one lets you pick how the place is decorated. Note that this is not related to the home's size at all: you could have priceless art and top-class furniture crammed everywhere in a one-bedroom apartment, or you might live in a big apartment with 7,500 square feet of totally empty floor space.

- **Street (0 points):** Furnishings? **Examples:** Coat, trousers, shoes, shirt.
- **Squatter (1 point):** You own a few bits and pieces that make your house semi-inhabitable, but if a lot of friends come over they'll have to sit on the floor. In any case, all your furniture is ancient and continually needs minor repairs. **Examples:** Mattress, mismatched chairs, upturned crates.
- **Low (2 points):** You own some cheap furniture, but at least you probably bought it new. You have enough of it to reasonably fill a small apartment. **Examples:** Sofa, pop-star posters, complete bed, matched chairs.
- **Middle (3 points):** Your apartment has decent furniture in a style of your taste and you have enough to suit your needs. It's not of any prestigious brand or designer, but it doesn't fall apart when someone sits down on it, either. **Examples:** Mass-production art, S-Kea furniture.
- **High (4 points):** You have all the furnishings your heart desires, enough to fill your apartment or house to capacity. What's more, it's of good quality and by designers who've already made a bit of a name for themselves. **Examples:** Real wood paneling, crystal glassware, original art.
- **Luxury (5 points):** LOTS of furniture, all created by prestigious designers that make use of exotic materials and avant-garde styling. Alternatively, you might own precious antiques or just a very large amount of comfortable—if somewhat bland—modern furniture. **Examples:** One-off designs, antique furniture, gold-plated faucets, works by famous artists.

Security

This category represents how difficult it is for others to gain access to your property. The specifics depend on what you and your GM have in mind, but can be anything from locks on the doors, on-site guards, payments to the

local gang, or even the fact that you benefit from the security of the “massage” parlor next-door.

The ratings given in the sections below are for tests made to circumvent the security, regardless of what you decide that security actually is. For passive security (locks, for example), the skill check DC is 1 – *Cheap* (DC 20), 2 – *Average* (DC 25), 3 – *High Quality* (DC 30), 4 – *High Security* (DC 40), and 5 – *Ultra-high Security* (DC 50). For active security (a guard watching), assume a skill bonus to Listen, Search, and Spot equal to the rating above and beyond the normal rating.

- **Street (0 points):** You have no security to speak of, except what you can create for yourself. That usually takes the form of scaring away would-be thieves by whatever means available, so you would do well to invest in a weapon of some kind. **Rating:** 0 **Examples:** Looking tough, tin can on a tripwire.
- **Squatter (1 point):** You have a place where you can store your valuables out of reach of common thieves, but the more resourceful ones will be able to get at it with a little trouble. **Rating:** 1 **Examples:** Simple mechanical lock, old safe, locker at the bus station.
- **Low (2 points):** Although your security isn't great, it is good enough to at least delay serious attempts at getting past it. You won't normally be bothered by opportunistic attempts to steal your stuff. **Rating:** 2 **Examples:** Average safe, payments to the local gang, big dog.
- **Middle (3 points):** Your apartment has security that will keep out casual thieves as well as the more determined ones, making it a relatively safe and secure place to live. **Rating:** 3 **Examples:** Decent padlocks, PANICBUTTON alarm, building with a guard.
- **High (4 points):** You have a good system of locks and alarms on your property, and very likely a contract with a security company. All this makes it difficult for even experienced and well-equipped thieves to get in. **Rating:** 4 **Examples:** Stout guards, security cameras, electrified fence.
- **Luxury (5 points):** Security is so good that sometimes it just gets in your way—but better security than someone else, right? **Rating:** 5 **Examples:** Animal patrols, automatic gun systems, n-site security mercenaries.

Space

This is an indicator of the size of your dwelling. Its interior decoration is not considered here, as that falls under Furnishings.

- **Street (0 points):** You don't live in a building at all, but sleep in the open air. **Examples:** Park bench, doorway, under a highway overpass. **Limitations:** You cannot choose higher than Squatter lifestyle for the Security category.
- **Squatter (1 point):** At least you've got a roof over your head to keep the rain out, but that's about all. There's just enough room for yourself and perhaps a guest (provided they don't want to stay for the night, or at least not in a separate bed) but there really is no room to do anything in-doors. **Examples:** Coffin hotel, cardboard box, shantytown hut, homeless shelter. **Limitations:** You cannot choose higher than Low lifestyle for the Security category.
- **Low (2 points):** You live in a tiny apartment or studio that is not intended to be inhabited by more than one or two people. On average, these apartments have about 1,000 square feet of floor space. Apartments like this are often part of a big block of flats with at least ten floors, each of dozen or more apartments. If you're lucky you've got a balcony, else you'll have to make do with a picture window. If you have a vehicle, you can park it in a communal parking garage underneath the building, or on a large lot out front. **Examples:** One-bedroom apartment, U-Stor-It™ space.
- **Middle (3 points):** You either have a decent-sized apartment in a large building or a small free-standing house with a garden, depending on what part of town you live in. On average, it is about 3,000 square feet (2,000 apartment) with a moderate-sized living room, enough bedrooms for your whole family to sleep and live in (as well as maybe one or two spares) and a well-equipped bathroom and kitchen. An apartment block will have a parking garage underneath the building, but unlike Low-class, it has reserved spaces for all the residents. If you have a house, you can park your vehicle on a driveway or in your front yard. **Examples:** Two- or three-bedroom apartment, condominium, small single-family house.
- **High (4 points):** Your apartment is large and airy, or maybe you live in a moderately-sized house with a garden around it. Either has a large living room and kitchen, a

study and/or dining room, at least one well-equipped bathroom and large bedrooms for your whole family and some guests. The typical size of an apartment is some 3,000 square feet, while a house has about 5,000 square feet of space. For parking your vehicle, you have a private space underneath the apartment building, or a garage next to your house. **Examples:** Typical single-family house or apartment, converted loft.

- **Luxury (5 points):** If you live in an apartment block, you've either got a multistory penthouse or most of a floor to yourself. Most luxury housing, though, consists of villas surrounded by large gardens. In either case, interior space is 10,000 square feet or more with more rooms than you'll ever really need, most of them as large as some low-class apartments. **Examples:** Villa, penthouse, large hotel suite.

Hotels and Motels

HOTELS AND MOTELS				
Category	Room Type			
	Hostel	Typical	Suite	Penthouse
Area	Varies +9	Varies +14	Varies +17	Varies +24
Comforts	Squat (1)	Middle (3)	High (4)	Luxury (5)
Entertainment	Low (2)	Middle (3)	High (4)	Luxury (5)
Furnishings	Low (2)	Middle (3)	Middle (3)	Luxury (5)
Security	Low (2)	Middle (3)	Middle (3)	Luxury (5)
Space	Low (2)	Low (2)	Middle (3)	High (4)

Add the listed point together and then modify for the Area to determine the final point value, then follow the normal procedure, typically paying by the day or week. These costs are for a single person. For multiple people, follow the normal rules for roommates and guests. For multiple rooms, find the cash value of a single room, multiply by the number of rooms, and re-compare to find the Purchase DC.

In a **hostel**, each room has bunk beds for four to twelve people, with complete strangers sharing rooms. It's relatively cheap, but you get what you pay for: communal toilets, having to find your own food and the No Privacy trait at level 2.

A **typical motel/hotel room** is a bedroom with a single, double, twin single or twin double bed and an attached bathroom. The price normally includes breakfast at the hotel restaurant.

A **suite** consists of a number of bedrooms (single or double) and a bathroom, all connected by a corridor or to a central living area. A **penthouse** or **bridal suite** is a much larger and more luxurious version, usually located at the top floor of the hotel. It often comes with the Motivated Service trait.

Recreational Vehicles

A character who lives in a recreational vehicle or on a boat has a few special considerations. Typical RVs and pleasure-craft have the following ratings: Low Space, Low Furnishings, Medium Comforts and Medium Entertainment. For Security, let's hope you have a car alarm. Large yachts will have higher ratings, while sleeper cabs on trucks have lower ones.

Because the character owns the vehicle, the Space, Furnishings and Security categories do not need to be paid for each month. The Area category is wherever the character parks the vehicle, so the GM will need to keep track of the number of days spent in a given area and charge one-thirtieth of the points cost per day.

Workshops/Facilities

A shop requires Middle-level Space, while a facility requires Luxury level. Tools need to be purchased separately if the character wants to own them. It is also possible to rent a workshop or facility complete with tools; divide the cost of the shop or facility by 100 to determine monthly tool/equipment rental.

When a workshop is attached to a garage, the GM will need to determine how many vehicles can be put into it.

Lifestyle Traits

Any given lifestyle can have no more than 5 Negative and 5 Positive Traits applied to it. Each trait has a modifier. Apply this directly to the Point Value of the Lifestyle.

Negative Lifestyle Traits

- **Ambush Friendly (-1):** The home was practically designed to be invaded. Anyone fighting indoors must succeed at a DC 20 Spot check to locate a way to gain cover. This trait is incompatible with the Defensive Setup trait.
- **Annoying Neighbors (-0.5):** Neighbors hate you or at least ignore the fact you exist. They make noise at odd hours of the night, disturb you with requests and generally make life troublesome, going so far as to leaf

through your mail if it's left to sit out. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.

- **Bad Insulation (-0.5):** Due to shoddy construction and flimsy materials, the home's insulation is practically see-through. The elements therefore rule over the home, preventing sleep and generally making life difficult in the heat of summer as well as in the frost of winter. This Flaw is incompatible with the Good Insulation Edge.
- **Bad Reputation (-0.5):** The home is thought to be cursed, jinxed or renowned for having tenants who don't tip. Outside contractors and delivery services will be very wary of coming on-site to do any sort of work. Any negotiation with the aforementioned people is done with a -2 penalty. This trait is incompatible with the Good Reputation trait.
- **Cacophonous Neighborhood (-0.5):** The home is unfortunately placed near a highway, railway, motor factory, foghorn plant or other noisy feature of urban life. This causes you to have trouble sleeping (+2 hours required) and relaxing due to the constant audio bombardment, unless of course you happen to be deaf. Guests and visitors will mind all the same.
- **Crash Pad (-1):** This place is well known to the youthful members of a particular gang, subculture or social circle as a place to hang out, party and crash at. People you know, barely know or don't know at all are always showing up, looking to hang, get wasted or find a spot of floor to sleep on. Privacy and security are generally nonexistent, at least in the areas of the house not locked off.
- **Cursed Amenities (-1):** Hot water turns to cold, blackouts are commonplace and if it can go wrong, it usually has before the character wakes up. The home's basic services keep malfunctioning at the worst of times.
- **Difficult Access (-0.5):** Leaving or entering the home is excruciating and time-consuming due to faulty elevators, stairwells or time-released door locks. Going in or out, even in a hurry, takes at least two minutes. This trait is incompatible with the Hasty Access trait.
- **Disgruntled Service (-1):** Your non-security home services deeply resent you. They do their job when they want to and take their time, always making sure to "forget" little details or to leave little presents here and there to make your life a little more unpleasant. This trait is incompatible with the Motivated Service trait.
- **Disgusting Neighborhood (-0.5):** Be it a dump, toxic waste treatment plant, tannery or other nauseating enterprise, the home is right next to it. Acting not only as an eyesore but also as a detractor to daily life, it makes the home much less enjoyable and tends to drive off guests and visitors, be they wanted or not.
- **Gnomes (-1 or -2):** Keycards, credit cards, magazines, chips and many assortments of single socks; if it's small and perhaps shiny, you keep losing it. Whether the home is a breeding ground for trinket snatchers or greater forces are at work, small (and often important) things keep getting lost around the home. When Small (or smaller) items are left in the home, there's a 1 in 6 chance that it will be impossible to locate when you search for it later. At level 1, the item will eventually show up later (1d30 days); at level 2, it may be permanently lost.
- **Haunted (-1):** Apparitions, closets rumbling, cupboards shaking, doors slamming shut; something's going on at the home, but no official sources can confirm it, much less help alleviate it. The home will be very difficult to sleep and rest in as frightening events keep all but the most sound sleeping residents awake and shaking (+2 hours required).
- **Horrible View (-0.5):** The home offers a fantastic view of a wall, treatment plant or other vision-gouging sight. Nearly nothing can be gleamed from looking outside at that area at any given moment. Multiple "View" traits can be taken, each applying to a specific area of the home's surroundings.
- **Inattentive Security (-1.5):** Security is moderately aware of the home at best. The lifestyle's security rating is lowered by 1 only for the purposes of detection. This can be due to narcoleptic guards, inviting back door entrances or other characteristics. This trait is incompatible with the Vigilant Security trait.
- **Infestation (-1):** Local strays or small pests tend to gravitate towards and run amok inside the home, making life a living hell. They nibble power cords, eat food left on the counter and scurry around in the dark of night.

Exterminators can help solve the problem for a few days, but the critters always come back. This trait is incompatible with the Pest Repellent trait.

- **Intolerant Neighbors** (-0.5): Your neighbors have extremely short tempers and will gladly report you at the slightest noise late at night. They are also very leery of personal contact, neighborly help and other social interactions. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Living by Committee** (-1): You don't fully rent your home, taking part in a community housing project instead. This means you pay less, but shares the greater part of the lifestyle's particularities with others and has to regularly attend meetings to address housing issues. Chores must also be performed with a modicum of regularity. Failure in these duties can cause you to be evicted from the home.
- **Living with Parents** (-2.5): You pay a lot less for your space because you still live at home with your parents (or at least live with a relative who owns the building). In addition to being the butt of jokes by your friends, you also have to respect the rules of the house. This may mean a curfew ("You can go over to the arcology with your friends but be home by midnight!") or other restrictions ("I don't want your friends coming over again, they make too much noise!").
- **Mail Leftovers** (-0.5): The previous tenant left his legacy to you, who now receives mail, threats, pets and angry debtors all meant for the former occupant.
- **Middle of Nowhere** (-0.5): The home is as far from the local services as is humanly possible. Due to traffic and bad city planning, all travel between the home and specialty services is doubled in length. This trait is incompatible with the One Step from Everything trait.
- **No Hazard Alarm** (-0.5): Fire, electrical hazards and other unfortunate accidents are not reported to security nor to you, leaving you to discover them and take appropriate action.
- **No Privacy** (-0.5 per level): It's amazingly easy to spy on you, even when you are taking steps to hide from sight. All attempts to undergo spying or surveillance activities from outside the home receive a bonus of +2 per level. The No Privacy trait can be taken a maximum of three times and is incompatible with the Privacy Screen trait.
- **Patchwork Engineering** (-0.5): The home was built using shoddy methods and corner cutting, which means any renovation or modification task takes 50% longer. This trait is incompatible with the Masterful Engineering trait.
- **Roommate from Hell** (-0.5): You live with a nosy, lazy freeloader who disturbs your life more than anything else. "Roommate" traits can be taken more than once, cumulatively representing more people living with you. Roommates acquired through traits do not contribute to the rent.
- **Rough Neighborhood** (-1.5): Undesirables cluster around your living area. Security violations happen more often and it's more dangerous to be outside at night. Crimes happen twice as often as normal around (and sometimes in) the home. This trait is incompatible with the Quiet Neighborhood trait.
- **This isn't Pizza Hut** (-0.5): The home's phone number is constantly mis-associated with a popular service or business. Nothing you can do will alleviate the constant wrong numbers.
- **Trigger-Happy Landlord** (-0.5): The landlord despises you or has a very structured way of running things. Alternatively, he may be friends with the repo man. When you miss payments, roll 1d5 instead of 1d10. This trait is incompatible with the Easygoing Landlord trait.
- **Underpaid Security** (-1.5): In an effort to save money, a lot less of the lifestyle's money is going to security and they're not happy about it. Be they local cops, private security guards or the local gang, all security response times are doubled once the alarm is sounded. This trait is incompatible with the Bribe Security trait.
- **Unreliable Security** (-0.5 per level): The cavalry doesn't always come charging in. Whenever there's a call for security, the GM rolls 1d6. If the result is equal to or lower than the level of this trait, no help is on its way to come to the rescue of the home. This trait can be taken a maximum of five times.
- **Waterlogged** (-0.5): Even the slightest bit of rain drops in through the roof or rises up through the floor of the

home, causing water damage and grief. This trait is incompatible with the Waterproof trait.

Positive Lifestyle Traits

- **Bribe Security** (+1.5): The security providers for the home have been paid handsomely to offer more than adequate service. Be they local cops, private security guards or the local gang, all security response times are halved once the alarm is sounded. After all, security wants to please so it can keep its pockets lined. This trait is incompatible with the Underpaid Security trait.
- **Concerned Neighbors** (+1): Your neighbors take their neighborhood's safety to heart and will notice strange sounds and peculiar people (anyone to whom they haven't been introduced) moving in and out of the home. Whenever this happens, they will either check to see if the character's all right or call security. Treat them as having average abilities for purposes of noticing intruders. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Defensive Setup** (+1): The home with this trait was either designed with architectural defense in mind or acquired that aspect by pure accident. It features corners and layout characteristics perfect for use as cover or advantageous positions in battle. When fighting indoors, characters familiar with the home (namely you and any regular visitors) can always move to find cover. This trait is incompatible with the Ambush Friendly trait.
- **Easy-going Landlord** (+0.5): The landlord isn't overly concerned with late payments or strict enforcement. Alternatively, he and you go back a long way. If you miss payments, roll 1d20 instead of 1d10. You can take this twice (+10%), allowing you to roll 1d30. This trait is incompatible with the Trigger-Happy Landlord trait.
- **Escape Tunnel** (+1.5): Whether by design or accident, the home features a concealed portal that can be used to secretly enter and exit without any external observers being the wiser. This might be a basement door leading to the sewers, a secret stairway hidden behind a bookshelf or easy access to the neighbor's roof and out-of-sight fire escape.
- **Good Insulation** (+0.5): Thanks to space-age materials and rugged architecture, the home is perfectly protected against the elements. No matter what extreme conditions might be going on outside, the home remains in tip top environmental shape (even during power outages). This trait is incompatible with the Bad Insulation trait.
- **Good Reputation** (+0.5): The home itself is known to be a great place. Outside contractors and services will be eager to go on-site to do the work, as will delivery services. This gives you a +2 bonus to all checks when negotiating with the aforementioned service providers. This trait is incompatible with the Bad Reputation trait.
- **Hasty Access** (+1): The home is configured to give quick entry and exit whenever you need it. For houses or flats it may mean a quick-access fire escape or back door, while for twentieth floor penthouses there may be some express elevators or bungee rigging involved. Barring unusual circumstances, it takes a standard action to enter or exit the home at any time, from any room. This trait is incompatible with the Difficult Access trait.
- **Helpful Neighbors** (+0.5): Your neighbors are both friendly and eager to please. Whenever you need a cup of coffee or a place to hide a large unidentified box, they'll be there to lend a hand. They always react favorably to you and whichever friends you introduce to them. This trait can be taken in conjunction with other "Neighbors" traits, each time pertaining to a specific set of neighbors.
- **Inconspicuous Housing** (+1): You live in a place that people just can't seem to find on the map or even easily on foot. It may be a nondescript warehouse with no address or that corner apartment that can't be seen from the street and isn't listed on the directory. This makes it harder for people to find you, both friendly and otherwise. Increase the DC of all tests made to find or acquire information about the tenants by +2.
- **Insurance** (+1): Unforeseen circumstances are prepared for as an insurance company protects the character's real estate assets. Whenever something bad happens to a home with this trait (be it due to burglars or cataclysms) and you decide to invoke Insurance, you gain a temporary lifestyle of value equal to the current lifestyle for as long as the replacements or repairs take. All this is done without any further expense. As soon as you are back to your former home, however, the Insurance trait's value

goes up by +5% and the lifestyle's cost is recalculated. Additionally, this rise in value is cumulative every time the trait is invoked; modifying the lifestyle or removing Insurance to purchase it again later will not reduce its new adjusted value.

- **Masterful Engineering (+0.5):** The home was crafted using SOTA methods that make any modifications much easier. The base time for renovations or any other form of home customization is one-half normal. This trait is incompatible with the Patchwork Engineering trait.
- **Motivated Service (+1):** Your non-security home services, both inside and outside, are very motivated and efficient. They finish the job in half the time when time is a factor and always react nicely to you and your visitors, companions and friends. This trait is incompatible with the Disgruntled Service trait.
- **No More Neighbors (+1.5):** Through luck or your exasperated actions, the homes next door (and above and below) are empty. While this means no immediate help, it also means no distractions and no one to disturb. This trait cannot be taken in conjunction with any other "Neighbors" traits.
- **One Step from Everything (+0.5):** The home is simply in the best possible emplacement it can be. Travel times to specialty outlets or services, such as the corner store or the hospital, are halved thanks to little or no traffic and judicious shortcuts. This trait is incompatible with the Middle of Nowhere trait.
- **Pest Repellent (+0.5):** Stray animals and pests know to stay away from this home. This may be due to the tanning shop next door or the pet cemetery in the basement; no matter the reason, any critter wanting to approach the home with this trait needs to succeed at a DC 20 Will save. This trait is incompatible with the Infestation trait.
- **Privacy Screen (+1 per level):** The home is designed for privacy, be it through thick soundproof walls, strategically placed windows or other features. External surveillance or spying is made all the more difficult, suffering a -2 penalty per level. These penalties do not affect any anti-privacy activities within the home proper. The Privacy Screen trait can be taken a maximum of three times (-6) and is incompatible with the No Privacy trait.

- **Quiet Neighborhood (+1.5):** You live in a quiet, peaceful area of town. It's (relatively) safe to walk at night and the incidence of security breaches is much lower. Crimes happen half as often as normal around (and sometimes in) the home. This trait is incompatible with the Rough Neighborhood trait.
- **Reliable Utilities (+1):** The building is kept in good condition and the owner has invested in technologies and services that ensure life can go on at even the worst of times. This may mean that there is a back-up generator on site or that the plumbing is of superior quality. Even in the most extreme circumstances, the basic services of electricity and hot/cold water usually still function (divide the chance of failure by 10).
- **Roommate from heaven (+1):** You live with a helpful, friendly soul who either offers a shoulder to cry on, a listening ear or a "don't ask, don't tell" policy. Additionally, the roommate also helps with the home's upkeep and takes care of things when the character is not home. "Roommate" traits can be taken more than once, cumulatively representing more people living with you. Roommates acquired through traits do not contribute to the rent (See *The Tick* and *Thrakkorzog* from Dimension 14-B).
- **Terrific View (+0.5):** The home offers an amazing view of a specific area, offering both pleasant feelings and spying opportunities for you. Multiple "View" traits can be taken, each applying to a specific area of the home's surroundings.
- **Vigilant Security (+1.5):** The home's security is especially hawk-eyed and alert. The lifestyle's security rating is increased by 1 only for the purposes detection. This can be due to motivated guards, a commanding position or other characteristics. This trait is incompatible with the Inattentive Security trait.
- **Watertight (+0.5):** No matter how much it rains or pours, the home remains dry. Even flash floods and acid rain don't faze it. This trait is incompatible with the Waterlogged trait.

BAGS AND BOXES							
Object	Size	Weight	PDC	Range	PR	SR	Duration
Aluminum travel case	-	-	-	-	-	-	-
10 lb. Capacity	Medium	5	10	-	-	-	-
40 lb. Capacity	Large	10	11	-	-	-	-
75 lb. capacity	"	15	12	-	-	-	-
Briefcase	Medium	2	7	-	-	-	-
Camera bag	-	-	-	-	-	-	-
5 lb. capacity	Small	0.5	4	-	-	-	-
10 lb. capacity	Medium	1	5	-	-	-	-
15 lb. capacity	"	1.5	5	-	-	-	-
Contractor's field bag	Medium	2	6	-	-	-	-
Day pack	Small	2	5	-	-	-	-
Diving bag	Small	2	11	-	-	-	-
Duffel bag	Medium	1	5	-	-	-	-
Handbag	Tiny	1	4	-	-	-	-
Fanny pack	Small	-	-	-	-	-	-
2 lb. capacity	"	0.5	4	-	-	-	-
5 lb. capacity	"	0.5	5	-	-	-	-
Money belt	Small	0.1	4	-	-	-	-
Range pack	-	-	-	-	-	-	-
Standard	Small	2	7	-	-	-	-
Oversized	Medium	3	9	-	-	-	-
Patrol box	Medium	4	9	-	-	-	-
Suitcase (wheeled)	Medium	-	-	-	-	-	-
25 lb. capacity	"	2	7	-	-	-	-
50 lb. capacity	"	3	8	-	-	-	-
75 lb. capacity	"	5	10	-	-	-	-

CLOTHING							
Object	Size	Wt	PDC	Range	PR	SR	Dur
Clothing outfit	Medium	-	-	-	-	-	-
Business	"	3	12	-	-	-	-

CLOTHING

Object	Size	Wt	PDC	Range	PR	SR	Dur
Casual	"	2	8	-	-	-	-
Double-sided	"	3	+1	-	-	-	-
Formal	"	3	15	-	-	-	-
Stealth	"	3	9	-	-	-	-
Combat boots	Tiny	3	8	-	-	-	-
Designer outfit	Medium	-	-	-	-	-	-
Business	"	3	15	-	-	-	-
Casual	"	2	12	-	-	-	-
Formal	"	3	19	-	-	-	-
Fatigues	Medium	3	5	-	-	-	-
Gloves, insulated	Diminutive	0.25	4	-	-	-	-
Gloves, surgical (per 100)	Diminutive	0.25	11	-	-	-	-
Gloves, work	Diminutive	0.5	3	-	-	-	-
Ice boots	Tiny	4	9	-	-	-	-
Outerwear	Medium	-	-	-	-	-	-
Coat	"	2	8	-	-	-	-
Fatigue jacket	"	2	7	-	-	-	-
Overcoat	"	3	9	-	-	-	-
Parka	"	3	9	-	-	-	-
Photojournalist's vest	"	1	9	-	-	-	-
Suits	Medium	-	-	-	-	-	-
Asbestos	"	15	10	-	-	-	-
BDO	"	5	10	-	-	-	Special
CPOG	"	5	12	-	-	-	Special
Dry	"	15	14	-	-	-	2 h
Gore-tex	"	4	13	-	-	-	-
Ghillie	"	6	12	-	-	-	-
NBC	"	20	7	-	-	-	6 h
SCALP	"	1.5	18	-	-	-	Special
SCUBA	"	18	10	-	-	-	2 h
Space	Large	25	44	-	-	-	4 h
Snow shoes	Tiny	3	9	-	-	-	-
Windbreaker	Medium	1	6	-	-	-	-
Tool belt	Small	2	9	-	-	-	-

COMPUTERS AND ELECTRONICS

Object	Size	Wt	PDC	Range	PR	SR	Dur
Camera	-	-	-	-	-	-	-
35mm	Small	2	12	30 ft.	-	-	Film
Professional	"	"	15	50 ft.	-	-	Film
Digital	Tiny	0.5	15	40 ft.	-	-	6 h
Professional	"	"	18	50 ft.	-	-	6 h
Disposable	Tiny	0.5	2	30 ft.	-	-	Film
Film/Tape	Diminutive	-	2	-	-	-	36 exp
Professional	"	-	6	-	-	-	2 h
Film developing (roll)	-	-	2	-	-	-	-
Lens, infrared	Tiny	1	14	-	-	-	-
Lens, telephoto	Tiny	1	15	*5	-	-	-
Miniature	Tiny	0.5	12	15 ft.	-	-	12 exp
Underwater	-	-	15	-	-	-	-
Video	Small	5	15	30 ft.	-	-	4h tape
Professional	"	10	18	50 ft.	-	-	4h tape
Cell phone	Diminutive	-	Varies	Special	-	+1	24 h
Computer	-	-	-	-	-	-	-
Audio/video feed	Tiny	2	7	5 ft.	-	-	Special
Black box	Tiny	1	11	-	-	-	-
Desktop	Large	10	17	-	+1	-	-
Mastercraft +1	"	"	18	-	+2	-	-
Mastercraft +2	"	"	19	-	+3	-	-
Mastercraft +3	"	"	20	-	+4	-	-
Dual processors	-	-	+0	-	-	-	-
Expanded hard drive	Tiny	1	+1	-	-	-	-
Flash drive	Fine	0.1	-	-	-	-	-
4 GB	"	"	4	-	-	-	-
8 GB	"	"	7	-	-	-	-
16 GB	"	"	11	-	-	-	-
Frag switch	Fine	-	10	-	-	-	-

COMPUTERS AND ELECTRONICS							
Object	Size	Wt	PDC	Range	PR	SR	Dur
Notebook/laptop	Medium	5	17	-	+1	-	4 h
Mastercraft +1	"	"	18	-	+2	-	4 h
Mastercraft +2	"	"	19	-	+3	-	4 h
Portable hard drive	Small	1.5	-	-	-	-	-
150 gigabytes	"	"	9	-	-	-	-
300 gigabytes	"	"	10	-	-	-	-
500 gigabytes	"	"	12	-	-	-	-
Suites	Small	-	-	-	-	-	-
Audio/video	"	10	15	-	-	-	-
Entertainment	"	"	15	-	-	-	-
Hacking	"	5	15	-	-	-	-
Programming	"	10	15	-	-	-	-
Digital audio recorder	Tiny	1	6	1 ft.	-	-	4 h
FAX, portable	Tiny	2	7	-	-	-	-
Laser pointer	Tiny	0.1	4	200 ft.	-	-	2 h
Modem	-	-	-	-	-	-	-
Broadband	Tiny	1	10	-	-	-	-
Fast	"	"	11	-	-	-	-
Very Fast	"	"	12	-	-	-	-
Ultra Fast	"	"	13	-	-	-	-
Cellular	Tiny	1	6	Special	-	+0	-
Multi-PDA/cell phone	Diminutive	0.5	17	Special	-	+1	24 h
Network hub	Small	8	13	-	-	-	-
Pager	Diminutive	0.1	8	-	-	-	-
PDA	Tiny	0.5	10	-	+1	-	12 h
Mastercraft +1	"	"	12	-	+2	-	12 h
Portable satellite phone	Small	2	18	500 ft.	-	+2	4 h
Printer	Medium	3	6	-	-	-	-
Projector	Small	6	18	-	-	-	-
Radio headset	Tiny	0.5	7	1000 ft.	-	+2	2 h
SATCOM terminal	Small	8	27	Special	-	+3	-
Scanner	-	-	-	-	-	-	-
Flatbed	Medium	3	8	-	-	-	-
Handheld	Tiny	0.5	12	-	-	-	-
Software	-	-	-	-	-	-	-
Anti-virus	-	-	5	-	-	-	-
Auto-dialer	-	-	10	-	-	-	-
CAD/CAM	-	-	13	-	-	-	-
Code-cracker	-	-	15	-	-	-	-
Firewall	-	-	5	-	-	-	-
Global mapping	-	-	7	-	-	-	-
Hacker mask	-	-	12	-	-	-	-
Image processing	-	-	15	-	-	-	-
Information database	-	-	15	-	-	-	-
Navigation, atmospheric	-	-	15	-	-	-	-
Navigation, space	-	-	20	-	-	-	-
Translator	-	-	15	-	-	-	-
Virus	-	-	-	-	-	-	-
Cookie sampler	-	-	7	-	-	-	-
Infinite loop	-	-	7	-	-	-	-
Lethal	-	-	7	-	-	-	-
Lockout	-	-	7	-	-	-	-
Trojan Horse	-	-	7	-	-	-	-
Worm	-	-	7	-	-	-	-
Tactical radio	Small	2	-	2000 ft.	-	+2	2 h
Tape library	Tiny	1	12	-	-	-	-
Tape recorder	Tiny	2	4	5 ft.	-	-	5 days
Walkie-talkie	Tiny	1	-	-	-	-	-
Basic	"	"	5	750 ft.	-	+1	2 h
Professional	"	"	10	1,500 ft.	-	+2	2 h

VEHICLE HIT POINTS							
Vehicle	Damage Condition						
	Operational	Lightly	Moderately	Heavily	Severely	Disabled	Destroyed
<i>Civilian Aircraft</i>							
Bell Jet Ranger	280 – 225	224 – 169	168 – 113	112 – 57	56 – 1	0	-57
Bell Model 212	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73

VEHICLE HIT POINTS

Vehicle	Damage Condition						
	Operational	Lightly	Moderately	Heavily	Severely	Disabled	Destroyed
Cessna 172 Skyhawk	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Learjet Model 45	440 – 353	352 – 265	264 – 177	176 – 89	88 – 1	0	-89
Civilian Cars							
Acura 3.2 TL	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Aston-Martin Vanquish	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
BMW M3	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Chevrolet Cavalier	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Chevrolet Corvette	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Dodge Neon	300 – 241	240 – 181	180 – 121	120 – 61	60 – 1	0	-61
Ford Crown Victoria	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Jaguar XJS	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Lamborghini Diablo	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Mercedes E55 AMG	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Volkswagen Jetta	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Civilian Motorcycles							
Ducati 998R	180 – 145	144 – 109	108 – 73	72 – 37	36 – 1	0	-37
Harley Davidson FLSTF	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Yamaha YZ250F	180 – 145	144 – 109	108 – 73	72 – 37	36 – 1	0	-37
Civilian Trucks							
AM General Hummer	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Chevrolet Suburban	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Dodge Caravan	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Ford Escape XLT	320 – 257	256 – 193	192 – 129	128 – 65	64 – 1	0	-65
Ford F-150 XL	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73
Toyota Tacoma Xtracab	340 – 273	272 – 205	204 – 137	136 – 69	68 – 1	0	-69
Civilian Water Vehicles							
Bayliner 1802 Capri	280 – 225	224 – 169	168 – 113	112 – 57	56 – 1	0	-57
Fairline Targa 30	400 – 321	320 – 241	240 – 161	160 – 81	80 – 1	0	-81
Sea-Doo XP	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Other Civilian Vehicles							
Armored truck	360 – 289	288 – 217	216 – 145	144 – 73	72 – 1	0	-73
Honda TRX400FW	220 – 177	176 – 133	132 – 89	88 – 45	44 – 1	0	-45
Limousine	380 – 305	304 – 229	228 – 153	152 – 77	76 – 1	0	-77
Moving truck	440 – 353	352 – 265	264 – 177	176 – 89	88 – 1	0	-89
NABI Model 40LFW	480 – 385	384 – 289	288 – 193	192 – 97	96 – 1	0	-97
Military Vehicles							
BMP-2	520 – 417	416 – 312	312 – 209	208 – 105	104 – 1	0	-105
M1A2 Abrams	640 – 513	512 – 385	384 – 257	256 – 129	128 – 1	0	-129
M2A2 Bradley	580 – 465	464 – 349	348 – 233	232 – 117	116 – 1	0	-117
M113A1 Gavin	480 – 385	384 – 289	288 – 193	192 – 97	96 – 1	0	-97
UH-60 Black Hawk	460 – 369	368 – 277	276 – 185	184 – 93	92 – 1	0	-93

RULES

In general, if not noted in this section, assume the rules function as described in *d20 Modern Roleplaying Game*.

ROLLING THE DICE

When you make a skill check (including an attack roll), saving throw, ability check, or any other d20 roll, use the following rule:

Natural 20: If you roll a natural 20, add your modifiers to the result (20) as usual. Then roll 1d10 for a result of 0-9 and add (+) that to the final total as well.

Natural 1: If you roll a natural 1, add your modifiers to the result (1) as usual. Then roll 1d10 for a result of 0-9 and subtract (-) this from the result.

GENERAL COMBAT RULES

Attack an Object

When you attack an object, you don't necessarily have to reduce the hit points to 0 to remove the object from your path.

Objects and Cover: When a target hides behind cover, you have to determine if the attack penetrates. Roll damage for the attack normally. Apply the AP to the hardness normally. Any damage over the hardness automatically penetrates. Apply 5% of the cover's hit points against the non-penetrating damage as hardness (with AP); if any of this damage remains, count it with the original penetrating damage.

For example, you, with a 9mm (1d10, AP -3) are shooting at Bob, who is hiding behind a sand bag. You roll 6 damage. With the AP, the sand bag stops (5-3) 2 damage, while 4 points blows right through. The sand bag stops ((120/20)-3) 3 more points, so 1 point of the damage carries through.

Remember to account for Blowthrough, as per *Warfare* before applying these rules.

OBJECT DURABILITY I		
Substance	Hardness	Hit Points
Leather	2	3/inch of thickness
Drywall	3	3/inch of thickness
Bone/Ivory	7	24/inch of thickness
Reinforced concrete	9	60/inch of thickness
Strong metal	15	100/inch of thickness
Super-strong metal	20	120/inch of thickness
Advanced composites/materials	30	150/inch of thickness

OBJECT DURABILITY II			
Object	Hardness	Hit Points	Break DC
Drywall (1 in. thick)	3	3	10
Sandbags (1 ft. thick)	5	120	13
Cue ball	6	36	21
Concrete wall (2 ft. thick)	7	1,200	40
Blast door (2 ft. thick)	15	2,400	40

DOORS					
Door	Typical Thickness	Hardness	HP	Break DC	
				Stuck	Locked
Blast	2 ft.	15	2,400	40	40
Elevator	2 in.	10	140	15	15
Glass	1 in.	1	12	12	12
Iron	2 in.	10	140	28	28
Steel	2 in.	15	200	30	30
Stone	4 in.	8	200	28	28
Wood, simple	1 in.	5	10	13	15
Wood, good	1.5 in.	5	30	16	18
Wood, strong	2 in.	5	40	23	25
Lock	-	15	60	-	-
Hinge	-	15	30	-	-

Attacks per Round

To determine your base number of actions per round, add your Dexterity and Fighting scores together, divide by 2 (round down), and use the normal ability score table bonus, with a minimum of 1 action per round.

For example, if Bob has Dexterity 13, and Fighting 18, use ((13+18) (31/2)) 15. 15 as an ability score provides a +2 bonus, so Bob has 2 base actions per round.

If Joe has Dexterity 6, and Fighting 6, you would use 6, which is

normally a -2 penalty, but the minimum is 1, so Joe has one action per round.

If a creature has multiple attacks by form, such as 2 claws and a bite, it uses the greater number of attacks between the average of its ability scores or its natural routine. If it has more by virtue of ability scores, then the first attack is primary, and the remaining attacks are secondary.

Attacks of Opportunity

You can make a number of attacks of opportunity each round that is equal to your Fighting bonus. Unless specifically noted, attacks of opportunity can be made only with available melee attacks. An attack of opportunity suffers a -6 penalty (you can attempt some special maneuvers, but you cannot Cleave off an attack of opportunity).

Called Shots

Under this system, you can attempt to call a shot against a specific hit location. If you succeed on a called shot, you deal damage to the hit location selected, bypassing general hit points (but not armor). If you miss, then you completely miss the target. The penalty incurred by a called shot depends on whether you are taking the called shot as a standard attack action, or if you are spending a full-round action to line up the shot and whether you are using a ranged or melee attack.

Hit Location	CALLED SHOTS			
	Melee		Ranged	
	Standard	Full-Round	Standard	Full-Round
Foot	-12	-8	-18	-12
Leg	-6	-4	-9	-6
<i>Knee</i>	-12	-8	-18	-12
Torso	-5	-3	-7	-5
<i>Groin</i>	-18	-12	-27	-18
Arm	-7	-5	-10	-7
<i>Elbow</i>	-12	-8	-18	-12
Hand	-12	-8	-18	-12
Neck	-12	-8	-18	-12
Head	-9	-6	-13	-9
<i>Ear</i>	-21	-14	-31	-21
<i>Eye</i>	-21	-14	-31	-21
<i>Nose</i>	-12	-8	-18	-12
Wing	-3	-2	-5	-3
Tail	-9	-6	-13	-9

You'll note that there are a few entries on the table above that aren't on the standard hit location table. These are available as special called shots. A successful hit against one of these areas deals damage to the hit location above it (i.e. a knee shot deals lower leg damage), plus has the following effects:

- **Ear:** In unarmed combat, you can attempt to box a target's ears. If successful, the victim must make a Fortitude save with the DC equal to 10 + damage or be deafened for 1d10 minutes (permanent on a critical failure), as well as a DC 20 Will save to avoid being stunned for 1d2 rounds.
- **Elbow:** A successful called shot to the elbow forces a Fortitude save with a DC equal to 10 + damage or be stunned for 1d3 rounds.
- **Eye:** A successful called shot to the eye deals damage. In addition to the damage, the victim must make a DC 20 Will save or be stunned for 1d4 rounds. He must make a Fortitude save with the DC equal to 10 + damage or be blinded for 1d10 minutes (permanent with a critical failure).
- **Groin:** A successful called shot to the groin against a male requires a Will save with a DC equal to 5 + damage or be stunned 1d6 rounds (1d3 round if female, with a +4 bonus to save; a critical failure knocks the victim prone for the duration). A cup reduces the damage (DR 5).
- **Knee:** A successful called shot to a knee forces a Fortitude save with a DC equal to 10 + damage, with failure resulting in being knocked to one knee for 1d4 rounds (*2 on a critical failure).
- **Nose:** A called shot to the nose forces a Will save with a DC equal to 5+ damage. If this fails, the victim is stunned and blinded for 1d4 rounds (*2 on a critical failure).

Finessing a Called Shot

When making a called shot, you can attempt to bypass the target's armor as well by "finessing" the shot. You take an additional penalty to your attack roll that is equal to the armor value of the location, but if successful, you bypass the armor.

For example, if you attempt to do a melee called head shot against a giant lizard with a Low Impact value of 10 in the head, you could finesse it for a total penalty of -19, but, if successful, you would ignore the 10 points of armor. Note that you won't always be able to finesse a called shot – some armor protection is entirely too total to penetrate in this manner.

Clobbered

If you take head or torso hit location damage from a single attack (meaning damage that penetrates your protections) that exceeds your Constitution score (typically known as Massive Damage), you must make a DC (10 + damage) Fortitude save or be stunned for one round. An attack of the appropriate type that clobbers you will also bull rush you, using the damage (+ Size Grapple modifier if applicable) as Strength.

Cover and Concealment

When attacking a target with cover, roll on the hit location table. If this indicates a result protected by the cover, the attack must penetrate the cover before striking the target. See *Attack an Object* above.

Coup de Grace

Contrary to the core rules, you can attempt a coup de grace not only when the target is helpless, but also if the target is unaware of your presence – if you manage to sneak up him with a knife, if you are using a high-powered rifle at 1,000 yards, etc.

For a target to qualify as unaware, he must not know of your presence. For close-range attacks, this means that he must not have detected your approach at all.

- **Melee:** As noted, a full-round action that automatically hits and is a critical hit (if the target is helpless). When making a melee coup de grace, you can select the hit location instead of randomly rolling. The target must make a Fortitude save with a DC equal to 15 + penetrating damage (if no damage penetrates, there is no CDG). If this fails, he suffers the critical hit table effect of your choice for the selected hit location. If the target is unaware, you must make your attack roll normally, with a +6 bonus, and effects as previously described.
- **Ranged (close):** A close ranged attack (within 5 ft.) functions in the same manner as a melee attack (if the target is helpless). If the target is unaware, you must make your attack roll normally, with a +6 bonus, and effects as previously described.
- **Ranged (distant):** This requires an unaware or helpless target. Make your attack roll normally. If successful, follow the rules for a melee coup de grace.

Treat a subdual coup de grace as a subdual hit with an Extra Massive Damage effect.

Defensive Fighting

When engaged in combat, you can choose to make yourself more difficult to hit by using the following options.

Fighting Defensively

On your turn each round, before you make any rolls, you can declare Fighting Defensively. For the remainder of the round, you gain a +2 dodge bonus to Defense, but all of your attack rolls suffer a -4 penalty.

With Tumbling: If you have 5+ ranks in Tumble, you gain a +3 bonus instead of +2 when Fighting Defensively.

Total Defense

Instead of attacking, you may, on your turn and before making any rolls, declare that you are using Total Defense. When using Total Defense, you cannot make any attacks (although you can take non-attack actions, such as grabbing a clip or using a radio, etc), but you gain a +4 dodge bonus to Defense for the round.

With Tumbling: If you have 5+ ranks in Tumble, you gain a +6 bonus instead of +4 when using Total Defense.

Drawing Weapons

Drawing a *holstered* or *normally sheathed* weapon is a standard action that provokes an attack of opportunity if the weapon is Small or larger.

Drawing a *slung* or *back-sheathed* weapon is normally a full-round action that provokes attacks of opportunity.

Drawing an *at-ready* weapon (as if with a tactical sling) is a free action that *does not* provoke attacks of opportunity.

General Attack Roll Modifiers

GENERAL ATTACK ROLL MODIFIERS		
Attacker is . . .	w/ Melee	w/ Ranged
Braced shot	-	+1 ¹
Dazzled	-1	-1
Entangled	-2 ²	-2 ²
In melee	-	-1 per opponent
Invisible	+2 ³	+2 ³
Kneeling/sitting	-1	+0
Moving	N/A	See Movement Modifiers
On higher ground	+1	+0
Prone	-4	N/A ⁴
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Visibility	See Visibility	
Wind speed	See Wind Speeds	

¹ A braced shot can be attempted with some ranged weapons. This provides a +1 bonus on the attack roll.

² An entangled character takes a -4 penalty to Dexterity that may affect his attack roll as well.

³ The defender loses any Dexterity bonus to Defense. This bonus doesn't apply if the target is blinded.

⁴ Certain ranged weapons cannot be used while the attacker is prone, such as a bow, but crossbows, thrown weapons, and many firearms can be used while prone at no penalty (and as braced).

General Defense Modifiers

GENERAL DEFENSE MODIFIERS		
Defender is . . .	vs. Melee	vs. Ranged
Behind cover	See Cover	
Blinded	-2 ¹	-2 ¹
Concealed/invisible	Concealment	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ¹	+0 ¹
Grappling (attacker is not)	+0 ¹	+0 ¹³
Helpless	-4 ⁴	+0 ⁴
Kneeling/sitting	-2	+2
Moving	See Movement Modifiers	
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through space	-4	-4
Stunned	-2 ¹	-2 ¹

¹ The defender loses any dodge bonus to Defense.

² An entangled character takes a -4 penalty to Dexterity.

³ Roll randomly to see which grappling combatant you strike. That defender loses any dodge bonus to Defense.

⁴ Treat the defender's Dexterity as 0 (-5 modifier).

Morale

War is hell, and even the best can break in the stress of battle. This is determined by the Morale check. A Morale check is a Will save, plus your Aggression modifier. Bonuses to save versus fear also apply.

When you fail a Morale check, if you fail, you become shaken for the duration of the battle. If you fail by 10+, you retreat, but can still attack the enemy if you have the means (such as stopping to shoot an arrow and then moving away again). On a critical failure, you are panicked for 1d4 minutes, after which time, you are shaken, and take a -2 penalty (cumulative) on future Morale checks in this battle.

The GM reserves the right to make group Morale checks.

Creatures make Morale checks at the following times:

- **50% Allies killed, removed, fled:** DC 20
- **Critical hit:** DC 20
- **Critical hit, enhanced:** DC 25
- **Fear effect:** Save DC
- **First hit location damage:** DC 10
- **Helplessness Madness check:** Save DC
- **Leader falls:** DC 20
- **Violence Madness check:** Save DC

Apply the following modifiers to the Morale check:

- **Enemy force has special powers; unit force doesn't:** -5

- **Unit exhausted:** -5
- **Unit fatigued:** -2
- **Unit force has special powers; enemy doesn't:** +5
- **Unit outnumbered 2 to 1:** -2
- **Unit outnumbered 4 to 1:** -5
- **Unit outnumbered 10 to 1:** -10
- **Unit outnumbers enemy 2 to 1:** +2
- **Unit outnumbers enemy 4 to 1:** +5
- **Unit outnumbers enemy 10 to 1:** +10

Rallying

When troops break, as a full-round action, the unit or force commander can attempt to rally the troops (assuming his Morale hasn't failed). This requires a Bluff check. Troops can be rallied only if they are within line of sight and earshot of the commander when he makes the attempt. A creature can be subject to only one rally attempt per round.

The DC is based on both the current Morale effect of the troop, and the desired new Morale condition as follows:

RALLY CHECKS			
Current Morale	Desired Morale Condition		
	Routed	Shaken	Unshaken
Shaken	-	-	25
Routed	-	25	30
Panicked	25	30	35

Apply the following modifiers to the Rally check:

- **At least 1 failed rally check within the last minute:** -2
- **Rallying character critically wounded:** -2
- **Enemy troops in LoS are fleeing:** +2
- **No enemies within LoS:** +5

Movement

Characters can move up to their listed walking speed and still take an action. Additionally, you can use up to one available action to move your base speed as well (essentially a double-move). As usual, taking multiple actions is a full-round action.

- **5-foot Step:** In this rule set, the normal 5-ft. step doesn't exist. You can attempt a 5-ft. adjustment, which we will call a 5-ft. step for convenience. If you take a 5-ft. step in a creature's threatened space, you provoke an attack of opportunity as normal, however, the guarded nature of the movement provides you with a +6 Defense bonus. As normal, if you take a 5-ft. step, you cannot perform any other movement in the round.
- **Crawl:** While crawling, you are prone. You can crawl at one-quarter your base speed (round down). You can "run" while crawling, moving one-half your speed.
- **Duck walk:** While duck walking, you are kneeling. You can duck walk at one-third your base speed (round down). You can "run" while duck walking, moving at two-thirds your speed.
- **Serpentine:** If a defender is moving serpentine, he gains an additional +2 bonus to Defense. However, serpentine reduces his base movement by 10 ft.
- **Split Move-and-Fire:** When moving, you can make your attack (assuming only a single action, not a full-attack sequence) at any point during your movement, but such an moving attack incurs a penalty. At your normal movement, the penalty is -4. At double movement, the penalty is -8, and at a run, the penalty is -12.

Speed Modifiers: The speed of both the defender and attacker can have a dramatic effect on combat. The following modifiers apply to the attack roll if either the attacker or the defender takes more than a 5-foot step during the round. The modifiers are cumulative.

- **Ground speed:** This is used if the attacker or defender is on the ground.
- **Air speed:** This is used if the attacker or defender is airborne.

If the combatants are moving at the same speed, however, DO NOT apply the modifiers.

If the attacker is moving, he takes a penalty to his attack roll. If the defender is moving, he gains a bonus to his Defense (even though in many cases, he will lose some of his normal Defense bonuses).

MOVEMENT MODIFIERS			
Feet/Round	Attack Penalty		Defense Bonus
	Ground	Air	
5 – 50	-0	-1	+0
55 – 100	-1	-2	+1
105 – 300	-2	-3	+2

MOVEMENT MODIFIERS			
Feet/Round	Attack Penalty		Defense Bonus
	Ground	Air	
25 – 50 mph	-3	-4	+3
51 – 90 mph	-4	-5	+4
91 – 115 mph	-5	-6	+5
116 – 230 mph	-6	-7	+6
231 – 460 mph	-7	-8	+7
461 – 920 mph	-8	-9	+8
921 – 1,840 mph	-9	-10	+9
1,841 – 3,680 mph	-10	-12	+10
3,681 – 7,360 mph	-12	-14	+11
7,361 – 14,720 mph	-14	-16	+12
14,721 – 29,440 mph	-16	-18	+13
29,441 – 58,880 mph	-18	-20	+14
58,881 – 117,760 mph	-20	-22	+15
117,761 – 235,520 mph	-22	-24	+16
235,521 – 471,040 mph	-24	-26	+17
471,041 – 942,080 mph	-26	-28	+18
942,081 – c (1,117,694 mph)	-28	-30	+19

Visibility

Visibility modifiers to attack rolls are cumulative. Presented first are modifiers for the outdoors, at night.

OUTDOOR VISIBILITY MODIFIERS				
Normal Vision	MOON PHASE			
	New	¼	½	Full
Normal	-4	-3	-2	-1
Clouds				
Lt	-5	-4	-3	-2
Mod	-6	-5	-4	-3
Thick	-7	-6	-5	-4
Dense	-8	-7	-6	-5
Low-light Vision (50%)	MOON PHASE			
	New	¼	½	Full
Normal	-3	-0	-0	-0
Clouds				
Lt	-5	-3	-1	-0
Mod	-6	-4	-2	-0
Thick	-7	-5	-3	-1
Dense	-8	-6	-4	-2

Indoors, and other conditions provide the following modifiers to the attack roll.

OTHER VISIBILITY MODIFIERS			
Condition	Vision Type		
	Normal	Thermal (50%)	Low-Light (50)%
Full Darkness	-8	-0	-8
Magical Darkness	-16	-16	-16
Minimal Light	-6	-0	-2
Partial Light	-2	-0	-0
Glare	-2	-0	-1
Mist	-2	-0	-1
Light smoke/fog/rain	-3	-0	-2
Heavy smoke/fog/rain	-6	-0	-4
Thermal smoke	-4	-8	-4

Wind Speed

WIND SPEED MODIFIERS			
Wind Speed	Thrown/Projectile	Firearms	Energy
Strong (21-30 mph)	-2	0	0
Severe (31-50 mph)	-4	-2	0
Windstorm (51-74 mph)	-16	-4	-2
Hurricane (75-174 mph)	-24	-12	-4
Tornado (175-300 mph)	-32	-16	-12

Note that attacks in Severe or higher winds may require Spot checks to acquire the target.

MELEE COMBAT

Flanking [Boot Party!]

By core rules, when two allies flank an opponent, each gains a +2 bonus to his attack rolls against that opponent. In this rule set, the flanking rule is slightly different.

When a creature is engaged in melee with multiple opponents, none of the opponents gains a bonus to their attack rolls. However, the creature suffers a penalty to his Defense equal to the number of creatures engaging him -1.

For example, if Bob is fighting four skinheads, he takes a -3 penalty to his Defense against the melee attacks of all four skinheads.

This provides smaller creatures with a greater chance of successfully attacking a larger creature than the core rules allow – allowing swarm tactics to work more efficiently.

NOTE: This does not render the target flat-footed or otherwise denied his dodge Defense bonuses for sneak attack purposes.

Special Maneuvers

For those skilled in melee combat, there are several maneuvers available.

Area Attack

You use some means to attack an area instead of a single creature, like using a reach weapon to sweep several enemies, throwing a large object onto several foes, or managing to knock a wall down on a group.

Requirements: A way to attack the entire area, such as having reach into it.

Circumstance: Available actions and means.

Effect: Select as many 5-ft. squares as you can conceivably reach with your weapon (typically those adjacent to you). Make one attack roll apply to the Defense of the applicable targets; roll damage separately.

This requires an attack roll with a -5 penalty for each 5-ft. square of targeted area.

Blowhard

You can blow targets over with your breath.

Requirements: Constitution 21, Huge Size or larger.

Circumstance: Available action.

Effect: As an attack action, you can use your breath to affect all creatures in a cone (Constitution bonus * 5 ft.). Each creature in the area is affected as though struck by a wind effect. The strength of the wind effect depends on your size category.

- **Huge** – Strong
- **Gargantuan** – Severe
- **Colossal+** – Windstorm

If you have a breath weapon, you cannot use this attack and your breath weapon at the same time.

Bull's Charge

This is a low charge designed to get you in under your target's guard, but it leaves you vulnerable to a counterattack.

Requirements: Fighting 13, Strength 13.

Circumstance: You must be wielding a slashing or piercing weapon, charging and using the Power Attack maneuver.

Effect: Before you make the attack roll, you provoke an attack of opportunity from the opponent. Add +1d6 to your damage.

Bull Rush/Overrun/Body Block

These are related attempts to move through, past, and over an opponent.

Requirements: None.

Circumstance: Available actions.

Effect:

- **Bull Rush:** A bull rush is an attempt to use your size and strength to force an opponent back by ramming into him, like a football player. The body block is a bull rush designed to move the opponent and deal damage to him. To perform a bull rush, you must move into the opponent's space, and make an attack roll (unarmed). Contrary to core, you can attempt to bull rush an opponent of any size. If successful, make opposed Strength checks as per core rules, except you gain an additional bonus equal to the amount by which your attack roll succeeded. Otherwise, follow the core rules. To perform a body block, follow the same procedure, but you take a -4 penalty to the attack roll (-8 if you want to deal lethal damage). Before making the opposed Strength rolls, you deal subdual damage to the opponent as per vehicle collision damage. After this, follow the normal rules for a bull rush.
- **Overrun:** An overrun is an attempt to plow past an opponent, moving through his space (normally something that is disallowed). Contrary to core, you can attempt to overrun an opponent of any size. If the opponent chooses

to block you, follow the procedure for a bull rush described above. If you win this attempt, you knock the opponent down (and most often to a square to the side) and continue with your movement.

Cat's Parry

You are able to turn a defense into an offense.

Requirements: Fighting 15.

Circumstance: You must be fighting defensively or using total defense.

Effect: Your opponent gains a +4 bonus to his attack roll, but if he misses, you gain an immediate attack of opportunity. You can exceed your normal attacks of opportunity when using this maneuver.

Charge

You rush up to an opponent in order to surprise him, increasing the chance of successful attack.

Requirements: Able to move.

Circumstance: Available attacks with room to move.

Effect: Charge follows the standard rules (+2 attack bonus, up to double speed), except that you also gain a +2 damage bonus, but your Defense penalty is -4.

Crush

You can hurl your body onto opponents to deal tremendous damage.

Requirements: Huge Size or larger.

Circumstance: Engaged in melee.

Effect: As an attack action, you can jump or fall onto opponents, using your whole body to crush them. This attack is useful only against creatures at least three size categories smaller than yourself. The base damage for a crush attack depends on your size.

- **Huge** – 1d30+1d24*5
- **Gargantuan** – 1d30+1d24*10
- **Colossal** – 1d30+1d24*20
- **Colossal I** – 1d30+1d24*30
- **Colossal II** – 1d30+1d24*40
- **Colossal III** – 1d30+1d24*50
- **Colossal IV** – 1d30+1d24*60
- **Colossal V** – 1d30+1d24*70

A crush attack deals bludgeoning damage and affects as many creatures as can fit under your body. Each creature in the affected area must roll a DC (10 + your Strength modifier + your size Grappling modifier) Reflex save. On a failed save, the victim is pinned and automatically suffers crush damage each round the pin is maintained.

Decapitating Slash

You take advantage of an opponent's dropped defenses to take his head off.

Requirements: Fighting 17, Intelligence 11, Slashing Melee Weapon Skill 10 ranks.

Circumstance: Your opponent provokes an attack of opportunity from you.

Effect: If you score a critical hit on your attack of opportunity, the opponent must make a DC (5 + total damage suffered) Fortitude save, or have his head severed. Determine the results of this save before determining the hit location. You take a -4 penalty to Defense for one round following the strike.

Desperate Stab

You make a desperate stab for the heart or throat in an attempt to kill your opponent before he realizes a fight has begun.

Requirements: Fighting 17, Improved Initiative, Piercing or Slashing Melee Weapon Skill 15 ranks.

Circumstance: You must have won Initiative, it must be the first round of combat, and the opponent must be denied his Dexterity bonus to Defense.

Effect: As your first attack of the combat, you may attempt to slay your enemy outright. Make an attack as normal. If successful, the opponent must make a DC (total damage suffered) Fortitude save. If this fails, he dies. If he lives, he gains a +2 bonus to both attack and damage rolls against you for the remainder of the round.

Devastating Sweep

You use your weapon to clear the space around you.

Requirements: Whirlwind Attack.

Circumstance: You must be wielding a one-, or two-handed slashing weapon, and at least five of the squares adjacent to you must be occupied.

Effect: As a standard action, you swing your weapon in a wide arc. Any characters within 5 ft. of you have the option of taking an immediate 5-ft. step away from you as a free action to get out of range (this does use their 5-ft. step for the round). You gain an attack at each creature that fails to move.

Dirty Fighting

You are able to distract an opponent.

Requirements: Fighting 13, Intelligence 13.

Circumstance: The target must be within 10 ft., have an Intelligence of 3 or better, and engaged in combat with you.

Effect: Spend a full-round action and make an Intelligence check. The opponent receives a Reflex save against a DC equal to the result of your Intelligence check. If the save fails, you have forced the target into the dazed condition for a round (distraction, throwing dirt in his eye, etc). Dirty fighting can be used on a particular target once per encounter. After the first use in the encounter, the opponent is too wary to fall for it again.

Disarm

You attempt to remove a target's weapon from his hands.

Requirements: None.

Circumstance: Engaged in melee.

Effect: This provokes an attack of opportunity. Make opposing attack rolls using the normal Disarm modifiers. If you attempt to disarm an edged weapon while you are unarmed, and you roll a 1, you take the weapon's base damage.

Contrary to core, if you fail to disarm, the target doesn't get a free attempt to disarm you.

If the target is using a ranged weapon, you follow the same procedure, but the target takes a -4 penalty to his attack roll for using an improvised weapon.

Otherwise, follow the normal rules for disarming.

Dust Cloud

You can sweep dust into the air to hide from an opponent.

Requirements: Dexterity 19, Intelligence 19, Huge size or larger, Combat Reflexes, wings or a tail.

Circumstance: Engaged in melee.

Effect: As an attack action, you can sweep a limb across the ground and create a dust cloud. This hemispherical cloud has a radius in feet equal to your Reach *2. Creating the cloud has a 50% chance to snuff unprotected flames (candles, torches, small campfires) of non-magical origin in the area. The cloud obscures vision and creatures caught within are blinded while inside and for 1 round after emerging. Any creature caught in the cloud must succeed on a DC (10 + Strength modifier + Size Grapple modifier) Concentration check to cast a spell. The cloud lasts a number of rounds equal to 1 + Dexterity modifier.

Special: A flying creature with this feat must be within reach of the ground to create the effect, but need not actually be in contact with it.

Fling Enemy

You can pick up an opponent and fling it.

Requirements: Target's weight must be less than your Light Load.

Circumstance: Holding your opponent while grappling him.

Effect: When grappling, you can attempt to throw your opponent.

You can throw the victim a distance of 5 ft. per multiple of Light Load you have above his weight. For example, if your victim weighs 120 pounds, and your Light Load is 266 pounds, you can throw the opponent 10 ft. horizontally or vertically.

If thrown vertically, the victim takes damage from falling the normal distance. If thrown horizontally, it takes damage as if it had fallen half the distance.

You can attempt to throw the victim at another creature – treat as an improvised weapon with an additional -2 penalty. If you hit, both creatures take the amount of damage that the thrown creature would have taken.

Grapple

You attempt to hold or pin an opponent.

Requirements: None.

Circumstance: Available actions.

Effect: To grapple an opponent, you must be able to reach him (for most, this means in the same space, or adjacent). Grapples provoke attacks of opportunity.

Make an unarmed grappling attack roll skill, with normal grapple modifiers (such as those from Size). At the same time, the opponent makes a grapple check, using the normal modifiers. *High roll wins.*

If you beat the opponent, subtract his roll from yours – if the result is enough to beat his critical hit numbers, then you have scored a critical hit on your grapple and move instantly to a full hold, instead of a partial hold.

If you are successful, make a hit location roll with an additional +2 bonus above and beyond your normal bonuses.

You now have a partial hold on that hit location, and can deal one-half your normal damage (general hit points).

You can choose to maintain a partial hold on the hit location, taking a penalty to your grapple checks to do so (this assumes that you are holding with only one limb; Multigrab, and Improved Multigrab reduce the penalty). The penalty to maintain this partial hold is based on the hit location:

- **Leg:** -15
- **Torso:** -20
- **Arm:** -10

- **Head:** -15

As normal, once you've grappled the foe, you must move into his space, or pull him into yours. If you have reach, you can attempt to maintain the grapple at distance, but you take an additional -5 penalty to your grapple checks.

The effects of a **partial hold** are:

- **Leg:** If you have the opponent's leg grappled, you can attempt to trip him without provoking, and at a +4 bonus. If successful, you must make another grapple check to maintain your hold. If you do not trip, you both take a -2 Defense penalty, and attack roll penalty. For either of you to move, you must be able to move the opponent (generally requiring Strength checks; you take a -4 penalty). *You take a -4 penalty to move to a full hold.*
- **Torso:** This is basically an arm wrapped around the torso. One-armed, this is not particularly effective. You and the opponent take a -4 penalty to Defense and attack rolls. You can attempt to move each other (with Strength checks if necessary; you take a -4 penalty).
- **Arm:** This can be as simple as simply having a firm grip on the foe's wrist, or something like locking his arm up with your arm. Either way, both your arm and his are effectively out of commission, and you both take a -2 penalty to Defense or attack rolls. You can move to a full-nelson style hold with a -2 penalty, or a torso-style hold with a -4 penalty.
- **Head:** This is something like a grip on his throat or a headlock (or a palming of the head or face if you are large enough). The opponent takes a -2 Defense and attack roll penalty, and you can attempt to move him (and vice versa, with Strength checks). This is required to move to a choke hold. He gains a +2 bonus to reverse the hold however. *You take a -2 penalty to move to a full hold.*

On your next action, you can make another grapple check to deal one-half damage, or a grapple check to move to a full hold. In both cases, the opponent can oppose with his own grapple check (if his is successful, he stops the maneuver, but doesn't break the grapple). A full hold involves using both arms (creatures with more than two can simply use two and have free hands).

The effects of a **full hold** are:

- **Leg:** If you have the opponent's leg grappled, you can attempt to trip him without provoking, and at a +4 bonus. If successful, you must make another grapple check to maintain your hold. If you do not trip, you both take a -2 Defense penalty, and attack roll penalty. For either of you to move, you must be able to move the opponent (generally requiring Strength checks).
- **Torso:** This is basically a bear hug. You and the opponent take a -4 penalty to Defense and attack rolls. You can attempt to move each other (with Strength checks if necessary). Remember, with this hold, the opponent's arms and legs are free to move.
- **Arm:** This is either a full-nelson type hold, or a torso bear hug like hold that overlaps the arms, trapping them. With a full nelson, both yours and the foe's arms are out of commission. You both take a -4 Defense and attack roll penalty. You can deal damage to the opponent's arms with your grapple checks. You can attempt to move each other with Strength checks. With a torso-style arm hold, you suffer the same penalties, but you can deal one-half damage to the arms, and one-half damage to the torso.
- **Head:** This is essentially a chokehold (we're not going to bother distinguishing between blood and air chokes just yet), and follows the normal rules for suffocation. You can choose not to choke, and treat it as a partial head hold, using both of your arms, and providing you with a +2 bonus to your grapple checks and Strength checks to move the opponent.

When maintaining a full hold, you can deal normal damage with a grapple check instead of one-half damage unless noted otherwise.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action).

- **Attack Your Opponent:** You can make an attack with an unarmed strike, natural weapon, or light weapon against the character you are grappling, assuming you have a free hand (unarmed strikes can be performed without a free hand). You take a -4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.
- **Damage Your Opponent:** While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an

attack. If you win, you deal damage as noted above (typically one-half for a partial hold, normal for a full hold).

- **Draw a Light Weapon:** You can draw a light weapon as a move action with a successful grapple check, assuming a free hand.
- **Escape from Grapple:** You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).
- **Move:** You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check and making a successful Strength check (apply size grapple modifiers to this check). This requires a standard action, and you must beat all the other individual check results to move the grapple. *Note:* You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.
- **Pin Your Opponent:** You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).
- **Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.
- **Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him, assuming you have a free hand. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your Defense against opponents other than the one pinning you (in addition to the other penalties). At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you. If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check

must beat the check results of each opponent.

Attacking Grappling Creatures

When you attempt to attack a creature that is involved in a grapple, you must randomly determine the creature you actually strike (even if you have Precise Shot and are using a ranged weapon).

If you are adjacent to the grapplers and making a melee attack, then determine the target percentages normally, but treat your actual target as one size category larger to determine his percentage.

If you are making a ranged attack, or a reach melee attack, determine the percentages normally.

Human Shield

You swing a distracted enemy around in order to block an incoming attack.

Requirements: Fighting 13, Strength 13, Improved Grapple.

Circumstance: Earlier this round you have dealt damage to your opponent while grappling him and are now being attacked by another character while still grappling the first.

Effect: Roll a grapple check – if successful, you gain a +2 cover bonus to Defense against the incoming attack. If the attack misses due to this bonus, the person you have grappled takes the damage from the attack.

Power Attack

You are able to trade accuracy for damage with a melee attack.

Requirements: Fighting 13, Strength 13, attack skill 3 ranks.

Circumstance: Engaged in melee combat.

Effect: You can trade your accuracy for a bonus to your damage. You can trade base attack rank (i.e., only that provided by skill) on a 1-to-1 basis for damage.

Power Dive

You can fall upon an opponent from the sky.

Requirements: Strength 15, fly speed (average maneuverability).

Circumstance: Flying.

Effect: When flying, you can dive and land on an opponent to deal additional damage. Using this maneuver is an attack action and it can affect only creatures one or more size categories smaller than you. To use this maneuver, make an overrun attempt, but the opponent cannot choose to avoid you. If you knock down the target, you may make an additional slam attack (at the usual +4 bonus against prone opponents). This attack deals damage based on your size. Add $1\frac{1}{2} \times$ your Strength bonus to the damage.

- **Fine** – 1d2
- **Diminutive** – 1d3
- **Tiny** – 1d4
- **Small** – 1d6
- **Medium** – 1d6
- **Large** – 1d8
- **Huge** – 1d12
- **Gargantuan** – 1d16
- **Colossal** – 1d24
- **Colossal I** – 1d30
- **Colossal II** – 1d30 + 1d20
- **Colossal III** – 1d30 + 1d24
- **Colossal IV** – 1d30 + 1d30
- **Colossal V** – 2d30 + 1d24

Power Throw

You are able to trade accuracy for damage with thrown weapons.

Requirements: Fighting 13, Strength 13, Slings and Thrown Weapons 3 ranks.

Circumstance: Throwing a weapon.

Effect: You can trade your accuracy for a bonus to your damage. You can trade base attack rank (i.e., only that provided by skill) on a 1-to-1 basis for damage.

Press the Attack

You improve your melee accuracy at the expense of your defense.

Requirements: Fighting 13.

Circumstance: Engaged in melee.

Effect: You gain a +2 bonus to hit with melee attacks for the round, but your opponents receive a +2 bonus to hit you as well.

Stamp

You can stamp the ground to crush and disrupt opponents.

Requirements: Huge Size or larger, feet, trample attack; alternatively, Strength of 31+.

Circumstance: Engaged in melee.

Effect: You may, as a full-round action, strike the ground with one of your feet and create a shock wave that radiates out from your position and continues for a number of feet equal to $10 \times$ Strength bonus. Make a single unarmed attack roll. Every creature in the affected area must roll a Balance check with a DC equal to your attack roll. Those who fail fall prone.

Special: Each structure and unattended object that is at least partially in the affected area suffers damage equal to 1d6 + Strength bonus

+ object's hardness (maximum of 5).

Sunder

You attempt to damage or break an object.

Requirements: None.

Circumstance: Available actions.

Effect: Make an attack roll. The Defense of the object is based on whether the object is attended or unattended. Unattended objects have a Defense of 5 + Size modifier. Attended objects have a Defense of 10 + Size modifier + attendee's Defense bonus.

If successful, roll damage against the object. Contrary to core, you can attempt to sunder worn armor.

Swing Strike

You attempt to pick up an ally or enemy and use them much like a club.

Requirements: Swingee's weight must be under your Medium Load.

Circumstance: Willing ally and a free full-round, or grappling.

Effect: You pick up an ally (or use a grappled opponent – this requires an additional grapple attack roll) and swing them in a circle, attempting to strike all foes within reach. Make a Strength check. The DC for this check is target's weight divided by 10. If successful, make an attack roll (treat as an improvised weapon). All of the opponents within reach must make Reflex saves with a DC equal to your attack roll. If they fail, they take your normal unarmed damage (subdual), and are knocked prone.

Thunderclap

You create a cone of deafening sound by clapping two limbs together.

Requirements: Strength 31+.

Circumstance: Available full-round action.

Effect: You may, as a full-round action, clap two limbs together and create a cone of sound that starts at your position and continues out for a number of feet equal to 10 * Strength bonus. Creatures in the cone get a DC (15 + Strength modifier) Fortitude save. Those who fail to save are deafened for 3d6 rounds. Creature must roll a second Fortitude save, modified by their size grapple modifier, with failure resulting in being knocked prone.

Special: This automatically extinguishes unprotected non-magical flames in the area.

Trip

You attempt to knock a target prone.

Requirements: None.

Circumstance: Engaged in melee.

Effect: As per core, except that the target doesn't get a free attempt to trip you if you fail to trip him. Additionally, you can attempt to trip an opponent of any Size Category – simply apply the +/-4 Size Modifier as normal.

Windmill of Doom

You flail about in melee in order to increase your chance of hitting.

Circumstance: Engaged in melee.

Effect: You gain a +2 bonus to hit with melee attacks for the round, but take a -4 penalty to your damage.

Wingstorm

You can flatten targets with blasts of air from your wings.

Requirements: Strength 13, fly speed, Large size, Hover.

Circumstance: Available full-round action.

Effect: As a full-attack action, you can hover in place and use your wings to create a blast of air in a cylinder with a radius, maximum height, and wind strength based on your size.

Because the blast of air lasts for only your turn, creatures in the area ignore the checked effect unless they are airborne, in which case, they are blown back 1d6 *5 feet.

WINGSTORM EFFECTS			
Size	Wind Effect	Radius	Max Height
Large	Severe	10 feet	40 feet
Huge	Windstorm	20 feet	80 feet
Gargantuan	Hurricane	30 feet	100 feet
Colossal	Tornado	40 feet	120 feet

Special: You can use this feat as a full-round action, in which case, the wind lasts until your next turn. Anyone in or entering the cylinder is affected. Because you are producing a continuous blast of air, the checked effect works normally while the wind lasts *checked creatures cannot move forward against the force of the wind, or they are blown back 1d6 *5 feet if airborne).

Wuxia Attack

You make a crazy Wuxia-like jumping attack.

Requirements: Dexterity 13, Jump 1 rank.

Circumstance: Room to move, able to make a melee attack.

Effect: When you make a charge attack, you can make a leap to add extra power. Make a DC 20 Jump check; if successful, you deal +2 damage (+4 if your check result is 30 or better). However, when making a Wuxia Attack, you lose the normal attack bonus provided by a charge. You still take the Defense penalty however.

RANGED WEAPONS

Improvised Thrown Weapons

If you want to throw something that wasn't meant to be thrown, you can try to do so. To hit a target or target area requires a Weapons (slings and thrown weapons) attack roll, most likely with the non-proficient -4 penalty. The range increment is a function of your Strength score and Heavy Load. Multiply your maximum heavy load by the numbers below. Compare the object's weight to the resulting number, and use that to determine the maximum range and the range increment.

Object Weight	Max Range	Inc (ft.)
Hvy *0.01 – 0.02	Str *10 ft.	Str *2
Hvy *0.03 – 0.04	Str *9 ft.	Str *2
Hvy *0.05 – 0.06	Str *8 ft.	Str *2
Hvy *0.07 – 0.08	Str *7 ft.	Str *1.5
Hvy *0.09 – 0.1	Str *6 ft.	Str *1
Hvy *0.11 – 0.25	Str *5 ft.	Str *1
Hvy *0.26 – 0.5	Str *4 ft.	Str *1
Hvy *0.51 – 0.75	Str *2 ft.	Str *0.5
Hvy *0.76 – 0.99	Str *1 ft.	Str *0.1
Hvy *1	Str *0.5	Adjacent

For example, a person with a 10 Strength can throw the following weights the listed distances and increments:

Hvy*	Wt.	Max	Inc
*0.01 – 0.02	1 – 2 lb.	100 ft.	20 ft.
*0.03 – 0.04	3 – 4 lb.	90 ft.	20 ft.
*0.05 – 0.06	5 – 6 lb.	80 ft.	20 ft.
*0.07 – 0.08	7 – 8 lb.	70 ft.	15 ft.
*0.09 – 0.1	9 – 10 lb.	60 ft.	10 ft.
*0.11 – 0.25	11 – 25 lb.	50 ft.	10 ft.
*0.26 – 0.5	26 – 50 lb.	40 ft.	10 ft.
*0.51 – 0.75	51 – 75 lb.	20 ft.	5 ft.
*0.76 – 0.99	76 – 99 lb.	10 ft.	Adj
*1	100 lb.	5 ft.	Adj

If the object weighs more than your light load, you must first make a Strength check to lift it. Throwing an object that is bigger than a one-handed weapon is a full-round action. For items this large, you also have the choice of making a standing or running throw.

If you make a running throw, moving at least 10 ft. towards the target, you can increase your range by +50% (unless it's Adjacent).

Large objects that miss may deviate as with thrown explosives.

Damage from an improvised thrown weapon or a larger thrown item is equal to the thrower's unarmed strike damage or 1d6 points per 200 pounds of weight, whichever is higher.

NOTE: The GM may apply situational modifiers to range and accuracy (such as if the object is particularly aerodynamic or non-aerodynamic).

Indirect fire

In warfare, many weapons are used that don't actually require you to see the enemy, such as mortars and artillery pieces. These indirect-fire weapons, for our purposes, are covered by the Artillery feat and Weapons (heavy weapons) skill.

Weapons such as mortar and artillery have many unique advantages, but require a special set of skills to use correctly. Indirect Fire ignores all cover bonuses less than Full or 90% cover. Since the rounds come from above, cover such as sandbags, foxholes, walls etc. provide no protection. Indirect Fire attacks also suffer no range penalties, allowing these weapons to be used at extremely great distance with little loss in accuracy.

Range Finding

Indirect Fire attacks start at -10 to hit. Every round that is fired decreases this penalty by one, until after 10 attacks, the operator is able to attack with no such penalty. Many factors can help the operator negate this penalty more quickly (note that this type of range finding does NOT apply to indirect fire from small weapons such as grenade launchers):

Equipment: Modern artillery pieces, even those as small as the mortar have very sophisticated sites and range finders, granting a bonus to hit (which of course negates some of the initial penalty). Use of an artillery site requires an attack action, unless the character firing the weapon has the Target Acquisition feat.

Reconnaissance: Scouting can greatly increase artillery accuracy. Either by land (forward observation), air, or satellite (requiring a recent satellite pass). See the Navigation skill for more information of forward observation.

Computer Targeting: Very sophisticated artillery pieces (such as the Paladin self-propelled howitzer) grant an even greater reduction in Indirect Fire to hit penalties.

Artillery Crews

Equally vital to success of an artillery attack is the crew loading the weapon. The base firing rate of artillery pieces is several rounds, but each character on the artillery crew with the Teamwork feat reduces this loading time by one round to a minimum of one round per attack.

Counter Artillery

If an area struck by indirect weapons fire has indirect weapons of its own, a DC 15 Spot check will allow those forces to return fire at +2 to hit. This allows the initial attacker to make his own Spot skill check to gain a +2 to hit, which in turn allows further Spot checks for bonuses to hit from the other side. This process is known as the artillery duel, and is generally considered a *very bad idea* for the artillery crews involved. Immunity from counter artillery (through firing from a different position each time) is one of the key advantages of mortar and self-propelled artillery (such as the Paladin) over stationary Howitzers.

Minimum Range

Indirect fire weapons can only be used against targets one range increment away or *further*.

Misses

Indirect fire that misses scatters in the same manner as grenades and other thrown weapons, with a scatter distance of 1d6 squares per range increment to the target.

Non-Provoking Ranged Attacks

Unlike the normal rules, characters do not provoke attacks of opportunity when using Medium or smaller ranged weapons, unless the character is currently subject to a Boot Party situation. Using a Large or bigger ranged weapon provokes attacks of opportunity normally.

Shooting into a Melee

If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you risk striking your ally. Roll your attack as normal. The GM will determine the number of potential targets, and assign each a number. Roll a corresponding die to determine which potential target is the actual target. Creature size affects this – a Large creature is worth 2, a Huge creature 3, a Gargantuan creature 4, and a Colossal creature 5. Creatures smaller than Small are worth ½.

For example, Geoff is shooting into a melee composed of his ally Robert (1) and 3 thugs (numbers 2, 3, 4). Geoff rolls a 19 on his attack roll, and 1d4, getting a 1 – Robert. Geoff's 19 attack roll is compared to Robert's 15 Defense; Geoff has accidentally shot his ally.

If you have the Precise Shot feat, you do not have to randomly check for your target. Nor do you have to check if part of the target is 10 feet or farther from your ally.

Special Maneuvers

Cover fire

Requirements: Firearm.

Circumstance: Available actions.

Effect: You are able to lay down cover fire for an ally, improving his Defense. When you lay down cover fire, select an ally within your line of sight. That ally gains a +2 bonus to his Defense for the round against any opponents who are also within your line of sight. Each additional ally who is laying down cover fire improves the bonus by +1 (but only against opponents within their line of sight).

You cannot provide cover fire for an ally who is engaged in melee.

Cover fire uses a normal attack action and 5 bullets.

Pin Target

You can use certain ranged weapons to pin targets to nearby objects.

Requirements: Dexterity 17, Point Blank Shot, Precise Shot, Bow, Crossbows, or Thrown Weapons skill 6 ranks.

Circumstance: Available actions.

Effect: You can use a bow, crossbow, or thrown weapon to attempt to pin a target to a nearby object, typically by pinning his clothing or armor to the object, like a tree or building. The target must be adjacent to a proper surface.

Make an attack roll with a -2 penalty; if successful, the attack deals no damage to the target, but if it deals enough damage to penetrate the adjacent surface, the target is pinned. The target must use a move action to free himself.

Ranged Disarm

You are able to disarm opponents with ranged attacks.

Requirements: Dexterity 17, Point Blank Shot, Precise Shot, ranged Weapon skill 9 ranks.

Circumstance: Available actions.

Effect: You may use a ranged weapon to attempt a disarm against a target within 30 feet.

RANGED WEAPONS — FIREARMS

Crossfire

This rule is designed to make combat a little more dangerous. This rule is based on an unfortunate reality of modern combat: modern firearms have so much power, that even when they hit, they pass through targets, ricochet off objects, pass through walls, and so forth.

Any person within one range increment of a firefight (based on the shortest range of any weapon being used) has to make a Reflex save every round to avoid taking 1d12 Crossfire damage (this damage represents that bullets can lose velocity, strike at odd angles, or that the character is being hit by a shell casing or chunk of debris; this is general hit point damage). The DC of this save is determined by the conditions of the battle, as shown on the table below.

CROSSFIRE DC	
Battle Conditions	Save DC
Two sides involved in firefight	10
Three sides involved in firefight	15
Four or more sides involved in firefight	20
Each attack that misses its target this round	+1
Each attack that is a Natural 1 this round	+5

Rate of fire

Automatic Weapons

Automatic weapons have two basic functions – to increase the chance of striking a single target, and suppressing an area.

Automatic Fire – Single Target: When firing an automatic weapon at a single target, you gain a bonus to hit the target. You can gain a greater bonus by firing a larger burst. Determine the maximum number of rounds the weapon can spit out in 6 seconds (divide the cyclic rate of the weapon by 10). This tells you the maximum number of bullets you can fire in the burst. For every 10 full rounds in the burst, you gain a +1 bonus to the attack roll (to a maximum of +10).

For every 5 points of Strength above the minimum, you gain an additional +1 bonus per 10 rounds fired. For every Size Category above Medium, you gain a +1 bonus per 10 rounds.

For every Size Category below Medium, you must add 5 rounds to the burst size to gain the +1 bonus.

To determine how many of the bullets hit the target, subtract the target's Defense from your attack roll result and divide the remainder by 5 (round down), with a minimum of 1 hit, and a maximum equal to the number of rounds used.

For example, you are firing a 30-round burst at a target with a Defense of 15. You roll a 26 to hit. $26-15=11/5=2.2$, rounded down to 2 bullets that hit. For convenience, divide the bullets that hit between the hit location rolled and an adjacent location (determined randomly). Excess rounds go to the first hit location.

Automatic fire is a full-round action.

- **Lack of proficiency:** If a non-proficient character attempts automatic fire, determine the number of rounds the weapon can spit out in 6 seconds, and roll a corresponding die to determine the size of the burst. The character gains a bonus to hit equal to +1 per 20 full rounds in the burst. Determine the number of rounds that strike normally. If the character has a skill in a different automatic weapon, use the normal rules (although normal non-proficiency penalty applies).
- **Recoil:** Automatic weapons suffer from recoil. This is normally controllable, but sustained unsupported fire becomes wild quickly. When using automatic fire, every round beyond the first in which you continue to use automatic fire imposes a cumulative -6 attack roll penalty. Halting fire for an action resets this penalty to 0. This doesn't apply if the weapon is properly mounted, or if you are using a bipod or tripod. If you have a Strength bonus, apply the one-half the inverse to the total penalty. For example if you have an 18 Strength (+4), you reduce the total recoil penalty by 2 points. If you have a Strength penalty, apply the penalty to the modifier. For example, if you have a 6 Strength (-2), the recoil penalty is 2 points worse. Additionally, for every 5 points of Strength over the minimum, reduce the penalty by 1 point. For every Size Category smaller than Medium, apply an additional -4 penalty to the recoil. For every Size Category above Medium, reduce the penalty by 4 points.
- **Walking Fire:** If you miss the target with automatic fire,

but continue to fire on auto with no break, you are walking the fire to the target. This provides you with a +1 bonus (+2 if using tracer rounds) to hit per missed attack until you finally hit the target, or the target moves from the spot.

Automatic Fire – Spray ‘n’ Pray: This interestingly named technique is similar to suppression fire, but has a different goal. While suppression fire is used to force an enemy to keep his head down, spray ‘n’ pray is designed to hit a bunch of enemies in an area. When using spray ‘n’ pray, you determine the maximum number of bullets the weapon can fire in 6 seconds (you will be firing the maximum), and then you determine your firing arc – a cone that has a minimum width of 3 squares, to a maximum of 180°. Divide the number of bullets fired between the number of squares across the front line of your arc. Potential victims must roll Reflex saves to avoid getting hit. The DC for these saving throws is 10 + the number of rounds affecting that square. For every 5 points by which the target fails this save, he gets hit by one bullet, to the maximum for that square (Save DC - Save result/5, round down).

Bullets that the target avoids may affect targets behind him, with the same procedure.

This is a full-round action.

Automatic Fire – Suppression Fire: You can use an automatic weapon to suppress an area for a round. Suppression fire uses 20 rounds (if you are using a weapon with an ammo capacity of 100+, you can choose to suppress the area with a number of rounds up to one-half the ammo capacity). Select an area 3 to 5 squares across (2 deep). Any creature in that area that does anything other than hit the dirt is subject to getting hit (make a normal attack roll with a +1 bonus) – determine the number of rounds hitting as with normal auto fire – maximum equals the number of rounds used divided by the width of the suppressed area).

Burst Fire: Burst fire is automatic fire, but in short, controlled burst instead of simply going rock ‘n’ roll with the weapon. Burst fire (for our purposes) uses 5 bullets (note that some weapons have regulators limiting the number of rounds in the burst – these typically use fewer than 5 rounds, but follow the same rules).

Unlike automatic fire, which is a full-round action, burst fire is available with the same frequency as semi-automatic fire (1 + Dexterity bonus shots per attack action). When you use burst fire, you gain a +1 bonus to the attack roll. To determine how many rounds actually strike the target, use the procedure described under automatic fire above.

- **Lack of proficiency:** If a non-proficient character attempts to use burst fire, roll 1d6+2 to determine the number of rounds in the burst (unless the burst size is regulated). The character gains no bonus to hit. Determine the number of rounds that strike normally. If the character has a skill in a different automatic weapon, use the normal rules (although normal non-proficiency penalty applies).

Exceptions – Automatic Grenade Launchers:

- **Single Target:** As per normal automatic weapons, except that you target a single square. Divide your attack roll result by 5 to determine how many grenades hit the target square. The other grenades in the burst scatter normally. You do not gain walking fire bonuses with these weapons.
- **Spray ‘n’ Pray/Suppression Fire:** With these weapons, these maneuvers are essentially the same. Select a firing arc (3 squares, to a max of 180°). Make an attack roll against the target square Defense. Divide the result of the attack roll by 5 to determine how many rounds strike the designated squares, and divide those rounds between the squares. Excess rounds scatter normally.
- **Burst Fire:** As per the rules above combined with the single target rules.

Exceptions – Automatic Shotguns: Automatic shotguns use the Shotguns skill; however, if you do not have an equal Assault Rifles skill, you take a -2 penalty to the attack roll.

Exceptions – High Rate-of-Fire Weapons: Some weapons are designated as “High RoF” weapons (generally any weapon exceeding 1,500 rpm). These follow the same rules as other automatic weapons; however, when determining how many rounds strike a target, double the actual number. The maximum attack bonus from HRoF weapons is +20. If unsupported, these weapons impose a -12 recoil penalty.

Manual Cock Weapons

For our purposes, “manual cock” weapons (no, this is not a technical term) refers to weapons like pump-action weapons, lever-action weapons, and bolt-action weapons that utilize ammo storage (as opposed to a bolt-action rifle that requires you to manually load each round – see Single-Shot Weapons below).

When using such a weapon, you can fire a number of shots per attack action equal to the better of 1 + (Dexterity bonus -1) or 1 per full 6 ranks in the applicable Weapons skill.

Each shot fired in the round takes a cumulative -1 attack roll penalty after the first shot – not firing for an attack resets the penalty to 0.

These rules assume you are attempting to maintain at least some measure of control over your fire. If you are simply firing wild, you double the number of bullets you fire, determine a random target in the area, and roll an unmodified die to determine hits.

Semi-Automatic Weapons

When using a semi-automatic weapon, you can fire a number of shots per attack action equal to the better of 1+ your Dexterity bonus or 1 per 5 full ranks in the applicable Weapons skill. For example, if you have a Dexterity of 16 (+3), you can fire four shots per attack (which means, if you have by some method, 3 attacks per round, you could conceivably fire 12 shots).

Each shot fired in the round takes a cumulative -1 attack roll penalty after the first shot – not firing for an attack resets the penalty to 0.

These rules assume you are attempting to maintain at least some measure of control over your fire. If you are simply firing wild, you double the number of bullets you fire, and you use the *area fire* rules above.

Exceptions: Even if you do not have a Dexterity bonus, you can attempt to fire multiple shots with an attack using techniques known as the *Double Tap* and *Triple Tap*. When you perform a double-, or triple-tap, you cannot move more than 5 ft. Make two (or three) attacks. When double tapping, the second shot is at a -1 penalty. When triple tapping, the first shot is without penalty, the second shot is at a -1 penalty, and the third is at a -2 penalty.

Yes, you can attempt multiple double- and triple taps if you are able to fire multiple shots in the round. When doing so, the penalties from the tapping method and the normal multiple shot penalties stack.

Single-Shot Weapons

Single-shot allow you to make, at best, one shot per attack that you have. I say at best, because in most cases, with a single shot weapon, you will have to take a certain amount of time to reload the weapon between shots.

INJURY AND DEATH

Characters have three types of hit points – general hit points, subdual hit points, and hit location points.

General hit points are like those found in the core rules. Subdual hit points measure the non-lethal damage you suffer. Hit location points represent the amount of damage a hit location can suffer before being destroyed.

General Hit Points

Characters begin play with a number of general hit points (referred to from here simply as “hit points”) equal to the average of their ability scores (minus Appearance), +10.

Disabled

Once your hit points reach a certain level, you are treated as disabled. To determine this level, take 0 hit points as your base. Use the average of your ability scores (minus Appearance) as an ability score to determine the modifier applied to this base 0.

If you have a bonus, use that number as negative hit points – you aren’t disabled until that is exceeded. For example, if you have a score of 16 (+3), you aren’t disabled until you hit -4 hit points.

If you have no modifier, you are disabled at 0 hit points.

If you have a penalty, you are disabled at a positive number equal to your penalty. For example, if your score is 6 (-2), then you are disabled at 2 or less hit points.

Except for the purposes of determining the disabled condition, a character cannot go into negative hit points.

While Disabled: As soon as you hit Disabled, make an open Will save. Compare the result to the following:

Save	Effect
1	Unconscious 1d6 hours
2 – 5	Stunned 2d10 rounds, then exhausted
6 – 10	Exhausted
11 – 15	Fatigued
16+	-1 penalty to checks for 1d6 hours

Any further hit point damage suffered is automatically applied to a hit location.

Regardless of your Disabled number, at 0 hit points, you automatically take a -1 penalty to all checks until healed to a positive number.

Subdual Hit Points

Characters have a number of subdual hit points equal to their hit points. Subdual damage follows the same rules for being Disabled as hit points, and penalties are cumulative. When you are Disabled from subdual damage, make a DC 15 Will save (each additional incident of subdual damage forces another save with a cumulative +1 DC). If this fails, you are knocked unconscious; roll a Fortitude save and compare to the following to determine how long you are unconscious:

Save	Unconscious
1	1d24 hours
2 – 3	1d12 hours
4 – 5	1d6 hours
6 – 10	1d20 minutes
11 – 15	1d100 rounds
16 – 20	1d10 rounds
21 – 25	1d6 rounds
26 – 30	1d3 rounds
31+	1 round

If you continue to take subdual damage while unconscious, you make an additional Fortitude save at each incident with a penalty equal to the just-dealt damage. Times are cumulative.

If you are reduced to your disabled number in subdual damage, additional damage is treated as lethal (at one-half the actual damage) and applied to hit locations.

Regardless of your Disabled number, at 0 subdual hit points, you automatically take a -1 penalty to all checks until healed to a positive number.

Hit locations

A creature's hit location hit points (with the base noted on the table below) are modified by the creature's size as follows:

Size	Multiplier
Fine	*0.1
Diminutive	*0.25
Tiny	*0.5
Small	*0.75
Medium	*1
Large	*1.5
Huge	*2
Gargantuan	*3
Colossal	*4

When you score a critical hit, roll 1d30 on the following table to determine the hit location struck (assuming a bipedal target):

1d30	Location (hit points)
1 – 4	Right leg (Constitution *2)
5 – 8	Left leg (Constitution *2)
9 – 25	Torso (Constitution *3)
26 – 27	Right arm (Constitution *1)
28 – 29	Left arm (Constitution *1)
30	Head (Constitution *1)
31+	Your choice

If you have a **tail**, a frontal attack that hits the lower leg will hit the tail 5% of the time; a rear attack that hits a leg will hit the tail 10% of the time.

If you have **wings**, a frontal attack that hits the arms or torso will hit a wing 5% of the time; a rear attack will hit the wings 15% of the time.

Modifiers:

- Apply your **Fighting modifier** to the hit location roll.
- If you have the **Precise Location** feat, you add +2 for every time you've taken the feat.
- Height Advantage:** In melee, for every Size Category larger than the target, you add +4 to the roll. If you have superior height in ranged combat, add +4 to the roll.
- Height Disadvantage:** In melee, for every Size Category smaller than the target, you subtract -4 from the roll. If you have the altitude disadvantage in ranged combat, you subtract -4 from the roll.
- Piercing Attacks:** Subtract -2 from the roll (minimum of +0).
- Ballistic Attacks:** Subtract -2 from the roll (minimum of +0).

Effects of Hit Location Wounds: Hit locations suffer different penalties based on the damage (wounded, 0 hit points, negative hit points, negative Constitution +1). Effects are noted as cumulative – this doesn't mean per each wound category, but rather, but limb.

Leg:

- Wounded:** -10% movement (cumulative with each leg), -1 penalty to melee attack rolls, and -1 Dexterity (cumulative with each leg).
- 0 HP:** -33% movement (cumulative with each leg; run is *3), -2 penalty to melee attack rolls, and -2 Dexterity (cumulative with each leg). These penalties supersede lesser penalties from other parts of the same leg.
- Negative HP:** -50% movement (cumulative with each leg; run is *2), -3 penalty to melee attack rolls, and -3 Dexterity (cumulative with each leg). These penalties supersede lesser penalties from other parts of the same leg.

- Negative Constitution +1:** Roll on the enhanced critical hit table.

Torso:

- Wounded:** -10% movement (cumulative), -1 penalty to melee attack rolls, and -1 Strength and Dexterity (cumulative).
- 0 HP:** -25% movement (cumulative), -1 penalty to melee attack rolls, and -2 Strength and Dexterity (cumulative).
- Negative HP:** -33% movement (cumulative), -2 penalty to melee attack rolls, and -4 Strength and Dexterity (cumulative). Additionally, you are automatically Disabled and must make a Fortitude save to determine how long until you die (see below).
- Negative Constitution +1:** Roll on the enhanced critical hit table.

Arm:

- Wounded:** -1 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects each part of the arm, and effects using both arms).
- 0 HP:** -2 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects using both arms, but not with other parts of the same arm – this supersedes other arm damage).
- Negative HP:** -4 penalty to attack rolls, Climb and Swim checks, and Strength checks (cumulative with effects using both arms, but not with other parts of the same arm – this supersedes other arm damage).
- Negative Constitution +1:** Roll on the enhanced critical hit table.

Head:

- Wounded:** -2 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 1% chance for blindness or deafness. There is a damage *5% chance you will develop a concussion.
- 0 HP:** -4 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 10% chance for blindness or deafness. Additionally, you are automatically Disabled, and must roll a Fortitude save as described under General Hit Points.
- Negative HP:** -6 penalty to all attack rolls, skill and ability score checks, Initiative checks, and Reflex saving throws. 10% chance for blindness or deafness. Additionally, you are automatically Disabled, and must make a Fortitude save to determine how long until you die, with a -4 penalty.
- Negative Constitution +1:** Roll on the enhanced critical hit table.

Dead/Dying

If your torso or head is reduced to negative Constitution +1 or worse, roll a Fortitude save and compare to the following:

Save	Dead In. . .
1	1 round
2 – 3	1d3 rounds
4 – 5	1d6 rounds
6 – 10	1d10 rounds
11 – 15	1d100 rounds
16 – 20	1d20 minutes
21 – 25	1d6 hours
26 – 30	1d12 hours
31+	1d24 hours

When you are dying, you must make another save against being Disabled, with a -5 penalty.

This assumes that you do not take any further damage while dying.

If you do take further damage, you will die when the above time is up, or the hit location is reduced to negative hit points exceeding your Constitution +1d20 (determined at the immediate time, i.e., this is not a fixed number).

When dying, stabilization requires medical attention. This requires a Treat Injury check. To determine the DC for this check, determine the difference between your negative Constitution and your current negative hit points, and add the result to 10. This check takes 3d12 rounds to perform. For example, if your Constitution score is 10, and you are at -18 hit points, the DC is ((18-10)+10) 18.

Successful stabilization allows you to roll another Fortitude save with a bonus equal to the treating character's rank in Treat Injury. Add the time generated from this save to the time generated by your initial saving throw to determine how long until you die. If sufficient, then further medical attention may save your life.

Once stable, any quick, violent, or strenuous action on your part carries a 50% chance of dealing an additional point of damage to the hit

location, and if this happens, you lose the extra time you gained from being stabilized. Others can attempt to re-stabilize you, but each such successive attempt incurs a -2 penalty to the Treat Injury checks.

Self-Stabilization

When you are dying, there is a slim chance your body may stabilize on its own. Every minute in which you perform no strenuous actions, roll 1d100. If this is equal to or less than your Constitution score, you have stabilized – roll another Fortitude save and add the result to the previous result to determine how long until you die.

Jump-Starting the Dead

With the proper tools and skills, it is sometimes possible to bring the dead back to life with quick action.

Roll a Treat Injury skill check. This takes a -8 penalty without the appropriate medical tools. The DC for the check is 40 – the victim's Constitution score +1 per 5 rounds dead. If the check fails, you can try again, with a -1 penalty (cumulative). Each such check takes one minute.

If the skill check is successful, the deceased rolls a Fortitude save (DC 20). Apply the following modifiers to the save:

- Every minute of death -2
- Doctor has the Surgery feat +2
- Field conditions -1
- Clinic +0
- Hospital +1
- Quality hospital +2
- Negative hit points: For every fraction of your Constitution score that your hit points are negative, apply a -2 penalty.

If the saving throw is successful, the subject is restored to his death's door, but he must be stabilized, naturally, either with Treat Injury, magic, psionics, or with some other method. There is a chance that the subject will suffer Intelligence (1-45) or Wisdom (46-90) or both (91-100) ability drain. The base chance of suffering ability drain and the amount suffered is based on the time spent dead as follows:

JUMP STARTING THE DEAD – BRAIN DAMAGE		
Time Dead (in rounds)	Chance	Amount
1 – 10	10% (1-10/1d%)	1
11 – 20	15%	1d2
21 – 30	20%	1d2
31 – 40	25%	1d3
41 – 50	30%	1d3
51 – 60	40%	1d4
61 – 70	50%	1d6
71 – 80	60%	1d8
81 – 90	70%	1d10
91 – 100	80%	1d12
101 – 110	90%	2d8
111+	99%	3d6

Critical Hits

Lethal Damage

Normally, you score a critical hit when you roll a certain natural number of the d20 (most often a natural 20), and then make a second attack roll that is merely successful. However, this standard system places the chance of a critical solely on the weapon (barring the Improved Critical feat), with little impact from the attacker's skill.

In an attempt to alleviate this deficiency, we're going to try a new system.

When you make an attack roll, if your final adjusted roll is better than (not equal to; *better than*) the target's Defense *2, then you've scored a critical hit that deals normal damage (i.e., roll damage normally) to a hit location.

If your attack roll is better than the target's Defense *3, you've scored a critical hit that deals damage rolled twice, plus a roll on the critical hit tables below. This is an *enhanced critical hit*.

For example, if the target has a Defense of 15, then a (15*2=30+1) 31 or better is a critical hit, while a (15*3=45+1) 46 is an enhanced critical hit.

You'll note that this also increases the value of catching target flat-footed or otherwise denied their Dexterity and dodge bonuses.

In most cases, when dealing with average Medium targets, this means you'll have to roll at least a 21 to score a critical. Since this won't always be the case, you'll need to remind me to check for critical hits since this rule puts the onus on the GM instead of the player.

NOTE: You do not deal any critical effects or damage if you don't penetrate the target's armor!

What If You Do Not Have General Hit Points?

If you do not have any current general hit points remaining, then all lethal

hits automatically strike a hit location and deal normal damage. In these cases, if you are hit with a critical hit, the attacker will roll damage twice. Enhanced critical hits function normally.

Subdual Damage

Most unarmed attacks deal subdual damage – damage that heals quickly, and typically does not cause lasting injuries. Unlike general hit points, Subdual damage ALWAYS strikes a hit location, and thus, DR in any given location can block the damage.

When you score a *critical hit* with a subdual damage attack, you deal your maximum subdual damage, plus a regular damage roll of lethal damage to the hit location. If you wish, you can make a DC 10 check with the same attack skill to negate the regular damage aspect of this critical hit.

When you score an *enhanced critical hit* with subdual damage, you deal maximum subdual damage, plus a normal roll of subdual damage, plus a normal roll of lethal damage to that hit location (DC 20 to negate the lethal aspect). Additionally, depending on the hit location, you have the following effects:

- **Head:** The target must make a Fortitude save with a DC equal to 15 + penetrating damage, with failure resulting in unconsciousness for 1d10 rounds (minutes on a critical failure).
- **Neck:** The target must make a Fortitude save with a DC of 10 + penetrating damage, with failure resulting in being stunned for 1d10 rounds (unconscious for 1d6 rounds on a critical failure).
- **Torso:** The target must make a Fortitude save with a DC 10 + penetrating damage or be stunned 1d6 rounds (1d12 on a critical failure).

What If You Do Not Have Subdual Hit Points?

If you do not have any subdual hit points remaining, then subdual attacks that hit deal lethal damage at one-half value to the hit location rolled. For critical hits, roll damage twice. For an enhanced critical hit, roll damage twice, and increase the DC of special location hits by +5.

Massive Damage (Lethal)

If a lethal hit location hit deals damage in excess of the target's Constitution score (modified by the Diehard feat) +5, the victim must make a Fortitude save with a DC equal to the damage; if this fails, he takes an effect from the applicable critical hit table. If an enhanced critical hit deals massive damage, the victim takes the normal result and must save to resist a second critical table roll.

If the saving throw is a critical failure, the hit location is automatically destroyed or severed as applicable.

Extra Massive Damage

If a lethal hit location hit deals damage in excess of the target's Constitution score +5 that also reduces the hit location to negative hit points exceeding his Constitution score +10, the hit location is automatically destroyed or severed as applicable.

For example, if the target has a Constitution score of 10, and takes a lethal hit to the head that reduces him, in a single blow, to (10+5+10+1) - 26 hit points, his head is severed or otherwise destroyed.

Massive Damage (Subdual)

If a subdual attack deals damage in excess of the target's Constitution score (modified by the Diehard feat) +5, the victim must make a Fortitude save with a DC equal to the damage; if this fails, he is stunned for 1d10 rounds (2d10 on a critical failure).

Extra Massive Damage

If a subdual hit deals damage in excess of the target's Constitution score +5 that also reduces the hit location to negative hit points exceeding his Constitution score +10, the victim is automatically knocked out for a length of time as determined by comparing a Fortitude save with a penalty equal to the damage on the Subdual Disabled table above.

Enhanced Critical Hit Tables

Entries marked with an ^S require surgery in order to endure proper healing. The other wounds can generally get by with non-surgical medical treatment.

Penalties from these effects stack with the normal penalties for damaged hit locations. In some cases, an effect may not be appropriate for the attack, in which case, the effect will shift up the table to the first appropriate entry. The penalties from these effects remain until the area is healed to 1+ hit points or better.

KO: When a creature takes this critical hit effect, he must make a Will save against the listed DC or fall unconscious for 1d10 minutes (1d6 hours on a critical failure). Even if the save is successful, the creature must save again every minute until unconscious or the pain of the wound is treated.

ENHANCED CRITICAL HIT – LEG			
1d30	Result	KO	Effects
1	Leg severed ^S	20	-8 Defense, -10 physical checks, -90% movement (no run), bleeding (1/5 th blood every 1d3 minutes)
2	Lower leg severed ^S	15	-8 Defense, -8 physical checks, -75% movement (no run), bleeding (1/5 th blood every 1d4 minutes)
3	Foot severed ^S	15	-6 Defense, -6 physical checks, -50% movement (no run), bleeding (1/5 th blood every 1d6 minutes)
4	Calf artery hit ^S	5	-4 Defense, bleeding (1/5 th blood every 1d8 minutes)
5	Femoral artery hit ^S	5	-4 Defense, bleeding (1/5 th blood every 1d8 minutes)
6	Foot shattered ^S	10	-4 Defense, -4 physical checks, -25% movement (no run), 5%/round of movement of +1 damage
7	Shin bone shattered ^S	10	-4 Defense, -6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
8	Knee shattered ^S	10	-4 Defense, -6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage; 1 Dex drain
9	Femur shattered ^S	10	-4 Defense, -6 physical checks, -50% movement (no run), 25%/round of movement of +1 damage
10	Hip shattered ^S	10	-4 Defense, -6 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
11 – 13	Foot broken	5	-2 Defense, -2 physical checks, -25% movement (no run), 2%/round of movement of +1 damage
14 – 16	Clean calf wound	5	-2 Defense, -1 physical checks, -25% movement (no run), 1%/round of movement of +1 damage
17 – 19	Shin broken	5	-2 Defense, -3 physical checks, -50% movement (no run), 5%/round of movement of +1 damage
20 - 24	Clean thigh wound	5	-2 Defense, -1 physical checks, -25% movement (no run), 1%/round of movement of +1 damage
25 – 26	Femur broken	5	-2 Defense, -3 physical checks, -50% movement (no run), 10%/round of movement of +1 damage
27 – 28	Hip chipped	5	-2 Defense, -2 physical checks, -50% movement (no run), 5%/round of movement of +1 damage
29 – 30	Hip broken ^S	5	-2 Defense, -3 physical checks, -50% movement (no run), 5%/round of movement of +1 damage

ENHANCED CRITICAL HIT – TORSO			
1D30	Result	KO	Effects
1	Heart destroyed	n/a	Dead
2	Spine severed	n/a	Dead
3	Upper spine hit ^S	25	Paralyzed (50% permanent) neck down until healed (positive), -10 physical checks
4	Lower spine hit ^S	25	Paralyzed (50% permanent) waist down until healed (positive), -10 physical checks
5	Groin removed ^S	20	-10 Defense, -15 physical checks, -90% movement (no run), 50%/round of movement of +1 damage
6	Heart hit ^S	40	-10 Defense, -15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, bleeding (1/5 th blood every 5d6 rounds), 8 Con damage
7 – 8	Lung punctured ^S	27	-10 Defense, -15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, drowning, 8 Con damage
9	Ribs shattered	21	-10 Defense, -10 physical checks, -80% movement (no run), 50%/round of movement of +1 damage, 50%/round of movement of puncturing lung
10	Multiple organs hit ^S	33	-10 Defense, -15 physical checks, -90% movement (no run), 75%/round of movement of +1d4 damage, bleeding (1/5 th blood every 1d2 minutes), death in 1d6 minutes (DC 20 Treat Injury to prevent, takes 1d6 minutes)
11	Liver ruptured ^S	10	-2 Defense, -4 physical checks, -25% movement, 50%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 1d3 minutes)
12	Stomach ruptured 1 ^S	20	-6 Defense, -8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or poisoned (1d4 Con / 1d4 Con), bleeding (1/5 th blood every 1d10 minutes)
13	Stomach ruptured 2 ^S	20	-6 Defense, -8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or poisoned (1d8 Con / 1d8 Con), bleeding (1/5 th blood every 1d10 minutes)
14	Intestinal hit ^S	20	-6 Defense, -8 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), DC 20 Fortitude save or poisoned (1d4 Con / 1d4 Con), bleeding (1/5 th blood every 1d10 minutes)
15	Liver hit ^S	10	-2 Defense, -2 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 1d8 minutes)
16 – 19	Clean groin hit ^S	20	-8 Defense, -8 physical checks, -75% movement (no run), 25%/round of movement of +1 damage, bleeding (1/5 th blood every 1d8 minutes)
20 – 25	Clean abdominal hit ^S	12	-2 Defense, -4 physical checks, -25% movement, 25%/round of movement of +1 damage (+1d6 if run), bleeding (1/5 th blood every 3d10 minutes)
26 – 29	Ribs hit	10	-4 Defense, -4 physical checks, -25% movement, 10%/round of +1 damage (+1d6 if run)
30	Collarbone broken	5	-1 Defense, -2 physical checks, 5%/round of +1 damage (+1d6 if used intensely)

ENHANCED CRITICAL HIT – ARM			
1D30	Result	KO	Effects
1	Arm severed ^S	20	-4 Defense, -6 physical checks, bleeding (1/5 th blood every 1d4 minutes)
2	Lower arm severed ^S	15	-3 Defense, -5 physical checks, bleeding (1/5 th blood every 1d6 minutes)
3	Hand severed ^S	15	-1 Defense, -2 physical checks, bleeding (1/5 th blood every 1d8 minutes)
4	Upper arm shattered ^S	15	-4 Defense, -4 physical checks, 5%/round of movement of +1 damage
5	Elbow shattered ^S	15	-3 Defense, -4 physical checks, 5%/round of movement of +1 damage
6	Forearm shattered ^S	15	-2 Defense, -4 physical checks, 5%/round of movement of +1 damage
7	Hand shattered ^S	10	-1 Defense, -2 physical checks, 5%/round of movement of +1 damage
8 – 9	Hand broken	5	-1 Defense, 2%/round of movement of +1 damage
10 – 13	Clean lower arm hit	5	-1 Defense, 1%/round of movement of +1 damage
14 – 16	Lower arm broken	5	-1 Defense, 2%/round of movement of +1 damage
17 – 20	Clean upper arm hit	5	-1 Defense, 1%/round of movement of +1 damage
21 – 23	Upper arm broken	5	-1 Defense, 2%/round of movement of +1 damage
24 – 27	Clean shoulder hit	5	-1 Defense, 1%/round of movement of +1 damage
28 – 30	Shoulder broken	5	-1 Defense, 2%/round of movement of +1 damage

ENHANCED CRITICAL HIT – HEAD

1D30	Result	KO	Effects
1	Decapitation	n/a	Dead
2	Top of head removed	40	Dead in 1d5 rounds
3	Eye ruined ^s	15	-1 Defense, -1 physical checks, blinded (permanent)
4	Ear removed ^s	15	-1 Defense, -1 physical checks, deafened (permanent)
5	Massive neck hit ^s	15	-2 Defense, -2 physical checks, impaired breathing (1/4 Con for endurance), slashing/piercing = bleeding (1/5 th blood every 1d4 minutes)
6	Larynx ruined ^s	5	-2 Defense, -2 physical checks, impaired breathing (1/4 Con for endurance), permanently mute
7	Massive face hit ^s	25	-4 Defense, -4 physical checks, -1d6 Appearance permanent, bleeding (1/5 th blood every 1d10 minutes)
8	Nose removed ^s	20	-2 Defense, -2 physical checks, blinded 1d10 rounds, bleeding (1/5 th blood every 1d10 minutes)
9 – 10	Eye damaged	10	-1 Defense, -1 physical checks, blinded
11 – 12	Ear damaged	10	-1 Defense, -1 physical checks, deafened
13	Temple hit	30	Stunned 1d10 minutes, damage *10% concussion
14 – 16	Jaw shattered ^s	15	Stunned 1d10 rounds
17 – 18	Larynx hit	5	-2 Defense, -2 physical checks, impaired breathing (1/4 Con for endurance), mute
19 – 21	Neck hit	5	-1 Defense, -1 physical checks, impaired breathing (1/4 Con for endurance), slashing/piercing = bleeding (1/5 th blood every 3d6 minutes)
22 – 24	Mouth hit	10	Stunned 1d10 rounds, mute
25 – 27	Forehead hit	15	Stunned 1d4 minutes, damage *5% concussion
28 – 30	Nose hit	5	Stunned 1d10 rounds, blinded 1d4 rounds

RECOVERY AND HEALING

Hit Points: You recover a number of general hit points per hour of rest or light activity that is equal to your Hit Point score.

Subdual Hit Points: Subdual hit points recover at a rate of Constitution score per day of rest or light activity. Successful first aid provides a bonus to this number equal to the Treat Injury check result -15.

Hit Location Hit Points: The following rules rely heavily on Fortitude saving throws. When applicable, complete bed rest provides a +2 bonus to these saving throws.

If the hit location is wounded, but with 0+ hit points, you heal 1 + Constitution bonus hit point per location per day.

A hit location at 0 or fewer hit points takes much longer to recover. Every week (in some settings, every day, or other block of time), you must roll a DC 20 Fortitude save. If successful, you heal a number of hit points equal to 1 + Constitution bonus in all hit areas. Several factors can affect this saving throw:

- **Field conditions** -2
- **Clinic** +0
- **Hospital** +1
- **Quality hospital** +2
- **Long-Term Care:** If you are being tended to with long-term care, the doctor rolls a DC 15 Treat Injury check. If successful, you add a bonus to your Fortitude save equal to the amount by which the doctor beat the DC, to a maximum equal to his Treat Injury ranks. The doctor must tend to you for at least 4 hours every day.

If the saving throw is a critical failure, roll 1d100. If the roll is 01 – 25, your wounds have become infected.

* Some critical damage requires surgery to begin proper healing. If you haven't had surgery, you still roll the saving throw (versus DC 25) and if successful, will heal normally.

If you do not receive surgical attention and begin healing, and have bone damage, then once the affected area reaches the positive hit points, it is assumed your bones have mended. Unfortunately, there is a 90% chance they mended improperly, and you will permanently suffer the penalties associated with being wounded in that location.

At a future time, the bones can be re-broken medically (DC 15 Treat Injury, reduces to negative hit points – the halfway mark), and surgically re-set, so that healing removes the penalties.

Ability Damage: Recovering from ability damage (unless the rate is specifically noted) follows the same procedure for healing hit location hit points, except the Fortitude DC is 25 (apply the same modifiers), and a point is healed in all ability scores.

If the saving throw is a critical failure, roll 1d100. On a 01 – 10, one point of the ability damage becomes ability drain.

GENERAL MISC RULES

Breathing

Suffocation and Drowning

A character that has no air to breathe can hold her breath for 1 round per point of Constitution. After this, the character must make a DC 10 Endurance check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous

success.

When the character fails one of these Constitution checks, she begins to suffocate. For the next round, she acts as if fatigued.

On the second round, she falls unconscious.

1d3 rounds later, she dies (although complete brain death may not occur for 5 or 6 minutes).

This assumes a near-complete lack of O₂ and reduced movement. Activity will reduce the amount of safe time.

Slow Suffocation

A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. A character takes twice as much air for each size category larger than Medium, or half as much air for each size category it is below Medium. A sleeping or unconscious character consumes air at one-half this rate. A torch or similarly sized fire is counted as a Medium character.

Strangulation

You can strangle or choke any target up to one size category larger than you are. (For example, a Medium-size character can strangle any Large or smaller creature.)

When grappling an opponent, you can choose to strangle him in addition to damaging him (assuming a proper hold). With a successful opposed grapple check, you prevent the opponent from breathing for one round. If you get more than one attack per round, you need to succeed on only one of them to prevent your opponent from breathing. (That is, if you fail one attempt but succeed on a second, the strangle is maintained.)

The target can hold his breath for a number of rounds equal to his Constitution score. After that period, he must make a DC (10 + your grapple check) Endurance check at the beginning of his next turn. He must continue making an Endurance check each round for as long as the strangle is maintained, but the DC of the check increases by +1 each round after the first.

When the opponent fails one of these checks, he begins to suffocate (see above).

While still conscious, the target can attempt to break the strangle as if escaping from a pin. If the target breaks the strangle, he can breathe again. Any accumulated increases to the Endurance check DC are negated and do not apply to future attempts to strangle the target.

If the target is both pinned and being strangled, he must escape from the pin before he can attempt to break the strangle.

If a character is strangled by something other than an attack (such as being hung by a noose), he suffocates.

Conditions

The following conditions are currently in use:

A Note: Many of the entries below state a condition lasts "until healed". If that entry is marked with a Dagger (†), then "until healed" doesn't mean until the hit point damage is healed, it means until the additional physical stress is healed, which, even with early 21st Century science may be impossible, rendering many conditions permanent in many situations.

Agitation: Angry, fidgety, jumpy, unfocused; [-3 skill check penalty, -2 Charisma.]

Albinism: Severe paleness, pinkish hue to eyes; [treat as Mild Allergy (sunlight).]

Anti-Coagulation: Severe, non-stop bleeding; *[at the end of every round after taking hit location damage, roll a DC 15 Fortitude save, with a -1 penalty per hit location wound. If this fails, take an additional point of damage in that area (*2 on a critical failure). For the duration, only a DC 30 Treat Injury check or other means of healing will stop the blood loss.]*

Anxiety: Fear, apprehension; [-2 morale penalty to skill checks, Will saves, -1 Charisma.]

Bleeding: The character is suffering from blood loss, either bleeding out, or suffering internal bleeding. The average adult human male has approximately 5 quarts of blood. Use the following as a guideline for the effects of blood loss;

- **10%** -1 to skill checks for 1d4 days, -1 Constitution for endurance purposes for 2d4 weeks.
- **20%:** -2 to skill checks for 1d4 days, -2 Constitution for endurance purposes for 4d4 weeks.
- **30%:** -2 to skill checks for 1d5 days, -2 Constitution for endurance purposes for 8d4 weeks. Note that at this point, medical attention is necessary (including blood transfusions). Otherwise, you will die in 10d10 minutes. Initial recovery takes 3d4 days.
- **40 - 99%:** Shock. Death in 10d10 minutes barring aggressive life-saving measures and massive blood transfusions. Initial recovery takes 3d10+10 days.
- **100%:** Dead. You've been exsanguinated.

Actual bleeding rates vary.

Blindness†: Negated functioning of the eyes or other visual organs; *[You cannot see. You take a -2 penalty to Defense, lose dodge Defense bonuses (if any), move at half speed, and take a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail.]*

All opponents are considered to have total concealment (50% miss chance) against you. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.]

Blister: Blisters. If covered (at least 40%), take: [-2 skill checks, -1 Appearance.]

Blown Away: Moved away by intense winds; *[Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 *10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 *10 feet and takes 2d6 points of subdual damage due to battering and buffering.]*

Blurred Vision: Difficulty focusing vision; *[targets are 50% concealed, lose Dex Defense bonus (but not Base Defense bonus), reduce save speed by 25%, -1 to Strength- and Dexterity-based checks, attackers gains +1 attack bonus.]*

Body Aches: Dull, steady, cramping pain in muscles and joints; [-1 Dexterity, -2 penalty to Strength- and Dexterity-based checks.]

Brain Damage†: Physical damage to the tissues of the brain;

- **Mild brain damage** imposes a -1 Intelligence until healed.
- **Brain damage** impose a -2 Intelligence and -1 Wisdom, and the victim suffers Memory Loss until healed.
- **Severe brain damage** imposes a -1d4+1 Intelligence and -2 Wisdom, and the victim is Confused until healed.
- **Extreme brain damage** imposes a -1d6+2 Intelligence and -1d4+1 Wisdom, plus the victim is Confused and suffers Vertigo until healed.

Cardiac Arrest: Impaired functioning of the heart; *[When you suffer from cardiac arrest, you make a DC 15 Fortitude save. If successful, you remain conscious but can take only minor actions (such as trying to crawl or grab a phone). If the save fails, you fall unconscious (critical failure means immediate death).]*

After 1d10 minutes, make a DC 15 Fortitude save every minute. If this fails, you stop breathing (critical failure means death). Successful CPR (DC 15 Treat Injury) can restart your breathing, giving you another 1d10 minutes before saving again. Defibrillation within the first 10 minutes can provide you with another 1d10 minutes. Each of these methods can only be used successfully once or twice. After this, you'll need serious medical attention (DC 20 Treat Injury, 95% chance of requiring surgery) that takes 1d20 minutes. Afterwards, assuming you survive, you'll be incapacitated for 3d4 days (longer if surgery was required).

During the first 24 hours after the attack, make a DC 15 Fortitude save again every hour or suffer another attack. Three consecutive successful saves negates this chance. A myocardial infarction often precedes true cardiac arrest. 75% of the time, this cause pain in the chest and arm, along with fatigue (and DC 15 Fortitude save or nausea) for 1d10 minutes. Similar treatment is required. If you've suffered a cardiac arrest, make a note of it. Every time you've suffered such an attack, you take a cumulative -1 penalty on future saving throws to resist the attack.]

Checked: Prevented from achieving forward motion by an applied force, such as wind; *[Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.]*

Chills: Sensation of being cold, along with shivering; [-1 penalty to Dexterity-based checks.]

Coma†: State of severe unconsciousness, with a total lack of awareness; *[treat as Helpless until the victim comes out of the coma.]*

Concussion: An injury to the brain; *[This condition persists for 2d24 days, after which it will heal naturally. A character with a concussion will often appear perfectly fine, but will occasionally suffer Dizziness, see spots, and in rare cases may even believe he is somewhere else (Hallucinations), or become extremely confused (Confused).]*

A character with this condition can only use half his ranks in any skill. A character that succeeds at a DC 20 Will save may make a skill check with his full number of skill ranks, but the character must make this save again each time he makes a skill check as long as this condition persists.]

Confusion: Random, unpredictable behavior and speech; *[A confused character's actions are determined by rolling d% at the beginning of his turn:*

- **01 - 10:** attack nearest being with melee or ranged weapons (or close with nearest being if attacking is not possible)
- **11 - 20:** act normally
- **21 - 50:** do nothing but babble incoherently
- **51 - 70:** flee away from nearest being at top possible speed
- **71 - 100:** attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't 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 attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does 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.)

Convulsions/Seizures: Uncontrolled fit of involuntary muscular contractions; *[treat as Helpless.]*

Cough: Severe smoker-like cough; [-4 penalty to checks requiring stealth or speech, no abilities requiring verbal ability.]

Cowering: Intense fear; *[The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Defense and loses her dodge bonuses (if any).]*

Cramps: Sudden, involuntary, painful muscular contraction; *[each cramp typically lasts 1d6 rounds, treat as Checked.]*

Dazed: Momentarily stunned; *[The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to Defense. A dazed condition typically lasts 1 round.]*

Dazzled: Overstimulation of the eyes; *[A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.]*

Deafness†: Impaired functioning of the hearing organs; *[She takes a -4 penalty on Initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.]*

Dehydration: Excessive loss of fluids from the body; *[standard dehydration effects.]*

Diarrhea: Excessive and frequent evacuation of watery feces; *[when it strikes, you have 1d4 rounds to get to the toilet.]*

Discoloration: A common symptom causing a change in skin color; *[no mechanical effects.]*

Difficulty Speaking: Terrible difficulty getting words to properly form; *[no skills or abilities requiring verbal skills.]*

Dizziness: Whirring or spinning sensation with a tendency to fall down; *[treat as Staggered, plus if attempting any physical task more difficult than walking, make a DC 18 Reflex save or fall prone.]*

Drooling: Excessive saliva production and run-off; [-1 Charisma, -2 Appearance.]

Drowsiness: Dull, sluggish behavior, difficulty focusing; [-1 penalty to Strength- and Dexterity-based checks, prolonged activity causes Fatigued condition, anything causing the Fatigued condition instead causes Exhaustion.]

Entangled: Ensnared or otherwise having movement impeded; *[Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's power rank) or lose the spell.]*

Euphoria: Feeling of great happiness or well-being, rarely hostile even in situations of danger; *[treat as Confused, except if attacked,*

simply wanders away.]

Exhaustion: Loss of endurance; [An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.]

Fainting: Abrupt and brief loss of consciousness; [each fainting spell lasts 1d8+2 rounds, on the 1st round, treat as Staggered, on the 2nd round, Unconscious, on the last round, awakens but treated as Staggered.]

Fascinated: Entranced by a supernatural, spell, or other effect; [The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks.]

Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.]

Fatigue: Loss of endurance; [A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.]

Fever: Abnormal body temperature; [no mechanical effects.]

Flat-Footed: Unable to react to situations normally; [A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his dodge Defense bonuses (if any) and cannot make attacks of opportunity.]

Flatulence: Frequent and noisy expulsion of intestinal gases; [-4 penalty to stealth-based skill checks, -2 Charisma in certain situations.]

Frightened: Intense fear; [A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.]

Frothing: Churning saliva-based mouth foam; [-1 Charisma, -2 Appearance.]

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers; [A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his dodge Defense bonuses (if any) against opponents he isn't grappling.]

Hair Loss: Visible loss of clumps of hair; [-2 Appearance.]

Hallucinations: False sensory impressions; [roll on the following to determine the effects. The penalties are for relatively mild hallucinatory effects. More powerful effects may increase the relevant penalties, or even act as full-blown illusions.]

- **01 - 15:** Visual hallucinations, imposing a -2 penalty to Concentration, Search, Spot, and other visual checks, and a -1 penalty to all other skill checks.
- **16 - 30:** Aural hallucinations, imposing a -2 penalty to Concentration, Listen, and other hearing-based checks, and a -1 penalty to all other skill checks.
- **31 - 35:** Tactile hallucinations, imposing a -4 penalty to Concentration, and a -2 penalty to checks involving your sense of touch, and a -1 penalty to all other skill checks.
- **36 - 65:** Visual and aural hallucinations, combining penalties.
- **66 - 70:** Visual and tactile hallucinations, combining penalties.
- **71 - 75:** Aural and tactile hallucinations, combining penalties.
- **76 - 100:** Visual, aural, and tactile hallucinations, combining penalties.

Hasted: Speed increased; [A hasted creature gains a +2 dodge bonus to Defense and Reflex saves, +1 action per round, and doubles his base speed.]

Headache: Localized pain in the head; [-4 penalty to checks requiring concentration.]

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy; [A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets.]

Incoordination: Lack of control over normal muscular movement; [-4 Dexterity, -4 to Strength- and Dexterity-based checks.]

Incorporeal: Having no physical body; [Incorporeal creatures are immune to all non-magical attack forms. They can be harmed only

by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.]

Inflammation: Area of redness, minor swelling, and typically, light pain; [-1 penalty to checks requiring the affected area.]

Insomnia: Inability to sleep properly; [when going to sleep, roll a DC 20 Fortitude save. If successful, you gain a night's sleep by adding an hour to your requirement. Failure means you did not get enough sleep, and are treated as Fatigued until you do. Severe insomnia has a greater DC, and success causes Fatigue after sleeping, with failure resulting in an inability to sleep.]

Intoxication: Drunk, or drunken-like condition; [effects vary with level of intoxication.]

- **Mild intoxication** imposes a -1 penalty to Fighting- and Dexterity-based checks, but provides a +1 bonus to Charisma-based checks.
- **Moderate intoxication** imposes a -2 penalty to Fighting- and Dexterity-based checks, and a -1 penalty to Intelligence- and Wisdom-based checks. There is a 25% chance that for the duration of intoxication, your Aggression increases by +1.
- **Heavy intoxication** imposes a -4 penalty to Fighting- and Dexterity-based checks, and a -2 penalty to Intelligence- and Wisdom-based checks. There is a 50% chance that for the duration of intoxication, your Aggression increases by +1.
- **Severe intoxication** imposes a -8 penalty to Fighting- and Dexterity-based checks, and a -4 penalty to Intelligence- and Wisdom-based checks. There is a 75% chance that for the duration of intoxication, your Aggression increases by +1.
- **Dangerous intoxication** imposes a -12 penalty to Fighting- and Dexterity-based checks, and a -8 penalty to Intelligence- and Wisdom-based checks. There is a 75% chance that for the duration of intoxication, your Aggression increases by +1. Additionally, every hour, make a DC 20 Fortitude save or black out for 1d12 hours. Make a second DC 10 Fortitude save. If this fails, you will suffer alcohol poisoning (-1d4 Constitution, -1d6 Constitution spread over a period of 30 minutes).

Invisible: Visually undetectable; [An invisible creature gains a +2 bonus on attack rolls against opponents, and ignores its opponents' dodge bonuses to Defense (if any).]

Irritation: Sensation of soreness or tenderness of the skin or other tissues; [no mechanical effects.]

Itchiness: Constant itching sensation, making concentration difficult; [-1 penalty to checks requiring concentration.]

Jaundice: Yellowish coloration of the skin and whites of the eyes caused by buildup of bile salts; [no mechanical effects.]

Kidney Damage: Impaired functioning of the kidneys;

- **Mild kidney damage** imposes a -2 Constitution until healed.
- **Kidney damage** imposes a -1 Strength and -3 Constitution damage and the victim is Shaken until healed.
- **Severe kidney damage** imposes a -2 Strength and -1d6+1 Constitution, and the victim is Fatigued until healed.
- **Extreme kidney damage** imposes a -1d6+1 Strength and -2d4+2 Constitution and the victim is Disabled until healed.

Knocked Down: Made prone; [Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 *10 feet.]

Labored Breathing: Difficulty breathing, loudly sucking air with great effort; [treat as Staggered, -4 penalty to stealth-based skills and abilities requiring verbal ability.]

Laryngitis: Inability to speak; [no skills or abilities requiring vocals.]

Liver Damage: Impaired functioning of the liver;

- **Mild liver damage** imposes a -2 Constitution until healed.
- **Liver damage** imposes a -2 Constitution and the victim suffers nausea until healed.
- **Severe liver damage** imposes a -3 Constitution, and the victim suffers Fatigue and Nausea until healed.
- **Extreme liver damage** imposes a -1 Strength, -4 Constitution, and the victim suffers Exhaustion and Nausea until healed.

Localized Pain: Sharp and steady pain limited to a specific body part; [make a DC 15 Fortitude save (every 1d6 rounds) or act as if Entangled until the pain subsides.]

Lung Damage: Impaired functioning of the lungs;

- **Mild lung damage** imposes a -1 Constitution, and the victim is Fatigued until healed.

- **Lung damage** imposes a -2 Constitution and the victim is *Fatigued* until healed.
- **Severe lung damage** imposes a -4 Constitution and the victim is *Exhausted* until healed.
- **Extreme lung damage** imposes a -8 Constitution and the victim is *Exhausted* until healed.

Memory Loss: Partial or total loss of memory; [performing a mental task requires a DC 15 Will save per task until memory returns.]

Mental Exhaustion: Emotionally and mentally exhausted; [The character suffers a -6 penalty to Strength and Dexterity, moves at half speed, and cannot charge or run. What makes this condition different from normal exhaustion is that it is caused by mental and emotional stress, rather than physical exertion.]

One hour of rest, free from stress or combat, will "heal" mental exhaustion, leaving a character mentally fatigued. If a character suffering from mental exhaustion performs another activity that causes mental fatigue, the character may suffer mental paralysis, become panicked, or even suffer a mental breakdown.]

Mental Fatigue: Emotionally or mentally drained; [The character suffers a -2 penalty to Strength and Dexterity as normal for Fatigue. What makes this condition different is that it is caused by stress, rather than physical exertion. One hour of rest, free from stress or combat, will "heal" mental fatigue. If a character suffering from mental fatigue performs another activity that causes mental fatigue, the character may suffer mental exhaustion.]

Mental Paralysis: Inability to move stemming from a non-physiological cause; [A character suffering from mental paralysis either stands stock still, staring around him, or simply sits down on the ground, ignoring what is going on around him. If attacked, the character may make a DC 15 Will Save to become mentally exhausted again. If the character fails this save, the character will suffer a Mental Breakdown. A character suffering from mental paralysis has an effective Strength and Dexterity of 0, and is helpless.]

One day of rest, free from stress or combat will "heal" mental paralysis, leaving the character mentally exhausted. What makes this condition different from normal Paralysis is that this condition is caused by extreme stress and mental duress.]

Nausea/Vomiting: Sick feeling accompanied by an urge to vomit; [Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn. If, while nauseous, a Fortitude save critically fails (the save can be forced by any number of actions), you vomit for 1d4 rounds, acting as Stunned, plus adjacent intelligent creatures must make DC 12 Fortitude saves or vomit.]

Nerve Damage†: Impaired functioning of the nervous system;

- **Mild nerve damage** imposes a -1 Dexterity until healed.
- **Nerve damage** imposes a -2 Dexterity, and the victim is *Shaken* until healed.
- **Severe nerve damage** imposes a -4 Dexterity and the victim is treated as *Entangled* until healed.
- **Extreme nerve damage** imposes a -1 Strength, -1d6+2 Dexterity, and the victim is *Stunned* until healed.

Nosebleed: Bleeding from the nose; [treat as *Shaken* unless you succeed on a DC 10 Will save.]

Numbness: Inability to feel physical sensations; [-2 penalty to all Strength- and Dexterity-based checks.]

Pain: Unpleasant physical sensation; [penalty ranging from -1 to -8 to all skill checks and Reflex saves.]

Panicked: Body-freezing fear; [A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks.]

If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.]

Paralyzed: Physiologically unable to move part or all of the body; [A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.]

Petrified: A petrified character has been turned to stone and is considered unconscious; [If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it

returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.]

Pinned: Held immobile (but not helpless) in a grapple.

Post-Traumatic Stress: PTS is an illness that affects those who have been exposed to extreme stress, especially those who have suffered extreme stress over a long period of time, such as war veterans, prisoners of war, or concentration camp survivors; [Characters with this illness may suffer nightmares (rendering the character fatigued), or even flashbacks. These conditions cause a 5% chance that the character is *Fatigued* on any given day. Should a character suffering this condition be placed under extreme stress again, the character must make a DC 20 Will Save or immediately suffer mental exhaustion.]

Prone: The character is on the ground; [An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity; however, you can stand up as a full-round action in such a way that doesn't provoke.]

Rapid Pulse: Abnormally fast heart beat; [no mechanical effects.]

Rash: Large, ugly patches of dermal inflammation; [if visible, -1 Appearance.]

Reduced Healing: Impaired functioning of the body's ability to repair itself; [reduce healing rates by 25%.]

Shaken: Frightened; [A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.]

Shock: Typically hypovolemic due to blood loss; [victims act as if suffering Nausea, and are Stunned. Blood loss of more than 40% also causes cardiogenic shock. In addition to the penalties of hypovolemic shock, you are treated as *Fatigued* and *Shaken*. In all cases, one of the first treatments should be the use of oxygen. Treating shock is a DC 20 Treat Injury check that takes 3d6 minutes at least. This still results in incapacitation for 2d8 days. If the condition is not treated, it can become fatal, leading to a cardiac arrest.]

Sickened: Ill; [The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.]

Slowed: Movement and speed impaired; [A slowed creature takes a -2 penalty to Defense and Reflex saves, has his base speed halved, and can take either a single action or a single movement per round.]

Sore Throat: Inflamed, raw red throat; [-4 penalty to checks requiring speech, no abilities requiring verbal ability.]

Spine Damage†: Impaired functioning of the spinal column;

- **Mild spine damage** imposes a -2 Dexterity plus *Localized Pain* until healed.
- **Spine damage** imposes a -1 Strength and -4 Dexterity, plus the victim is *Staggered* until healed.
- **Severe spine damage** imposes a -3 Strength and -8 Dexterity plus the creature is paralyzed below the point of injury until healed.
- **Extreme spine damage** imposes a -4 Strength and a -10 Dexterity until healed, plus permanent paralysis below the point of injury.

Stroke†: Blockage or rupture of blood vessel in the brain; [victims suffer a -4 penalty to tasks requiring the use of one side of the body (determined randomly when the stroke occurs). Additionally, there is a 50% chance you will have an additional area affected (roll 1d3):]

- **Brainstem:** -2 penalty to Balance, Endurance, Listen, Search, and Spot checks.
- **Cerebral cortex:** -2 penalty to Dexterity and Strength, -2 penalty to Balance, Concentration, and Intelligence- and Wisdom-based checks, with a 50% chance for the inability to speak.
- **Cerebellum:** -6 penalty to Dexterity, movement greater than half speed requires a DC 15 Balance check to avoid falling down.

Stunned: Rendered incapable of action; [A stunned creature drops everything held, can't take actions, takes a -2 penalty to Defense, and loses his dodge Defense bonuses (if any).]

Sweating: Excessive sweating, regardless of temperature; [no mechanical effects.]

Swelling: Hard, painful lump in a particular area; [effects can be none, or a -1 penalty to Strength- and Dexterity-based checks, depending on location.]

Thirst: Excessive need for drink; [requires at least 8 oz. water per hour or suffer dehydration.]

Thousand-Yard Stare: This mental illness has rendered the character so numb that he is actually *better* suited to stressful situations, including combat; [The character gains +2 to attack and damage rolls in combat; however, out of combat, the character suffers a -4 to all skill checks except Spot and Listen. This mental illness can only be removed through long-term therapy as described under the Mental Breakdown new condition.]

Unconscious: Knocked out and helpless.

Vertigo: Negated or skewed sense of balance; [-4 Dexterity, -8 penalty to physical skill checks, DC 15 Reflex save per round of any

movement or fall prone.]

Vessel Damage: Damage to the body's ability to deliver blood; [any physical exertion, especially anything requiring an Endurance check, forces a DC 20 Fortitude save or the victim passes out for 1d6 rounds.]

Watery Eyes: Excessive production of tears; [targets are 50% concealed, lose Dex Defense bonus (but not Base Defense bonus), reduce safe peed by 25%, -1 to Strength- and Dexterity-based checks, attackers gains +1 attack bonus.]

Weakness: Inability to perform physical actions to due muscular weakness; [treat as Exhausted.]

Wheezing: Loud, raspy, whistling difficult breathing; [treat as Staggered, -4 penalty to stealth-based skills and abilities requiring verbal ability.]

Contacts

Contacts are people and organizations you know who can help you with information, materials, and other aid. Contacts have two ratings – Connection and Loyalty (and the ratings are always in this order). Each rating has from 1 to 20 levels.

Are You There?

Contrary to popular belief, in the game world, contacts are people with lives and businesses and such – they do not sit by the phone, anxiously awaiting the next call from you demanding something from them.

To determine if a contact is available, one of the things you decide when you select the contact is Day or Night? Then, when you actually go to reach him, roll 1d20 + Loyalty rating. The DC for this check is 10 + Connection rating. If the contact is a Day contact and you call at night, you take a -4 penalty, and vice versa.

These numbers assume the contact is local, dwelling in the same city. If the contact lives in the same state/province, but not in your city, you take a -2 penalty.

If he lives in the same country, but outside your state, you take a -4 penalty.

If he lives on the same continent, but outside your country, you take a -6 penalty.

If he lives on a different continent, you take a -8 penalty.

Contacts and Reputation

When dealing with a contact, you may make a normal DC 25 Reputation check to gain the appropriate skill bonuses.

Groups as Contacts

In addition to selecting an individual as a contact, you can select a group as a contact. When you take a group as a contact, you calculate the Loyalty cost normally. However, the Connection rating is modified. First, determine the base Connection rating and note it. Then apply the following modifiers to the cost:

Membership	Cost
2 – 20	+2
21 – 100	+4
101 – 1,000	+8
1,001+	+12

Area of Influence	Cost
Neighborhood/district	+2
Citywide	+4
National	+8
Global	+12

Once you've determined the modified cost, you note the Connection rating as Base (Modified).

For example, let's say you're taking a local police precinct as a contact with a base Connection of 6, 21 – 100 members (+4), and Neighborhood wide influence (+2), and a Loyalty of 5. You'll note the contact as 6 (12)/5.

Group contacts provide a greater range on information and resource gathering, but, as always, the more people in the know, the more likely word is to leak.

General Information

When you go to contact for information, the first thing that must be determined is if the contact already knows the information. This is covered by the contact's skill rolls. If the contact knows the information, proceed to the next step. If the contact doesn't know the information, he must ask around. Make the appropriate skill checks for the contact, with a bonus equal to his Connection rating. This typically takes 60 minutes. For every 5 points by which the contact beats the required DC, reduce the time by 10 minutes.

If the information falls under the contact's field, he gains a +2 bonus. If the contact is a Fixer or Mr. Johnson, he receives a +2 bonus.

Once the contact has the information, you must convince him to provide it. This requires an open-ended Diplomacy check. You receive a bonus to this check equal to the contact's Loyalty rating.

CONTACT INFORMATION TABLE		
Result	Information	Sample question
1-5	General information	Did you hear that Dunkelzahn died?
6-10	More details	What do your sources say about Big D's remains?
11-20	Even more details	What's the connection between the Yaks and the security on Inauguration night?
21-30	Specific items	Can you get me the name of Nadja Daviar's personal shopper?
31-35	Info not on streets	What is "Project Ragnarok"?
36+	Info beyond street	What does the phrase 'techno-magical elf cabal' bring to mind in reference to our late president?

Ear to the Ground

You may ask a contact to keep his ear to the ground and report any information concerning your inquiry. This requires a Diplomacy skill check with a -2 penalty (+ Loyalty rating). If successful, the contact will generally report in 2d6 hours.

Rushing a Contact

If you wish to rush a meeting with a contact, roll a separate DC 15 Diplomacy skill check (again, add the contact's Loyalty rating as a bonus). If the contact has been rushed, the Diplomacy skill check to get information from him suffers a -2 penalty.

Payment

Many contacts expect to be reimbursed for aid provided. A rough guideline for this is ((contact's Intelligence modifier x contact's Charisma modifier) – (Loyalty rating x 5) x 50). Subtract 10% per 5 points over the Diplomacy DC that you rolled. Compare this result to Table 7-1: Purchase DCs on p. 204 of *d20 Modern Roleplaying Game*.

Networking

You can use a contact to arrange meetings with other characters. This is networking. When you ask a contact to network you, first, the GM must determine if the attempt will pose a risk to the contact. Risky networking may require you to make a Diplomacy check (add Loyalty as a bonus) with the DC based on how dangerous the contact perceives the attempt to be.

If the contact agrees, he must make the appropriate skill checks, with a bonus equal to his Connection rating. His DCs are based on the importance of the individual to be met, and the relationship between that individual, the contact, and you. If successful, the contact has arranged a meeting. This will typically occur in 4d6 hours.

If the contact cannot arrange a meeting with the desired individual, he may still be able to arrange contact with an intermediary.

fencing

This is similar to networking, except instead of arranging a meeting, the contact is working to find a buyer for goods or information you possess. The procedure is essentially the same as with networking, except you may aid the contact's chances of success by lowering your asking price. You must let him know this before he makes his checks. In addition, contacts typically charge a "finder's fee" in such situations (typically 10% to 30% of the selling price).

favours

Favors come in two basic types – *business services* and *personal assistance*.

Business services covers things you can go to complete strangers for, such as vehicle repair, or doctor services. Typically, you use a contact for these only when you want the deal to remain under the table. Typically, such services have the standard costs, although you may receive a Loyalty discount.

Personal assistance covers things that aren't normally available though cash alone. Use the Favor Rating Table as a rough guide. A contact will usually provide a favor that has a rating less than his Loyalty rating. For greater favors, you may be required to make Diplomacy checks (as per General Information), and will owe the contact equal favors for the future.

Maintaining Contacts

Contacts do not exist in a void until you call on them. Contacts must be kept happy. This is called *Contact Upkeep*. This consists of two parts.

1. **Role-playing:** Generally, you must maintain some level of contact with the contact. Occasionally buy him a cup of soykaf or slide him a loan.
2. **Payment:** In addition to general good treatment, you must also pay for your contacts. This includes money spent on dinners, tips, hard info, etc. This cost is paid every year. The Purchase DC for this upkeep is equal to 20 – Loyalty rating + Connection rating.

Should you fail to pay the upkeep cost, or, in the opinion of the Game Master, fail to live up to the role-playing aspect, you suffer a -4 circumstance penalty to all rolls dealing with the contact for every time you

fail to maintain upkeep or contact.

CONNECTION RATING TABLE

Rating	Description
1 – 5	Knows very few people and has practically no social influence. Many are useful only for their Knowledge skills. Examples: squatter, manual laborer, academic graduate assistant.
6 – 10	Knows some people but doesn't have a lot of personal pull. Examples: gang member, bartender, mechanic, mob soldier, corner hustler, corporate wageslave.
11 – 14	Meets people on a regular basis and has some personal pull. Examples: beat cop, private investigator, street doc, corporate secretary, club owner, street-level fixer or fence.
15 – 17	Knows many people or may be in a leadership position. Examples: gang boss, mob lieutenant, police detective or sergeant, corporate middle manager, low-level Mr. Johnson, fixer or fence with regional ties.
18 – 19	Knows lots of people over a larger area, or holds a senior leadership position: police captain, corporate division manager, high-level Mr. Johnson, fixer or fence with national ties.
20	Well-connected individual who knows people all over the world, or holds a key executive position. Examples: mob boss, corporate executive, Mr. Johnson or fixer or fence with international ties.

LOYALTY RATING TABLE

Rating	Description
1 – 5	Just Biz. You and contact have a purely mercenary relationship. Interactions are based solely on economics. You may not even like each other, and will not offer any sort of preferential treatment.
6 – 10	Regular. The relationship is still all business, but contact at least treats you with a modicum of respect, like regulars or favored clients.
11 – 14	Acquaintance. A friendly relationship exists between you and the contact, though it would be a stretch to call it a friendship. The contact is willing to be inconvenienced in small ways for you, but will not take a fall for you.
15 – 17	Buddy. A friendship or solid level of mutual respect exists. The contact would be willing to go out of his way for you if necessary.
18 – 19	Got Your Back. You and the contact have an established relationship and level of trust. The contact will back you even in risky situations.
20	Friend For Life. The contact will do whatever he can for you, even if it means putting his own life on the line.

FAVOR RATING TABLE

Rating	Description
1 – 5	Minor. Deliver a message to someone. Provide access to a low-level restricted security area (airport boarding area, police station).
6 – 10	Low Risk. Loan use of specialized equipment (up to Purchase DC 23 in value). Corporate action requiring the signature of a first-line supervisor.
11 – 14	Medium. Provide access to a mid-level restricted security area (standard corporate research lab).
15 – 17	Moderate Risk. Loan use of specialized equipment (up to Purchase DC 31 in value). Corporate requisition requiring the signature of a middle manager.
18 – 19	Serious. Provide access to a high-level security area (FBI offices, AA megacorporate headquarters, AAA regional headquarters).
20	Major Risk. Loan use of specialized equipment (up to Purchase DC 39 in value). Corporate requisition requiring the signature of a senior manager or junior executive.

Environment

Darkness and Light

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, batteries might die, etc.

In many cases, some characters or monsters 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, a sneak attack).
- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). 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 or spells 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 bonus to Defense and takes an additional -2 penalty to Defense.
- A blinded creature takes a -4 penalty on Search 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 Listen check as a free

action each round in order to locate foes (DC equal to opponents' Move Silently 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 Listen 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 5 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 5 feet of its location.

Replace **Table 7-9: Light Sources** with the following.

LIGHT SOURCES			
Object	Bright	Shadowy	Duration
Campfire			
Small	15 ft.	30 ft.	3 hours
Normal	30 ft.	60 ft.	8 hours
Large	45 ft.	90 ft.	12 hours
Candle	n/a	5 ft.	12 hours
Torch	20 ft.	40 ft.	1 hour

LIGHT SOURCES			
Object	Bright	Shadowy	Duration
Halogen lantern	40 ft.	80 ft.	24 hours
Flashlight			
Penlight	10 ft.	20 ft.	4 hours
Standard	30 ft.	60 ft.	6 hours
Battery flood	100 ft.	200 ft.	12 hours

Flashlights create beams of light. The radius of light around the flashlight is roughly 5 feet of shadowy illumination. A penlight creates a beam the listed length and 5 feet wide at the end.

A standard flashlight beam is 15 feet across at the end.

A battery flood light beam is 50 feet across at the end.

In areas of shadowy illumination, characters can see dimly. Creatures within the area have concealment and can make Hide checks to conceal themselves.

Vision and the Outdoors

In the daytime, under normal conditions, the distance at which characters can see things varies according to the terrain. At night, however, the level of darkness is very important.

Nighttime lighting is affected primarily by the moon and the cloudiness. In towns and cities, the lighting level will typically be greater due to government lighting, although "bad" parts of town may be as poorly lit as the outdoors, or even more so.

The distance at which a character can see is also determined by his visual type. Creatures with low-light vision can see much further at night.

The table below details the distances at which a character can see a Medium size figure with relative ease. The distances are divided into bright/shadowy.

VISION AND THE OUTDOORS I				
Normal Vision	MOON PHASE			
	New	¼	½	Full
Normal	5 ft./5 ft.	10 ft./30 ft.	15 ft./60 ft.	30 ft./120 ft.
Clouds				
Lt	5 ft./5 ft.	5 ft./20 ft.	10 ft./45 ft.	20 ft./90 ft.
Mod	5 ft./0 ft.	5 ft./15 ft.	10 ft./30 ft.	15 ft./60 ft.
Thick	5 ft./0 ft.	5 ft./10 ft.	5 ft./15 ft.	10 ft./30 ft.
Dense	1 ft./0 ft.	5 ft./0 ft.	5 ft./0 ft.	5 ft./5 ft.

VISION AND THE OUTDOORS II				
Low-light Vision (50%)	MOON PHASE			
	New	¼	½	Full
Normal	10 ft./20 ft.	20 ft./60 ft.	30 ft./120 ft.	60 ft./240 ft.
Clouds				
Lt	5 ft./15 ft.	15 ft./45 ft.	20 ft./90 ft.	45 ft./180 ft.
Mod	5 ft./10 ft.	10 ft./30 ft.	15 ft./60 ft.	30 ft./120 ft.
Thick	1 ft./5 ft.	5 ft./15 ft.	5 ft./30 ft.	15 ft./60 ft.
Dense	1 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./10 ft.

Disease

Diseases have the following statistics:

Type: This indicates the method by which the disease is transmitted.

DC: This is the Fortitude DC used to resist the initial onslaught and secondary effects.

Incubation: If the victim fails the initial saving throw, this is the amount of time that elapses before the primary effect occurs.

Primary Effect: If the victim fails his initial saving throw, when the incubation time elapses, he suffers this effect.

Secondary Effect: The effects the victim suffers if he fails both the initial saving throw and the recovery saving throws.

Recovery: This is the number of consecutive successful Fortitude saves required to fight off the disease and begin healing from it. It includes in parenthesis how frequently these saving throws are allowed. Each time this saving throw is failed, the victim takes the secondary effects of the disease.

Heat and Cold

Cold Dangers

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal lethal damage at the same rate. At this point, the cold deals damage to hit locations – apply the damage in the same manner as an explosive.

An unprotected character in very cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of subdual damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

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 subdual damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any subdual damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the subdual 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 subdual damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Heat Dangers

Heat deals subdual damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of subdual damage, the character begins to take lethal damage at the same rate. At this point, the heat begins to deal damage to hit locations. Apply damage in the same manner as an explosive.

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 subdual damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. 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 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any subdual damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the subdual 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 damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

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, applied to hit locations as an explosive.

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 applied to hit locations as an explosive.

Damage from magma 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).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

Smoke Effects

A character who breathes 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 2 consecutive rounds takes 1d6 points of subdual damage. If the subdual damage continues until the character loses all Subdual points, then each 1d6 points of subdual damage

thereafter is actually 1 point of Constitution damage.

Smoke obscures vision, giving concealment to characters within it.

High Altitude/Low Oxygen

Characters exerting themselves in low-oxygen conditions must make a Fortitude save every hour (DC 15 + 1 for each previous check) or take 1d4 points of subdual damage from exhaustion. Characters who have taken subdual damage from lack of oxygen are fatigued. Once knocked unconscious, the character automatically succeeds at his Fortitude save every hour until conscious.

Radiation

Radiation causes bad things to happen to your body. Not good things, like super powers, but bad things like disease, pain, and death. For this rule set, radiation exposure is measured in REMs. As you accumulate REMs, you risk suffering ever-worsening effects.

The number of REMs you accumulate is based on the length of your exposure and the intensity of the radioactive source as follows (these do not include the intensities delivered instantaneously via nuclear weapons and the like):

Intensity	REMs Gained
Light radioactivity	1 / day
Moderate radioactivity	1d6 / hour
High radioactivity	1d10 / 10 minutes
Severe radioactivity	1d100 / minute
Massive radioactivity	1d100+100 / round

Unlike diseases, which hit and then run their course, radiation sickness tends to hit for a while, then slack off for a period, and then hit again with the real dangers. Because of this, the Incubation Period is listed as Initial incubation period (and the duration of the effects) / Grace Period in several cases. The Grace Period is the time between when the initial symptoms (primary effect) wear off and the secondary effects kick in.

Even if you reduce your REM to a lower level, you must still make the recovery checks to begin recuperation. Reducing your REM simply reduces the chance of worsening your condition.

As long as you are not further contaminated, you naturally lose REM at a rate of 1d6 per day as long as your REM count doesn't exceed 200. Once it does, you lose REM at 1d10 per week.

0 – 20 REM

No discernible effect. 50% chance for a +5% chance to develop cancer later in life.

21 – 50 REM

Type: Contact.

DC: 10 every 2 hours until REM reduced.

Incubation: 1 hour.

Primary Effect: -1 Constitution for endurance purposes until REM drops to 20 or less.

Secondary Effect: None.

Recovery: 1 (daily).

51 – 100 REM

Type: Contact.

DC: 20 every 2 hours until REM reduced.

Incubation: 1 hour.

Primary Effect: Fatigue.

Secondary Effect: Headache (-1 to all checks), -2 saving throw penalty against disease, and other biological agents.

Recovery: 1 (weekly).

101 – 200 REM

Type: Contact.

DC: 20 every hour until REM reduced.

Incubation: 1d4+2 hours (24 hours) / 1d4+10 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d3 Constitution), fatigue, male sterility (temporary), sickened, spontaneous abortion.

Recovery: 2 (every 2 weeks).

Special: This is the first level of radiation poisoning that carries a significant chance of death. As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 3 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

201 – 300 REM

Type: Contact.

DC: 20 every hour until REM reduced.

Incubation: 1d6 hours (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d6 Constitution), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (50% permanent).

Recovery: 4 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 8 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

301 – 400 REM

Type: Contact.

DC: 25 every hour until REM reduced.

Incubation: 1d6 hours (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d6 Constitution), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (50% permanent).

Recovery: 4 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 11 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

401 – 600 REM

Type: Contact.

DC: 30 every hour until REM reduced.

Incubation: 1d6 *30 minutes (1d2 days) / 1d8+6 days

Primary Effect: Nausea.

Secondary Effect: Ability damage (1d8 Constitution), fatigue, hair loss (50%), sickened, spontaneous abortion, sterility (90% permanent).

Recovery: 6 (monthly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 15 Fortitude save. If this fails, you will die in 1d10+25 days, regardless of the result of other saves required by this radiation.

601 – 1,000 REM

Type: Contact.

DC: 30 every 30 minutes until REM reduced.

Incubation: 1d16+15 minutes (1d2 days) / 1d4+6 days.

Primary Effect: Ability damage (1d8 Strength, Constitution).

Secondary Effect: Exhaustion, hair loss, internal bleeding (1/5th blood every 1d6 days), nausea, reduced healing (1/20th normal rate, requires bone marrow transplant), spontaneous abortion, sterility.

Recovery: 12 (every 6 months).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 20 Fortitude save. If this fails, you will die in 1d6+8 days, regardless of the result of other saves required by this radiation.

1,001 – 5,000 REM

Type: Contact.

DC: 30 every 10 minutes until REM reduced.

Incubation: 5d6 minutes (1d2 days) / 1d4+3 days (during which time, you suffer no ill effects).

Primary Effect: Fatigue, nausea.

Secondary Effect: Ability damage (1d16 Strength, Constitution), coma (after additional 1d6+2 days), exhaustion, hair loss, internal bleeding (1/5th blood every 1d100 hours), massive diarrhea (with severe dehydration), nausea, reduced healing (non-existent), spontaneous abortion, sterility.

Recovery: 12 (yearly).

Special: As soon as you fail a primary effect save against this level of radiation poisoning, make a DC 25 Fortitude save. If this fails, you will die in 2d4-1 days, regardless of the result of other saves required by this radiation.

Special: At this point, attempts to treat the sickness medically take a -20 penalty – normally, the best that can be offered is pain management.

5,001+ REM

Make a DC 40 Fortitude save every 10 minutes until your REM are reduced to a lower level. If the save fails, you will suffer the effects of 1,001 – 5,000 REM exposure, plus incapacitation, and death in 1d30+50 hours.

Treating Radiation Sickness

Radiation sickness can be treated in the same manner as diseases, but increase all Treat Injury DCs by +5.

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 5. 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. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of subdual damage per round (1d6 points of lethal damage if flowing over rocks and cascades; when applicable, this hits random hit locations). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage. Generally, at depths of 100 to 133 feet or so (3 to 4 atmospheres), humans are safe from water pressure.

At 5 atmospheres, the diver must make a Fortitude save with a DC of 15 +1 per previous save every minute or take 1d6 points of damage (normal; if against hit locations, treat as an explosion for division).

Each additional atmosphere increases the damage by 1d6, and the base save DC by +2.

Armor applies normally to this damage, which counts as low impact.

Remember, if the water is cold, it can deal cold damage as well.

The Bends

A diver who remains underwater for more than one hour and dives more than 100 ft. must surface slowly, a process that takes 5 minutes per 50 ft. of depth. Failure to do so causes the bends, which causes extreme pain as nitrogen in the blood begins to bubble. This leaves the victim unable to take any actions and deals 1 point of Constitution damage to him every minute until he is placed in a pressure tank and slowly decompressed. Even after being decompressed, the diver remains unable to take any actions for a full day (which also restores his Constitution).

Euphoria (Nitrogen Narcosis)

A diver that remains underwater for more than one hour and dives more than 50 ft. is susceptible to euphoria caused by the way nitrogen acts in the blood at that depth. The diver suffers a -4 penalty to all Intelligence and Wisdom-based checks until he has resurfaced and rested 10 minutes or succeeds at a DC 25 Fortitude save each hour.

Falling Damage

The base amount of damage you take is based on the speed and time of the fall as follows:

FALLING				
Second	Speed	Distance Fallen	Damage	Ref DC
½	16 f/s (11 mph)	1 – 4 ft.	1d3	10
1 st	32 f/s (22 mph)	5 – 16 ft.	1d12	12
2 nd	64 f/s (44 mph)	17 – 64 ft.	2d12	14
3 rd	96 f/s (66 mph)	65 – 144 ft.	3d12	16
4 th	128 f/s (88 mph)	145 – 256 ft.	4d12	18
5 th	160 f/s (110 mph)	257 – 400 ft.	5d12	20
6 th	192 f/s (132 mph)	401 – 576 ft.	6d12	22
7 th	224 f/s (154 mph)	577 – 784 ft.	7d12	24
8 th	256 f/s (176 mph)	785 – 1,024 ft.	8d12	26
9 th	288 f/s (198 mph)	1,025 – 1,296 ft.	9d12	28
10 th	320 f/s (220 mph)	1,297 – 1,600 ft.	10d12	30
11 th	352 f/s (242 mph)	1,601 – 1,936 ft.	11d12	32
12 th	384 f/s (264 mph)	1,937 – 2,304 ft.	12d12	34
13 th	416 f/s (286 mph)	2,305 – 2,704 ft.	13d12	36
14 th	448 f/s (308 mph)	2,705 – 3,136 ft.	14d12	38
15 th	480 f/s (330 mph)	3,137 – 3,600 ft.	15d12	40
16 th	512 f/s (352 mph)	3,601 – 4,096 ft.	16d12	42
17 th	544 f/s (374 mph)	4,097 – 4,624 ft.	17d12	44
18 th	576 f/s (396 mph)	4,625 – 5,184 ft.	18d12	46
19 th	608 f/s (418 mph)	5,185 – 5,776 ft.	19d12	48
20 th	640 f/s (440 mph)	5,777 – 6,400 ft.	20d12	50

The 6th second (one round of falling) represents not only a full round, but also the common terminal velocity for an average creature in an uncontrolled fall. In other words, barring unusual circumstances (falling in a dive for example), this is the maximum damage you will suffer from the fall alone. Terrain has an impact as normal.

When you fall, you are allowed a Reflex save against the listed DC. If successful, treat your falling speed as 1 second less (2 seconds on a critical success). For example, if you fall 50 ft. (2 seconds), and you make your Reflex save, you take damage as if you had fallen 1 second.

When falling, you can attempt a Tumble check. The DC for this check is 25 – number of seconds fallen. If successful, treat your falling speed as 1 second less (2 seconds on a critical success).

If you intentionally Jump down, treat the first 6 points of damage as Subdual.

If you intentionally jump down, you can make a DC 25 Jump check; if successful, treat your falling time as 1 second less (2 seconds on a critical success).

Size

To determine the damage a creature of differing sizes takes from a fall, multiply the normal speed in feet per second by the Speed Multiplier listed below and then find the damage for the new speed. Multiply the normal time

for the fall by the Time Multiplier to determine how long it actually takes the creature to fall that distance.

FALLING MODIFIERS FOR SIZE		
Size	Speed Multiplier	Time Multiplier
Fine	*0.1	*2
Diminutive	*0.25	*1.75
Tiny	*0.5	*1.5
Small	*0.75	*1.25
Medium	*1	*1
Large	*2	*0.75
Huge	*3	*0.5
Gargantuan	*4	*0.25
Colossal	*5	*0.1

For example, a Larger creature falling 50 feet at 64 feet per second (2d12 damage) is treated as falling at 128 ft. per second (4d12 damage), but it takes him (2 seconds * 0.75) 1.5 seconds to do so.

Conversely, a Diminutive creature falling 50 feet at 64 feet per second (2d12 damage) is treated as falling at 16 feet per second (1d3 damage) and it takes him (2 seconds * 1.75) 3.5 seconds to do so.

Applying falling Damage

How to apply this falling damage with a system that uses hit locations?

Well, first, take one-third of the damage. You take this as general hit point damage, with excess going to hit locations with the remainder of the damage. Yes, this means you might take more damage than was rolled.

Next, determine the hit locations that are taking the damage as follows.

Roll percentile and compare to the following to determine what takes the damage.

1d100 Where

01 – 05 Bottom
06 – 20 Right side
21 – 35 Left side
36 – 90 Front/Back
91 – 100 Top

- **Bottom:** You land on your feet, taking the full damage to your legs, and one-quarter damage to your torso.
- **Right/Left side:** You land on your right or left side (50/50). You take the full damage to your arm, one-half that to your leg and torso, and one-fifth that to your head.
- **Front/back:** You land sprawling on your front or back (50/50). Take the full damage to your torso, one-half to the head, arms and legs. If you land on your front, there is a damage *1% chance (99% max) you will break your back even if the damage doesn't do it.
- **Top:** You land on your head. Take the full damage to your head, and one-half that to the torso. If you land on your head, there is a damage *0.5% chance (99% max) you will break your neck even if the damage doesn't do it.

Any time you take falling damage, you risk being stunned. Make a Will save with the same DC as the Reflex save above. If this fails, you are stunned for the duration listed below.

- **Bottom:** Stunned 1d2 rounds, double on a critical failure.
- **Right/left side:** Stunned 1d10 rounds, double on a critical failure.
- **Front/back:** Stunned 1d20 rounds, double on a critical failure.
- **Top:** If you succeed, you are stunned 1d30 rounds; if you fail, you are knocked unconscious for 1d30 minutes, double on a critical failure.

You can attempt a Tumble check to make a breakfall using the DC listed above -2. If successful, you can distribute the damage over your entire body with the following percentages:

- **Legs:** *0.8
- **Torso:** *0.8
- **Arms:** *0.6
- **Head:** *0.8

In either case, if you roll a critical failure, you land poorly and take +50% damage.

Natural Armor

If you have natural armor of some kind, apply one-half (round down) of the Blunt protection against the falling damage.

Worn Armor

If you are wearing armor, apply one-fifth of the Blunt protection against the falling damage.

Food and Drink

Food

For our purposes, a character needs about 2,500 calories per day to maintain normal activity and functioning. A lethargic (i.e., lazy) character can get by on less. Active characters (like those who walk across wastelands) require more. An M.R.E. has about 1,200 calories. For general amounts, go to <http://www.howmanycaloriesin.com>.

If you are getting about one-half this amount, you can go for about 14 days + your Constitution modifier before making the saving throw described below.

If you are getting about a quarter of this amount or less, you can go for 7 days + Constitution modifier before making the saves.

You can go without food for 3 days + Constitution modifier, in growing discomfort.

Saving Throws

After this time, you must make an Endurance check each day (DC 10, +2 for each previous check) or take 1d4-1 points of subdual damage.

Characters who have taken subdual damage from lack of food are fatigued. Subdual damage from starvation cannot be recovered until the character gets food – not even magic that restores hit points heals this damage.

Once you no longer have Subdual hit points because of this damage, each 1d4-1 result that returns a 1 or better instead deals 1 point of Constitution damage.

Water

Generally, a Medium-size character needs about 1 cup of water per 20 pounds of body weight per day for normal activity and functioning (1 cup = 8 ounces; 16 cups = 1 gallon). These amounts assume a temperate, moderately humid climate. In high-temperature environments, double the requirements for each step of temperature (as described above under Heat Dangers). Lethargic (i.e., lazy) characters can get by with less water.

If you are getting about one-half this amount or so, you can go for a number of days equal to 1 + Constitution modifier before making Fortitude save as detailed below.

If you are getting one-quarter or less, you can go for 24 hours plus a number of hours equal to your Constitution score *2 before making the saving throws.

You can go without water for 24 hours plus a number of hours equal to your Constitution score.

Saving Throws

After this time, you must make an Endurance check each hour (DC 10, +2 for each previous check) or take 1d6-1 points of subdual damage.

Characters who have taken subdual damage from lack of water are fatigued. Subdual damage from thirst cannot be recovered until the character gets water – not even magic that restores hit points heals this damage.

Once you no longer have Subdual hit points because of this damage, each 1d6-1 result that returns a 1 or better instead deals 1 point of Constitution damage.

Rationing

When you ration – reduce your consumption to prolong your supplies – you end up making Will saves to resist. You can ration without saving until you make your first Fortitude save to negate ill effects. The DC for the Will save is equal to the Fortitude save DC. If you fail the save, you will attempt to acquire about a day's worth of the food or water.

If you fail the save by more than 5 points, then you will either go for a large portion of the substance, or attempt an alternate (dirt, leaves, grass, etc).

If you fail the save by more than 10 points, then you will attempt to consume all of the resource available, and may have to make Aggression checks to avoid harming anyone who attempts to stop you.

Size

A creature's size affects its food and water requirements (we're ignoring other factors for now).

FOOD, WATER, AND SIZE		
Size	Calories/day	Cups/day
Fine	300	1 / 80 lbs.
Diminutive	600	1 / 60 lbs.
Tiny	1,200	1 / 40 lbs.
Small	1,900	1 / 30 lbs.
Medium	2,500	1 / 20 lbs.
Large	5,000	1 / 10 lbs.
Huge	10,000	1 / 5 lb
Gargantuan	20,000	1 / 2 lbs.
Colossal	40,000	1 / 1 lb.

Madness

A character's sanity is measured with four gauges – Violence, The Unnatural, Self, and Helplessness.

- **Violence (Aggression):** This gauge dictates how you handle violence; whether inflicting or suffering from it.
- **The Unnatural (Intelligence or Faith):** This gauge deals with things that fall outside of the status quo – supernatural events beyond the normal human range of experience.
- **Self (Charisma):** This gauge deals with internal conflict, especially guilt. Commit a crime, injure someone you love, lie to your best friend, this is all covered by the Self gauge.
- **Helplessness (Wisdom or Faith):** This measures your reaction to traumatic events that you can't control.

When you are confronted by a shocking event that falls under a particular gauge, you must make an ability check (the DC is based on the source of the check). If you fail the check, you gain a Failed Notch in the appropriate column. If you roll a Natural 1 (and a failure), roll again – if this roll fails, you gain 2 Failed notches.

If you succeed, you gain a Hardened Notch in the appropriate column. If you roll a Natural 20 (and a success), roll again – if this succeeds, you gain 2 Hardened Notches.

If you have Hardened Notches in a number greater than the DC, then you do not need to make the check.

When you gain a Failed Notch, roll 1d100 to determine your reaction:

1d100	Reaction
01 – 33	Flight
34 – 66	Fight
67 – 99	Freeze
100	Temporary insanity as per <i>Call of Cthulhu</i> d20 rules

Flight (Panicked): You run away at top speed from the terrifying stimulus. If you're carrying anything that weighs more than a couple pounds, you drop it. If there's a choice of direction, you move away from what terrified you—if there are multiple paths that go straight away, you take the closest, safest or most familiar route. You run until you can no longer hear, smell, see, scent or feel the threat, or until you collapse.

Fight: You attack with primal, berserk fury until you either obliterate the stimulus, fall exhausted, or are destroyed (or just knocked out). You cannot voluntarily stop fighting until the offending object, creature or person is clearly destroyed. Anyone who tries to stop you must also be attacked.

Freeze: You either hide and don't come out until you're sure the danger's passed, or you simply freeze like a deer in headlights. Freezing may mean perfect paralysis, or weeping in the fetal position. Characters who freeze in response to an unresponsive situation (for example, someone who freezes after coming upon the mangled remains of his beloved greyhound) can snap out of it if the situation does not change for an hour.

In addition, every 5th Failed Notch in any combination of Meters means you develop a serious mental condition. The effects last until you lose a Failed Notch. If you regain this Notch, the problem comes back. If you get another 5 Failures, you develop an additional problem.

The conditions you develop can range from phobias to depression to chemical dependency to fugues and more.

Example DCs

Note that the general setting may modify these intensities.

As a rough guideline, you can use a creature's Sanity value to determine the DC by dividing the maximum Sanity loss by 2.

Violence

- The sight of blood: DC 2.
- Being shot at (or shooting at somebody): DC 3.
- Seeing a dead body: DC 4.
- Seeing a mutilated corpse: DC 10.
- Being shelled by artillery: DC 15.
- Being attacked by the undead: DC 20.
- Suffering the effects of a Rend Flesh spell: DC 25.
- Being consumed by a Shoggoth: DC 40.
- Being impregnated by a Great Old One: DC 100.

The Unnatural

- Hearing disembodied voices: DC 2.
- Seeing an unattended object move: DC 4.
- Being struck by an invisible attacker: DC 6.
- Watching a vampire rise from the grave: DC 10.

Self

- Lying to your best friend: DC 2.
- Stealing: DC 3.
- Stealing from your family: DC 5.
- Cheating on your wife with her best friend: DC 8.
- Defrauding everyone you know: DC 15.
- Murdering a loved one: DC 25.
- Killing a child: DC 30.

- Mass murder: DC 40.
- Betraying humanity itself: DC 75.

Helplessness

- Getting locked in a pay toilet overnight: DC 2.
- Getting mugged: DC 4.
- Being locked up for long periods: DC 5.
- Being violently kidnapped and held for ransom: DC 10.
- Finding out you're suffering from a fatal illness: DC 15.
- Realizing you only have hours to live if you don't accomplish a specific task: DC 20.
- Waiting on Death Row for your sentence to be carried out: DC 30.
- Being herded to your death: DC 40.
- Confirming the world of the Elder Mysteries behind the everyday after years of study: DC 75.

Meter Effects

Violence

Failed Violence Notches

1 – 5: You're superficially fine. Perhaps you're a little edgy whenever a knife in the room happens to be pointing your direction.

6 – 10: You are very aware of violence, both as it exists and as it is depicted. It strikes you as odd that so many people don't realize that movie violence is very different from real violence; you take a -1 penalty to Aggression and Intimidate checks.

11 – 15: You get alert or uneasy every time you see blood, even badly faked blood or when someone cuts a rare steak. Sometimes you have nightmares about the violence you've witnessed; your Aggression and Intimidate penalty increases to -2.

16 – 20: You instinctively take a defensive posture whenever there's a loud noise or raised voice nearby. Your nightmares are frequent, and you have a hard time looking at anyone without imagining (if briefly) what you would do at that moment if they attacked you; your Aggression and Intimidate penalty increases to -3.

21+: You live your life in a state of fear, maintaining a defensive, cowering posture almost all the time. Your nightmares are continual, and you think everybody is on the verge of striking you; your Aggression and Intimidate penalty increases to -6.

Hardened Violence Notches

1 – 5: Superficially you're much like everyone else.

6 – 10: Your attitude toward violence shows on your face when the subject comes up in conversation, unless you work to keep it hidden. It might be intensity, or nervousness, or just a grim silence, depending on how you cope; you gain a +1 bonus to Aggression and Intimidate checks, but take a -1 penalty to Wisdom-based checks (except saving throws and Madness checks).

11 – 15: Violence is a common feature of your mental landscape. You show very little reaction when it is discussed or depicted in fiction; your Aggression and Intimidate bonuses increase to +2, and your Wisdom-based penalty increases to -2.

16 – 20: Your callousness shows in every word and expression unless you make a conscious effort to suppress it. Again, the exact tone is up to you: It could be bitter and harsh, feverish and vehement, or icy cold; your Aggression and Intimidate bonuses increase to +3, and your Wisdom-based penalty increases to -3.

21+: It's easy for others to see that the deepest horrors of torture and brutality have become commonplace to you, unless you work very, very hard to keep it hidden – which means you come off as tense and guarded all the time. Death has no intrinsic significance. You might prefer to stay alive, but only as a matter of personal taste. Life, in the abstract, means nothing; your Aggression and Intimidate bonuses increase to +6, but your Wisdom-based penalty increases to -6.

The Unnatural

Failed The Unnatural Notches

1 – 5: It's pretty hard to tell. Perhaps you become a little superstitious – reading your horoscope daily, watching for "lucky" numbers, avoiding cracks in the sidewalk, etc.

6 – 10: You have a few nightmares, and you are suspicious of and/or fascinated by occult and religious books, places, paraphernalia and people; you develop mild paranoia, taking a -1 penalty to all skill checks and attack rolls.

11 – 15: You frequently feel like you're being watched, even when there's no one around. Sometimes it seems like you hear voices in "white noise" – sounds like the wind in the trees, the sloshing of a washing machine or the noises of traffic; your paranoia worsens, increasing the penalty to -2.

16 – 20: The nightmares are frequent, and often you don't know you're dreaming until you jerk awake. Sometimes you feel like there's someone – or something – watching you and you can almost see it out of the corner of your eye. When you whip your head around, there's nothing

there, the paranoid is intense, increasing the penalty to -3.

21+: Your nightmares are continual, and you have some difficulty distinguishing between what is real and what is dream. You are constantly under observation; your penalty increases to -6, and you suffer from delusional episodes.

Hardened The Unnatural Notches

1 – 5: There's little to distinguish you from the average person, except perhaps a tendency to snort derisively when someone mentions their "intuitions."

6 – 10: You tend to listen intently when people discuss the paranormal or supernatural, trying to figure out if they really know something about it; you gain a +1 bonus to Knowledge (arcane lore) and Knowledge (forbidden) checks, but you take a -1 penalty to other Intelligence-based checks (except for Madness checks).

11 – 15: You know and accept that there are vast, incomprehensible forces governing the universe. It strikes you as odd when people act as if they're in control of their lives; you know better; your Knowledge (arcane lore) and Knowledge (forbidden) bonuses increase to +2, but your Intelligence-based penalty increases to -2.

16 – 20: Things that average people consider "meaningless coincidences" strike you as deeply, intensely funny because you see the connections that they do not. You may develop a reputation for laughing inappropriately; your Knowledge (arcane lore) and Knowledge (forbidden) bonuses increase to +3, but your Intelligence-based penalty also increases to -3.

21+: You are no longer surprised by violations of logic. Everything is "normal" – talking foliage, spontaneous combustion and stigmata are as ordinary and reasonable as cars, dogs and rain; your Knowledge (arcane lore) and Knowledge (forbidden) bonuses increase to +6, but your Intelligence-based penalty increases to -6.

Helplessness

Failed Helplessness Notches

1 – 5: You're fairly normal. Perhaps you're a little finicky or meticulous, trying to eliminate the possibility of something going wrong.

6 – 10: You have a tendency to get unreasonably nervous and pessimistic when small things go wrong. You may be irritated if a bus is just a few minutes late or if your computer freezes up; you take a -1 penalty to resist fear-based effects, and to Aggression checks.

11 – 15: You have an intense dislike for surprises, even good ones. They remind you of the essentially unpredictable nature of reality, and that scares and annoys you; your penalty increases to -2.

16 – 20: You find it very difficult to trust anything. Your friends, your own abilities, even your memories could be false, waiting to betray you. You have a tendency toward obsessive-compulsive behaviors such as checking the door to your house multiple times every time you leave to make absolutely certain it's locked. You attempt to be prepared for every eventuality; your fear-based and Aggression penalty increases to -3.

21+: You are constantly on the lookout – you can't trust anything or anyone; your Aggression and fear-based penalty increases to -6, and you develop a -3 penalty to attack rolls and skill checks from your complete lack of concentration.

Hardened Helplessness Notches

1 – 5: You don't have any major behavior or attitude shifts yet, just minor things. You tend to be pessimistic and fatalistic, perhaps.

6 – 10: Your fatalism has increased. When things go wrong in a big, bad way, or when trouble comes from a completely unexpected or unlikely source, you handle it with a remarkable lack of affect. (This is not necessarily incongruent with the behaviors of two or more failed notches; it's perfectly possible to be freakishly calm about big things and freakishly upset about little things.); you gain a +1 dodge bonus to Defense, but you suffer a -1 penalty to Charisma-based checks (except saving throws and Madness checks).

11 – 15: You have a boundless faith in the ability of chaos to screw you over. You can easily believe that even the most suspicious of mishaps is simple random chance. ("So my brake cable snapped and my gas pedal got stuck down to the floor. What makes you think someone tinkered with my car? Shit happens."); your dodge bonus increases to +2, but your Charisma-based penalty increases to -2.

16 – 20: The distinction between "intentional" and "accidental" is pretty much lost on you. Maybe you believe that everything is completely predestined, or maybe you believe that everything in the world happens due to chance. The one thing you find hard to swallow is the idea that we are the captains of our fates; your dodge bonus increases to +3, but your Charisma-based penalty increases to -3.

21+: your dodge bonus increases to +6, but your Charisma-based penalty increases to -6.

Self

Failed Self Notches

1 – 5: You don't have any real kinks yet, but every now and again you feel a sense of dissociation, an eerie moment when you feel alienated from your own character and motivations. "Sure, I know I'm Greg Stolze,"

you might think, "but who's Greg Stolze?"

6 – 10: The "Who am I?" moments come more frequently. You tend to become introspective whenever someone mentions "truth" or "lies" or "promises."; you take a -1 penalty to Charisma-based checks (except saving throws and Madness checks).

11 – 15: Half the time your words and actions feel oddly forced, fake or rehearsed to you – as if, rather than yourself, you were an actor playing the role of you; your Charisma-based penalty increases to -2.

16 – 20: You frequently feel like you're watching your every action from the outside. You have little or no sense of will or volition; it's as if you're a passive observer, along for the ride while your body goes through the motions; your Charisma-based penalty increases to -3.

21+: You are essentially a non-entity, with no control over anything; your Charisma-based penalty increases to -6.

Hardened Self Notches

1 – 5: There are few external signs of your interior struggle. People may sometimes find you a little brittle or "phony"-seeming.

6 – 10: Even when you're telling the truth, people often think you're lying, unless you make a particular effort to act "natural."; you gain a +1 bonus to Bluff and Diplomacy checks, but take a -1 penalty to other Wisdom-based checks (except saving throws and Madness checks).

11 – 15: You've lost a sense of connection to those who were previously close to you. You can predict the actions of your friends, relatives or lovers, but you no longer know exactly what you feel about them; your Bluff and Diplomacy bonuses increase to +2, but your Wisdom-based penalty increases to -2.

16 – 20: Half the time, you only know you're telling the truth if you take a minute to think about it. Truth and lies aren't nearly as important as they used to be – back before you quit lying to yourself. . .; your Bluff and Diplomacy bonus increases to +3, but your Wisdom-based penalty increases to -3.

21+: Life has been pared down to the essentials for you: You no longer have opinions about music, food, or fashion. You've lost the ability to enjoy or dislike things, because there's so little "you" there to interact; your Bluff and Diplomacy bonus increases to +6, but your Wisdom-based penalty increases to -6.

Getting Better

Getting better is the province of the Knowledge (behavioral sciences) skill. Someone with this skill can approach this in different ways. Note that if a Meter has 21 notches, all applicable DCs are increased by +15.

Counseling

The Knowledge (behavioral sciences) skill lets a character talk down someone who's just emerged from a trauma, providing immediate psychological triage. The counselor rolls (behavioral sciences) against an DC equal to the character's current Failed or Hardened notches (whichever the counselor's addressing) +10.

With a success, a Failed or Hardened notch is erased (this can only be attempted once per traumatic event). However, the counselor has to be able to talk with the patient, hear the patient's answers, and have a meaningful exchange of ideas (or, at the minimum, comforting platitudes). This takes at least a half-hour. It also requires a setting that is, if not perfectly safe, at least not immediately dangerous. Characters holed up in a WWI foxhole can do this between artillery barrages, but not during one.

Furthermore, Counseling can, with any success, snap someone out of a trauma reaction. This only takes a few minutes of conversation, but it can't be done in the middle of a fight or a chase or any other violent distraction. (This means that getting someone to give up a Fight reaction is pretty tough, unless someone's holding him down.)

The final limit on Counseling is that its immediate, empathetic nature makes it useless after a reaction has become ingrained. Thus, once a day has passed since the trauma Counseling can't alter the Hardened or Failed notch. After that, you need long-term treatment.

Psychiatry

This use of the Knowledge (behavioral sciences) skill is the dry and intellectual science of reshaping the thoughts of others. With a successful check the psychiatrist can remove Failed and Hardened notches – or add them. It is not easy, however, and it is not quick.

To apply Psychiatry, the patient has to spend time in therapy. The more extreme his attitude, the more time is required to dig it out and restore him to a normal range of function. Fixing Failed notches takes longer than erasing Hardened notches.

Patients in residential therapy – isolated from the cares and stresses of everyday life and doing nothing but concentrating on getting well – have to spend a number of weeks there equal to their Failed notches in the Meter they're trying to fix. If they're trying to get rid of a Hardened notch, they have to spend that number of days in intensive recovery.

If the patient is only coming for an hour-long session once or twice a week, it takes a number of weeks of therapy equal to the patient's Hardened notches before the psychiatrist can attempt a roll. A character getting gradual treatment for Failed notches needs to spend months of weekly sessions before the roll gets made.

Once the time has been put in, the psychiatrist rolls Knowledge

(behavioral sciences). If the character being treated has done good role-playing indicating someone who is really struggling with her issues and trying to get well, the psychiatrist may receive a +1 or +2 bonus (GM's discretion). If the character has resisted therapy, the roll is at a -2 penalty. Passive patients neither add nor subtract from the pool.

The roll is against DC 15. Any success alters the gauge as planned.

All this assumes the psychiatrist is trying help the patient get well, pushing her towards the mainstream middle of the chart. The system works just as well for an unscrupulous psychiatrist who, for whatever reason, wants a patient to get sicker. In that case, the psychiatrist has to invest time appropriate to the Failed notch he's attempting to inflict. Similarly, training designed to inure people against trauma require days or weeks equal to the Hardened notch desired.

Psychology

Where psychiatry is a methodical and scientific approach to altering the minds of others, psychology is more akin to an art. True, it relies on many of the same techniques, theories and approaches as psychiatry, but it's more responsive, more personal and less clinical. (In most western clinics, that means it's less pharmacological.)

Psychology often depends on the therapist's strength of character and force of personality. It is therefore a Charisma-based skill check rather than Intelligence-based. Forming a tight and intense bond with a therapist can allow rapid progress – but unlike the repeatable methods of psychiatry, it depends on the patient as much as the therapist. Psychology does not make people better, but it can help them get better.

A successful Psychology check does not change the patient's attitude. It allows a new Madness check, of the same type that was failed (or successful) before, only now the DC is the number of Hardened or Failed notches in the Meter you're trying to affect +5.

Psychotherapy

To relieve a character of notches with Knowledge (behavioral sciences) you require the Psychotherapy feat, otherwise you take a -6 penalty to the check.

MADNESS METERS								
#	Violence		The Unnatural		Self		Helplessness	
	Hard	Fail	Hard	Fail	Hard	Fail	Hard	Fail
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21+								

Sleep

Generally, an average person needs about 7 – 9 hours of sleep (we'll use 8 as an actual average) per night in order to maintain normal functionality.

You can miss a number of day's worth of sleep without penalty equal to 0 + Wisdom bonus. After this, you must make a Will save every 8 hours. The DC for the save is 5 + 1 per previous save. In an aberrant rule, your Wisdom score benefits as if Constitution if you have the Endurance feat for the purposes of these saving throws. If you use a stimulant (which provides a temporary version of Endurance) and the Endurance feat, stack the bonuses.

The first failed save leaves you fatigued until you get good sleep equal to half that which you missed (not all at once though – doing so actually results in poor sleep).

The second failed save results in continuing fatigue, with the penalty increased to -3.

The third failed save increases the penalty to -4. At this point, you also take a -2 penalty to Intelligence, Wisdom, and Charisma. You do,

however, gain a +1 bonus to Aggression checks.

After the fourth failed save, you become exhausted, again, until you sleep for one-half the missed sleep. In addition, the Intelligence, Wisdom, and Charisma penalties increase to -4, and you take a -2 Constitution penalty. Any task that takes more than one round to accomplish requires a Concentration check to perform (made every 10 minutes if necessary) with a DC equal to 10 + total number of missed sleep periods.

Every failed save after this imposes a -2 penalty to all skill checks (in addition to penalties imposed by the ability score reductions).

If you miss any of these saving throws by more than 10 points, you fall asleep within a round or two.

WHAT CAN YOU DO WITH ACTION POINTS?

Following is a list of many of the things you can use action points for.

Activate limited use ability: If you have an ability that has a limited number of uses per day, you can spend an action point to gain an immediate additional use of the ability.

Add to a roll: You can spend an action point to add to a d20 roll. You can declare this expenditure after the roll, but only before the GM announces the result. When you do this, roll the appropriate die and add the result to the d20 roll.

Boost defense: When using any ability, feat, or maneuver that adds to your Defense, you can spend an action point and add that amount to your Defense for one round.

Emulate feat: At the beginning of your turn, you can spend an action point in order to emulate a feat that you do not possess. You must meet the requirements of the feat normally. The effect lasts until your next turn.

Extra attack: If you spend an action point when making a full-attack action, you gain an additional attack at your normal bonuses.

Increase DC: Anytime you use an ability, feat, maneuver, power or whatever that requires the target to make a check against a fixed DC, you can spend an action point and add that amount to the DC for that use of the ability.

Negate fatigue: If you are suffering from the fatigued condition, you can spend an action point to negate it.

Stabilize: If you are dying, you can spend an action point to delay death for 1d10 hours.

Sudden action: You can spend an action point to change your place in the Initiative order of combat. You can move up or down in the order by the amount rolled on the action point die.

Void massive damage: You can spend an action point (d6+) to negate the effect of an enhanced critical hit table result.

STAT BLOCK

Size Type

Hit Dice (hp / Sub /):

Initiative:

Speed:

Defense [x] : , flat-footed ; **Critical** (enhanced) / flat-footed

Armor:

Base ApR/AoO:

Attacks:

Space/Reach:

Special Attacks:

Special Qualities:

Saves: Fort [xx] +, Ref [xx] +, Will [xx] +

Action Points:

Abilities: Fht , Str , Dex , Con , Per , Int , Wis , Cha , Agg , App , Fai

Skills:

Feats:

Traits:

Occupation:

Allegiances:

Reputation:

Wealth:

Treasure:

Madness:

Activity:

Numbers:

COMBAT