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ADVANCED CLASSES

ARCANE ARRANGER

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

A high Intelligence is also useful for the Arcane Arranger, since knowledge is his province.

Requirements

To qualify to become an Arcane Arranger, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Gather Information 6 ranks, any Knowledge (arcane law, business, current events, popular culture, or streetwise) 6 ranks.

Class Information

The following information pertains to the Arcane Arranger advanced class.

Hit Die

Arcane Arrangers gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Arcane Arrangers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Arcane Arranger's class skills are: Bluff (Cha), Computer Use (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, business, current events, popular culture, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Arcane Arranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Word on the street	+0	+2
2nd	+1	+0	+0	+2	False allegiance	+1	+2
3rd	+1	+1	+1	+2	Bonus feat	+1	+2
4th	+2	+1	+1	+2	Shadow resources	+1	+3
5th	+2	+1	+1	+3	Pack rat	+2	+3
6th	+3	+2	+2	+3	Bonus feat	+2	+3
7th	+3	+2	+2	+4	Expert in your field	+2	+4
8th	+4	+2	+2	+4	Up my sleeve	+3	+4
9th	+4	+3	+3	+4	Bonus feat	+3	+4
10th	+5	+3	+3	+5	Up my sleeve	+3	+5

Class Features

The following features pertain to the Arcane Arranger advanced class.

Word on the Street

The Arcane Arranger filters information constantly and remembers everything. Through regular contacts, gossip, internet chats, and other situations, he has a deep knowledge of everyday things. The Arcane Arranger can make a Gather Information check on general or specific information instantaneously, and spends 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.

False Allegiance

The Arcane Arranger fits in with whatever group he chooses to be with. At 2nd level, the Arcane Arranger can successfully emulate an allegiance he knows about. He gains 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. Supernatural and spell-like abilities that determine allegiance are not affected by the Arcane Arranger's false allegiance ability.

Bonus Feats

At 3rd, 6th, and 9th level, the Arcane Arranger gets a bonus feat. The bonus feat must be selected from the following list, and the Arcane Arranger must meet all of the prerequisites for the feat to select it.

Arcane Skills, Armor Proficiency (light), Attentive, Builder, Combat Expertise, Educated, Gearhead, Improved Disarm, Jack of All Trades, Renown, Studious, Trustworthy, Windfall.

Shadow Resources

At 4th level, the Arcane Arranger is well-enough wired into the social system to be able to get the names and numbers of individuals with particular abilities and talents. Even if away from his home stomping ground a phone call can produce a contact with the needed resource. Make a level check, adding all Arcane Arranger levels and any levels of Charismatic Hero. The difficulty of this task is based on how common the required abilities are:

Common Skill (Ride, Pilot, Treat Injury)	DC 10
Uncommon Skill (subgroups of other skills such as Knowledge (arcane lore) or Craft (structural))	DC 15
Rare Skill (skills available for a particular class—Spellcraft, Psicraft, Use Magic Device)	DC 20
Specific Feat	DC 20
Class Feature (spellcasting, turn undead, psionics)	DC 20
Specific Combination of Skills, Feats, and Abilities (someone with Knowledge (business) and the ability to cast the <i>augury</i> spell)	DC 25
Finding someone willing to perform activities secretly or illegally	DC +5
Finding someone with a specific level of ability	Add desired ranks to DC

A successful check indicates that the individual is available, and the Arcane Arranger knows about him. It does not guarantee the character contacted will be willing to perform the requested service—the party requesting the service must still negotiate for that person’s services. An unsuccessful check means that no such individual is immediately known or available to the Arcane Arranger. This does not negate trying again for a different skill, nor from trying to locate a skill resource through more traditional methods. The resource the Arcane Arranger knows about will have total ranks in the needed skill of at least the Arcane Arranger’s total character level +3.

Pack Rat

At 5th level, the Arcane Arranger is considered to have considerable material resources either at hand or easily and cheaply acquired. When making a Wealth check to determine if a particular item is “at hand,” add the Arcane Arranger class levels as a circumstance bonus.

Expert in Your Field

At 7th level, the Arcane Arranger is considered a master of connections, such that his reputation precedes him in his dealings with others. The Arcane Arranger gains a circumstance bonus equal to his Reputation bonus when making skill checks that are directly involved with Gather Information and Diplomacy skills. In addition, the Arcane Arranger may add his Reputation bonus on Wealth checks for new purchases.

Up My Sleeve

At 8th level, the Arcane Arranger gains the supernatural ability to pull a specific item out of thin air. As a move action, the Arcane Arranger may cause any item currently in his possession (with a size no greater than Small) to disappear into an extra-dimensional space. The item becomes impossible to detect by any means, however *detect magical* aura spells will reveal a moderate magical aura around the hand that last held the item. As a move action, the Arcane Arranger can cause the item to reappear in his hand. The Arcane Arranger may only hide one item at a time in this fashion.

At 10th level, the Arcane Arranger may use this ability to hide a single object of up to Large size or up to three objects of up to Small size (each of which may be retrieved individually).

ARCHAIC WEAPONSMASTER

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible, in particular Fast heroes for those characters favoring archaic ranged weapons such as bows and crossbows.

Requirements

To qualify to become an Archaic Weaponsmaster, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (history) 4 ranks.

Feats: Archaic Weapon Proficiency, Weapon Focus with an archaic weapon.

Class Information

The following information pertains to the Archaic Weaponsmaster advanced class.

Hit Die

Archaic Weaponsmasters gain 1d10 hit points per level. The character’s Constitution modifier applies.

Action Points

Archaic Weaponsmasters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Archaic Weaponsmaster's class skills are as follows: Climb (Str), Craft (mechanical, structural, visual art, writing) (Int), Handle Animal (Cha), Jump (Str), Knowledge (art, history, theology and philosophy), Profession (Wis), Research (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 3 + Intelligence modifier.

Table: The Archaic Weaponsmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Weapon specialization	+1	+1
2nd	+1	+3	+0	+0	Imbue weapon +1	+1	+1
3rd	+2	+3	+1	+1	Bonus feat	+2	+1
4th	+3	+4	+1	+1	Quick weapon draw	+2	+2
5th	+3	+4	+1	+1	Expert in your field	+3	+2
6th	+4	+5	+2	+2	Bonus feat	+3	+2
7th	+5	+5	+2	+2	Weapon stun	+4	+3
8th	+6	+6	+2	+2	Imbue weapon +2	+4	+3
9th	+6	+6	+3	+3	Bonus feat	+5	+3
10th	+7	+7	+3	+3	Increased weapon critical	+5	+4

Class Features

The following features pertain to the Archaic Weaponsmaster advanced class.

Weapon Specialization

At 1st level, the Archaic Weaponsmaster gains the Weapon Specialization feat. She gains a +2 bonus on all damage rolls with a chosen archaic weapon. The Archaic Weaponsmaster must have weapon focus in that weapon in order to gain Weapon Specialization.

Imbue Weapon

At 2nd level, the Archaic Weaponsmaster may treat any archaic weapon she wields and has Weapon Focus with as a +1 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +1 bonus, but only allows it to circumvent damage reduction.

At 8th level, the Archaic Weaponsmaster may treat any archaic weapon she wields and has Weapon Specialization with as a +2 magic weapon for purposes of striking creatures with damage reduction. This does not grant the weapon a +2 bonus, but only allows it to circumvent damage reduction.

Bonus Feats

At 3rd, 6th, and 9th levels, the Archaic Weaponsmaster gets a bonus feat. The bonus feat must be selected from the following list, and the Archaic Weaponsmaster must meet all of the prerequisites for the feat to select it.

Advanced Two-Weapon Fighting, Blind-Fight, Combat Expertise, Cleave, Combat Reflexes, Dead Aim, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Power Attack, Sunder, Two-Weapon Fighting, Weapon Focus.

Quick Weapon Draw

At 4th level, the Archaic Weaponsmaster gains the ability to draw her weapon as a free action. This applies only to the weapons for which the Archaic Weaponsmaster has Weapon Specialization.

Expert In Your Field

At 5th level, the Archaic Weaponsmaster is considered to be a master of her particular weapon, whether this is as a scholar with a detailed knowledge of the weapon's history, or as a practitioner, such as a professional archer. Starting with 5th level, the Archaic Weaponsmaster gains a circumstance bonus equal to her Reputation bonus on skill checks that are directly involved with her knowledge and proficiency with the weapon. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff.

Weapon Stun

At 7th level, the Archaic Weaponsmaster can use his or her weapon to deal nonlethal damage, without taking the –4 penalty on attack rolls. The Archaic Weaponsmaster must have Weapon Specialization in the weapon to use it in this fashion.

Increased Weapon Critical

The Archaic Weaponsmaster increases her threat range by one when using an archaic weapon with which she has Weapons Specialization. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities that increase threat ranges.

GLAMOURIST

The fastest path into this advanced class is from a combination of the Charismatic and Dedicated hero basic classes, though other paths are possible.

Requirements

To qualify to become a Glamourist, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Glamourist advanced class.

Hit Die

Glamourists gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Glamourists gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Glamourist's class skills are as follows: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Decipher Script (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, current events, popular culture, streetwise) (Int), Listen (Wis), Perform (act, sing) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Glamourist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Self-confidence	+1	+0
2nd	+1	+0	+3	+0	Hidden motives	+1	+0
3rd	+1	+1	+3	+1	Bonus feat	+2	+1
4th	+2	+1	+4	+1	Hidden allegiance	+2	+1
5th	+2	+1	+4	+1	Audience	+3	+1
6th	+3	+2	+5	+2	Bonus feat	+3	+2
7th	+3	+2	+5	+2	Daze	+4	+2
8th	+4	+2	+6	+2	Utterly convincing	+4	+2
9th	+4	+3	+6	+3	Bonus feat	+5	+3
10th	+5	+3	+7	+3	Charm person	+5	+3

Class Features

The following features pertain to the Glamourist advanced class.

Self-Confidence

The Glamourist may treat her Glamourist levels as Charismatic levels for any talent where Charismatic levels are used (charm, favor, captivate, fast-talk, dazzle, taunt).

Hidden Motives

At 2nd level, the Glamourist increases her ability to hide her motives and intentions. She gains a circumstance bonus equal to her Glamourist levels when using Bluff against a Sense Motive skill. In addition, the DC for Bluff checks against her is increased by her levels of Glamourist.

Bonus Feats

At 3rd, 6th, and 9th level, the Glamourist gets a bonus feat. The bonus feat must be selected from the following list, and the Glamourist must meet all of the prerequisites for the feat to select it.

Alertness, Attentive, Builder, Confident, Creative, Deceptive, Improved Initiative, Iron Will, Low Profile, Renown, Trustworthy, Windfall.

Hidden Allegiance

At 4th level, the Glamourist gains the supernatural ability to suppress her loyalties, even from spells and abilities. In cases where such divinations are made, the Glamourist gains a Will save (DC 15 + the character level of the individual making the attempt) to negate the attempt. Negated attempts reveal either no allegiance or a lack of the sought-for allegiance, as applicable for the ability or spell.

Audience

At 5th level, the Glamourist may extend any Charismatic hero talents to a number of targets equal to her total of Charismatic and Glamourist levels. Individual targets are otherwise affected as described under the Charismatic hero basic class.

Daze

At 7th level, the Glamourist gains the spell-like ability to *daze* an individual of her choice. This ability may be used once per day, and functions identically to the *daze* psionic power.

Utterly Convincing

At 8th level, the Glamourist is a master at convincing people. Whenever the Glamourist spends an action point to improve some Charisma-based skill checks (see below), she adds an additional 1d6 to the result. The skills that utterly convincing applies to are: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.

Charm Person

At 10th level, the Glamourist gains the spell-like ability to *charm person* once per day. This ability functions identically to the *charm person* psionic ability.

MYSTIC

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible. A high Charisma score is necessary to ensure the ability to cast spells.

Requirements

To qualify to become a Mystic, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks.

Allegiance: At the time that the character receives her first level in the Mystic advanced class, she must select an allegiance to a faith, concept, tradition or alignment. The Mystic may choose positive (good) or negative (evil) energy as an allegiance, but is not required to.

Class Information

The following information pertains to the Mystic advanced class.

Hit Die

Mystics gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Mystics gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Mystic's class skills are as follows: Concentration (Con), Craft (chemical, pharmaceutical, visual arts) (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (art, behavioral sciences, earth and life sciences, theology and philosophy) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spellcraft (Int), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Mystic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+1	Arcane skills, divine spells	+1	+2
2nd	+1	+3	+2	+2	Turn undead, divine spells	+1	+2
3rd	+1	+3	+2	+2	Bonus feat, divine spells	+2	+2
4th	+2	+4	+2	+2	Combat casting, divine spells	+2	+3
5th	+2	+4	+3	+3	Brew potion, divine spells	+3	+3
6th	+3	+5	+3	+3	Bonus feat, divine spells	+3	+3
7th	+3	+5	+4	+4	Discern lie, divine spells	+4	+4
8th	+4	+6	+4	+4	Turn humans, divine spells	+4	+4
9th	+4	+6	+4	+4	Bonus feat, divine spells	+5	+4
10th	+5	+7	+5	+5	Empower spell, divine spells	+5	+5

Class Features

The following features pertain to the Mystic advanced class.

Arcane Skills

At 1st level, the Mystic gains the Arcane Skills feat, granting access to the following skills: Spellcraft, Use Magic Device, and the arcane functions of Concentration and Craft (chemical).

Divine Spells

The Mystic casts divine spells the same as Acolytes. A Mystic's selection of spells is extremely limited. The Mystic begins play knowing four 0-level spells (called orisons) and two 1st-level spells. At each level, the mystic gains one or more new spells as indicated below). These spells can be common spells chosen from the Mystic's spell list or they can be unusual spells of the Mystic's own devising.

The Mystic is limited to casting a certain number of spells of each level per day, but need not prepare those spells in advance. The number of spells that may be cast per day may be increased by sufficiently high Charisma scores.

A Mystic may use a higher-level slot to cast a lower-level spell. The Mystic may spend an action point to “trade out” a known spell (losing it entirely) in exchange for another; in this fashion the Mystic is not penalized for filling all the slots of their known spells list.

Mystics do not have “cure” or “inflict” spells in their spell lists. Mystic may use incantations to cast these spells. The Difficulty Class for a saving throw against the Mystic’s spell is 10 + the spell’s level + the Mystic’s Wisdom modifier. The Mystic doesn’t acquire her spells from books or scrolls, nor does she prepare them through study. Instead, she meditates or prays for her spells, receiving them through her own strength of faith or as divine inspiration. The Mystic must spend one hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on the Mystic’s spell preparation. In addition, the Mystic receives bonus spells based on her Wisdom score, as shown on the chart below.

Spell List: Mystics use the same spell list as Acolytes except that Mystics may not use the spells listed below.

0-level: *Cure minor wounds, inflict minor wounds*

1st-level: *Cure light wounds, inflict light wounds*

2nd-level: *Cure moderate wounds, inflict moderate wounds*

3rd-level: *Cure serious wounds, inflict serious wounds*

4th-level: *Cure critical wounds, inflict critical wounds*

5th-level: *Mass cure light wounds, mass inflict light wounds, raise dead*

Cha Score	—Bonus Spells by Spell Level—				
	1	2	3	4	5
12–13	1	—	—	—	—
14–15	1	1	—	—	—
16–17	1	1	1	—	—
18–19	1	1	1	1	—
20–21	2	1	1	1	1
22–23	2	2	1	1	1

Mystic Level	—Spells per Day by Spell Level—					
	0	1	2	3	4	5
1	3	2	—	—	—	—
2	4	3	—	—	—	—
3	4	3	2	—	—	—
4	5	4	3	—	—	—
5	5	4	3	2	—	—
6	5	4	4	3	—	—
7	6	5	4	3	2	—
8	6	5	4	4	3	—
9	6	5	5	4	3	2
10	6	5	5	4	4	3

Mystic Level	—Mystic Spells Known—					
	0	1	2	3	4	5
1	4	2	—	—	—	—
2	5	2	—	—	—	—
3	5	3	1	—	—	—
4	6	3	2	—	—	—
5	6	4	2	1	—	—
6	7	4	3	2	—	—
7	7	5	3	2	1	—
8	8	5	4	3	2	—
9	8	5	4	3	2	1
10	9	5	5	4	3	2

Turn or Rebuke Undead

Starting at 2nd level, the Mystic gains the supernatural ability to affect the undead, such as zombies, skeletons, ghosts, and vampires in a manner similar to Acolyte. However, the Mystic's allegiance does not effect the type of effects she has on the undead. Furthermore, the Mystic affects undead as if she were an Acolyte of one level lower than her current Mystic class. A Mystic may turn, rebuke, command or bolster the undead. She may destroy the undead if of sufficient levels. She cannot dispel the turning of an Acolyte.

Bonus Feats

At 3rd, 6th, and 9th level, the Mystic gets a bonus feat. The bonus feat must be selected from the following list, and the Mystic must meet all of the prerequisites for the feat to select it. Alertness, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Creative, Dodge, Educated, Empower Turning, Greater Spell Focus, Greater Spell Penetration, Improved Turning, Renown, Spell Focus, Spell Penetration, Trustworthy, Windfall. The Mystic may also take any metamagic feats as bonus feats.

Combat Casting

At 4th level, the Mystic becomes adept at casting spells during combat. She gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Brew Potion

At 5th level, the Mystic can create potions, which carry spells within themselves.

The Mystic can create a potion of any spell of 3rd level or lower that she knows. The spell must target a character or characters. Brewing a potion takes one day. When the Mystic creates a potion, she sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mystic's own level.

The purchase DC of the raw material to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Mystic must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Mystic makes a Craft (chemical) skill check. The DC for the check is 10 + the spell level + the caster level. If the check fails, the raw materials are used up but the XP are not spent. The Mystic can try again the next day.

When the Mystic creates a potion, she makes any choices that she would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the raw materials cost, the Mystic must expend the material component or pay the XP cost when creating the potion.

Discern Lie

The Mystic develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Mystic must be able to see and hear (but not necessarily understand) the individual under scrutiny.

The Mystic can determine whether a spoken statement is true or false with a successful Sense Motive check opposed by the subject's Bluff check or DC 10, whichever is greater.

Turn or Rebuke Humans

Starting at 8th level, the Mystic gains the supernatural ability to affect humans, allowing her to command them or drive them off in the fashion of the Acolyte's turn undead ability. The Mystic's allegiance does not effect the type of effects she has on humans. The ability does not affect humanoids or other creatures. Unlike other turning abilities, the Mystic must spend an action point to turn or rebuke humans.

A Mystic may turn, rebuke, command or bolster humans. She cannot destroy the targeted humans with this ability, nor can she dispel the turning of another individual.

Empower Spell

At 10th level, the Mystic learns to cast spells to greater effect. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, as appropriate. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level. Therefore, a Mystic can only empower 1st, 2nd, or 3rd-level spells.

SHADOW HUNTER

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements

To qualify to become a Shadow Hunter, a character must fulfill the following criteria. High Strength and Charisma scores are also useful.

Base Attack Bonus: +2

Skills: Investigate 6 ranks, Sense Motive 6 ranks, Knowledge (arcane lore) 3 ranks.

Feats: Track, and Personal Firearms Proficiency or Archaic Weapons Proficiency.

Class Information

The following information pertains to the Shadow Hunter advanced class.

Hit Die

Shadow Hunters gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Shadow Hunters gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Shadow Hunter's class skills are as follows: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, current events, popular cultures, streetwise) (Int), Listen (Wis), Profession (Wis), Read/ Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Shadow Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Target bonus +1	+1	+0
2nd	+1	+2	+2	+2	Swift track	+2	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+0
4th	+3	+2	+2	+2	No trace, target bonus +2	+3	+0
5th	+3	+3	+3	+3	Play a hunch	+4	+1
6th	+4	+3	+3	+3	Bonus feat	+4	+1
7th	+5	+4	+4	+4	Target bonus +3	+5	+1
8th	+6	+4	+4	+4	Detect magical aura	+6	+2
9th	+6	+4	+4	+4	Bonus feat	+6	+2
10th	+7	+5	+5	+5	Locate target	+7	+2

Class Features

The following features pertain to the Shadow Hunter advanced class.

Target Bonus

The Shadow Hunter, as a full-round action, may designate an individual as a target. He spends one action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Shadow Hunter does not need to know the target personally and may know her only through her actions or description. The Shadow Hunter may not select a target while he or the target is in combat, and once he chooses a target he must wait 24 hours before choosing another.

The Shadow Hunter gains the target bonus as a competence bonus on attacks against that particular target, as well as when using the following skills directly against the target, or in tracking a target: Bluff, Computer Use, Gather Information, Investigate, Listen, Research, Search, Sense Motive, and Spot. The target bonus applies to a single individual and lasts until the Shadow Hunter chooses a new target. The bonus is +1 at 1st level, +2 at 4th, and +3 at 7th level.

Swift Track

At 2nd level, the Shadow Hunter may move at normal speed while using Track without taking the –5 penalty.

Bonus Feats

At 3rd, 6th, and 9th levels, the Shadow Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Shadow Hunter must meet all of the prerequisites for the feat to select it.

Armor Proficiency (archaic, light, medium), Brawl, Improved Brawl, Improved Feint, Improved Grapple, Improved Knockout Punch, Knockout Punch, Streetfighting.

No Trace

At 4th level, the Shadow Hunter knows how to hide his own tracks, and may, at his choice, move into “No Trace” mode. All attempts to use the Track feat against the Shadow Hunter (though not allies) treat the ground as “firm” for purposes of success. In addition, the DC of any attempts to use Computer Use, Gather Information, Investigate, and Research on matters involving the Shadow Hunter are increased by the Shadow Hunter's levels in this advanced class.

Play a Hunch

At 5th level, the Shadow Hunter gains the supernatural ability to make a guess and be assured that it is correct. The Shadow Hunter may, as a full-round action, spend an action point to determine whether an assumption, hunch, or guess is correct. The player states the assertion and pays an action point. Secretly rolls percentile dice; there is a 70% +1% per character level chance of getting a response on the hunch (failure indicates merely that you are unsure if this is true or not).

If the roll is a success, the player knows if the hunch is true, false, both or neither. A “both” response is possible for vague assumptions. An “unknown” response is for questions with no immediate answer.

It may be determined that a hunch is so obvious that it does not require a roll, or that it is so vague that there is no chance for success. In these cases, the action point is not spent (though the attempt still counts as a full-round action). A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption would require additional work.

Detect Magical Aura

At 8th level, the Shadow Hunter gains the spell-like ability to *detect magical aura*. The Shadow Hunter may use this effect up to three times per day, and each use lasts for 20 minutes.

Locate Target

At 10th level, the Shadow Hunter gains the supernatural ability to know where his target is, if in the target is in the general vicinity (1,000 feet of the Shadow Hunter). This ability applies only to the target, and does not reveal attitude, status, or the presence of others around the target. This is a supernatural ability, and spells, psionics, and other FX that interfere with supernatural abilities will foil the locate target ability as well.

SHADOWJACK

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become a Shadowjack, a character must fulfill the following criteria.

Skills: Computer Use 6 ranks, Craft (electronic) 6 ranks, and Disable Device 6 ranks.

Class Information

The following information pertains to the Shadowjack advanced class.

Hit Die

Shadowjacks gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Shadowjacks gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Shadowjack's class skills are as follows: Computer Use (Int), Craft (electronic, mechanical, writing) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, current events, history, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Search (Int).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Shadowjack

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Read/write code	+1	+0
2nd	+1	+0	+0	+3	Online presence	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Shadowjack abilities	+2	+1
5th	+2	+1	+1	+4	Shadowjack abilities	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Shadowjack abilities	+4	+2
8th	+4	+2	+2	+6	Shadowjack abilities	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Virtual incantations	+5	+3

Class Features

The following features pertain to the Shadowjack advanced class.

Read/Write Code

Beginning at 1st level, the Shadowjack can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Decipher Script check (DC 10 + Computer Use skill modifier of the code's author), the Shadowjack can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Shadowjack gains a +2 insight bonus on Computer Use checks attempting to degrade the program.

Online Presence

Beginning at 2nd level, when attempting to use a Charism-abased skill such a Bluff, Intimidate, Diplomacy, or Gather Information in an online situation, the Shadowjack adds any Shadowjack levels as a circumstance bonus.

Bonus Feats

At 3rd, 6th, and 9th level, the Shadowjack gets a bonus feat. The bonus feat must be selected from the following list, and the Shadowjack must meet all of the prerequisites for the feat to select it. Alertness, Arcane Skills, Builder, Cautious, Educated, Gearhead, Lightning Reflexes, Low Profile, Meticulous, Renown, Studious, Windfall.

Shadowjack Abilities

Beginning at 4th level, the Shadowjack gains the following abilities:

Electronic Empathy: The Shadowjack gains a +2 competence bonus when repairing or disabling electronic devices. This is in addition to any synergy bonuses for related skills.

Careful Progress: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack fails his Computer Use check by 10 or more. At 5th level, the Shadowjack gains the following abilities:

False Trail: When covering his electronically tracks through the internet, the Shadowjack can lay in a false trail. With a successful DC 25 Computer Use check, the Shadowjack imposes a –5 penalty on any attempt to trace him (as described in the *Defend Security* function of the Computer Use skill). If the trace fails by 10 or more points, the tracker follows the Shadowjack's false trail to an innocent internet address. If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor: After successfully breaking into a specific computer system, the Shadowjack can install a “backdoor” to the system. A backdoor is a piece of code that makes it easier for the Shadowjack to break into that particular system in the future. Writing and installing the program requires a Computer Use check (see chart below), but once successfully installed it automatically defeats that systems' security upon return trips—the Shadowjack no longer needs to make Computer Use checks to enter that system.

Level of Security	DC
Minimum	25
Average	30 ^o
Exceptional	40
Maximum	45

It is important to keep backdoors hidden from the system administrator, who will always be on the lookout for such invasions. A backdoor automatically allows the Shadowjack entrance to a particular system, but every time he uses it he must make an opposed Computer Use check against the administrator. Failure means the backdoor is discovered and will be deleted before the next time the Shadowjack returns.

At 7th level, the Shadowjack gains the following abilities:

Online Spell Resistance: The Shadowjack becomes harder to hurt by spells and spell-like abilities sent through email and electronic devices, including the Techno Mage's online spellcasting ability as well as magical items which use electronic components. The Shadowjack gains Spell Resistance equal to 10 + his Shadowjack levels. This is a supernatural ability.

Improved Degradation: The Shadowjack's attempts to alter and degrade existing programming get more insidious. The degradation is installed as normal (as described in the

Degrade Programming function of the Computer Use skill). However, unless the Computer Use check to fix the degraded program exceeds the DC by 5, the degradation returns within 6 hours—this happens automatically, the Shadowjack does not have to make a second check.

At 8th level, the Shadowjack gains the following abilities:

Passfirewall: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack rolls a 1 on his Computer Use check.

Walking Database: The Shadowjack gains the supernatural ability to recall vast amounts of information gleaned while traveling through cyberspace. He may spend an action point and then substitute his Computer Use score instead of a Knowledge score for the purposes of one check.

Virtual Incantations

At 10th level, the Shadowjack gains the spell-like ability to use a computer to cast incantations. This process reduces the number of secondary casters required by 10, and may allow the Shadowjack to shorten the casting time. If he is successful at a Computer Use check with a DC equal to the DC for the incantation's skill check, the casting time is reduced to 1/10th of its original length. All other requirements for the incantation (components, saving throws, backlash, and so forth) remain the same.

SPEED DEMON

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become a Speed Demon, a character must fulfill the following criteria.

Skills: Drive 6 ranks.

Feats: Vehicle Expert.

Other: Base Reflex save +2.

Class Information

The following information pertains to the Speed Demon advanced class.

Hit Die

Speed Demons gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Speed Demons gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Speed Demon's class skills are as follows: Balance (Dex), Concentration (Con), Craft (electronic, mechanical) (Int), Disable Device (Dex), Drive (Dex), Knowledge (current events, popular culture, technology) (Int), Listen (Wis), Profession (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Repair (Int), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Speed Demon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Uncanny dodge X	+1	+0
2nd	+1	+0	+3	+0	Hit the weak spot	+1	+0
3rd	+2	+1	+3	+1	Bonus feat, vehicle empathy	+2	+1
4th	+3	+1	+4	+1	Need for speed	+2	+1
5th	+3	+1	+4	+1	Nursing the turns	+3	+1
6th	+4	+2	+5	+2	Bonus feat, commandeer	+3	+2
7th	+5	+2	+5	+2	Leadfoot	+4	+2
8th	+6	+2	+6	+2	Redlining the needle	+4	+2
9th	+6	+3	+6	+3	Bonus feat. restore vehicle	+5	+3
10th	+7	+3	+7	+3	One with the machine	+5	+3

Class Features

The following features pertain to the Speed Demon advanced class.

Uncanny Dodge X

The Speed Demon gains the ability of Uncanny Dodge, or increases the potency of this ability if she already has it. If the Speed Demon does not have Uncanny Dodge 1 (usually gained as a Fast hero), she gains Uncanny Dodge 1: She retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized.) If the Speed Demon already has Uncanny Dodge 1, she gains Uncanny Dodge 2: She can no longer be flanked; she can react to opponents on opposite sides of herself as easily as she can react to a single attacker.

If the Speed Demon already has Uncanny Dodge 2, then she gains no further benefit from this ability.

Hit the Weak Spot

At 2nd level, the Speed Demon knows enough about vehicles to know the best way to damage and disable them. Whether using a weapon or another vehicle, the Speed Demon ignores the first 5 points of hardness when attacking a vehicle.

Bonus Feats

At 3rd, 6th, and 9th level, the Speed Demon gets a bonus feat. The bonus feat must be selected from the following list, and the Speed Demon must meet all of the prerequisites for the feat to select it. Brawl, Builder, Dodge, Drive-By Attack, Force Stop, Gearhead, Improved Brawl, Renown, Streetfighting, Vehicle Dodge, Vehicle Specialization.

Vehicle Empathy

At 3rd level, the Speed Demon gains the supernatural ability to use Disable Device with a vehicle with which she has the Vehicle Specialization feat. This is a free action, but she must be touching the vehicle in question in order for the ability to function. This may include popping the locks without tools, starting the engine without keys, or cracking the engine block by touching the hood.

Need For Speed

At 4th level, the Speed Demon can improve the top speed of a ground or water vehicle that she controls. The vehicle's top speed is increased by 25%.

Nursing the Turns

At 5th level, the Speed Demon can get better performance out of a vehicle, reducing some of its penalties. The Speed Demon may spend an action point to negate the Maneuver penalty of a vehicle or Initiative penalty of a vehicle she controls until the beginning of the Speed Demon's next turn.

Commandeer

At 6th Level, the Speed Demon gains the supernatural ability to control a vehicle even if she is not behind the wheel or otherwise in immediate control of the vehicle. The Speed Demon makes all Drive checks for the vehicle as long as she is in control.

The Speed Demon must be in contact with the vehicle, and loses control of it if she no longer maintains contact. The vehicle must be a vehicle with which the Speed Demon has the Vehicle Specialization feat.

The Speed Demon must make a Drive check for commandeering a vehicle. The DC is 10 for an otherwise uncontrolled vehicle or one in which the controller allows the Speed Demon to assume control. If the controller of the vehicle resists the Speed Demon's attempts, the DC is 10 + the controller's Drive skill.

Leadfoot

At 7th level, the Speed Demon gains a +2 competence bonus on initiative checks when controlling a vehicle.

Redlining the Needle

At 8th level, the Speed Demon treats Check/Roll Modifiers for All-Out and Highway Speeds as Street Speeds (reduced to -1 as opposed to -2 and -4, respectively).

Restore Vehicle

At 9th level, the Speed Demon gains the supernatural ability to, as a move action or part of a move action, restore a vehicle to working condition. The Speed Demon spends an action point and restores up to 10 points of damage to a vehicle she is in contact with. The restoration is magical in nature, and may be performed while the vehicle is in motion. The Speed Demon may restore damaged portions of the vehicle, such as tires, in the same manner.

One with the Vehicle

At 10th level, the Speed Demon develops supernatural reflexes behind the wheel, effectively reacting as if vehicle and body were one. When the Speed Demon is in control of a vehicle, she can add her Defense bonus to that of the vehicle. The Defense bonus applies to all parts of the vehicle, including windshields, tires, and passengers.

STREET WARRIOR

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

To qualify to become a Street Warrior, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Knowledge (streetwise) 6 ranks.

Feats: Streetfighting, Brawl.

Other: Before or upon taking the Street Warrior advanced class, the Street Warrior must have an allegiance to some urban area or group. This could include a particular neighborhood or organization that would be suitable for an urban-oriented character.

Class Information

The following information pertains to the Street Warrior advanced class.

Hit Die

Street Warriors gain 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

Street Warriors gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Street Warrior's class skills are as follows: Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Drive (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (popular culture, streetwise, tactics) (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis)

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Street Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Urban survival	+1	+1
2nd	+2	+3	+0	+0	Improvised weapons	+1	+1
3rd	+3	+3	+1	+1	Bonus feat	+2	+1
4th	+4	+4	+1	+1	Street cred	+2	+2
5th	+5	+4	+1	+1	Improved streetfighting	+3	+2
6th	+6	+5	+2	+2	Bonus feat	+3	+2
7th	+7	+5	+2	+2	Weapon specialization	+4	+3

8th	+8	+6	+2	+2	Improvised weapon damage	+4	+3
9th	+9	+6	+3	+3	Bonus feat	+5	+3
10th	+10	+7	+3	+3	Advanced streetfighting	+5	+4

Class Features

The following features pertain to the Street Warrior advanced class.

Urban Survival

At 1st level, the Street Warrior gains a +4 competence bonus on Survival checks in urban areas, which includes the ability to follow tracks, hunt feral animals, find (or lose) individuals in urban maze, find safe places to crash, and avoid hazards peculiar to a city environment.

Improvised Weapons

At 2nd level, the Street Warrior becomes an expert at using i m p r o v i s e d weapons. The Street Warrior does not take a –4 penalty on attack rolls when wielding an improvised weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Street Warrior gets a bonus feat. The bonus feat must be selected from the following list, and the Street Warrior must meet all of the prerequisites for the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (Light), Combat Throw, Defensive Martial Arts, Elusive Target, Knockout Punch, Improved Brawl, Improved Combat Throw, Improved Feint, Improved Knockout Punch, Personal Firearms Proficiency, Weapon Focus, Unbalance Opponent.

Street Cred

At 4th level, the Street Warrior adds his Reputation bonus to Charisma skill checks in his home location, or in situations involving others of his chosen allegiance(s). These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Improved Streetfighting

The extra damage provided by the Streetfighting feat increases to 1d4+2.

Weapon Specialization

At 7th level, the Street Warrior gains weapon specialization with a specific melee weapon (including unarmed strike). The weapon must be one in which the Street Warrior has a Weapon Focus feat. He gets a +2 bonus on all damage rolls with the chosen weapon. Should the Street Warrior not have a Weapon Focus, he does not get this ability until such a time that he gains Weapon Focus.

Improvised Weapon Damage

At 8th level, the Street Warrior's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Advanced Streetfighting

The extra damage provided by the Streetfighting feat increases to 1d4+4.

SWASHBUCKLER

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements

To qualify to become a Swashbuckler, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Balance 6 ranks, Tumble 6 ranks.

Feats: Weapon Finesse with any light melee weapon.

Class Information

The following information pertains to the Swashbuckler advanced class.

Hit Die

Swashbucklers gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Swashbucklers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Swashbuckler's class skills are as follows: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, history, popular culture), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Sleight of Hand (Dex), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Swashbuckler

Level	Base Attack	Fort	Ref	Will	Special	Defense	Reputation
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	Bonus	Save	Save	Save		Bonus	Bonus
1st	+0	+1	+2	+0	Weapon focus	+1	+0
2nd	+1	+2	+3	+0	Quick weapon draw	+2	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+0
4th	+3	+2	+4	+1	Weapon specialization	+3	+0
5th	+3	+3	+4	+1	Find the mark	+4	+1
6th	+4	+3	+5	+2	Bonus feat	+4	+1
7th	+5	+4	+5	+2	Greater weapon specialization	+5	+1
8th	+6	+4	+6	+2	Deflect missiles	+6	+1
9th	+6	+4	+6	+3	Bonus feat	+6	+2
10th	+7	+5	+7	+3	Touché	+7	+2

Class Features

The following features pertain to the Swashbuckler advanced class.

Weapon Focus

At 1st level, the Swashbuckler gets the Weapon Focus feat for a weapon which he has Weapon Finesse. If he already has Weapon Focus for this weapon, then he gains Weapon Focus in another light melee weapon or smaller of his choice.

Quick Weapon Draw

At 2nd level, the Swashbuckler gains the ability to draw his weapon as a free action. This applies only to the weapons for which the Swashbuckler has Weapon Focus.

Bonus Feats

At 3rd, 6th, and 9th levels, the Swashbuckler gets a bonus feat. The bonus feat must be selected from the following list, and the Swashbuckler must meet all of the prerequisites for the feat to select it. Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Exotic Melee Weapon Proficiency, Improved Damage Threshold, Improved Disarm, Improved Trip, Mobility, Spring Attack, Whirlwind Attack.

Weapon Specialization

At 4th level, the Swashbuckler gains the Weapon Specialization feat. He gains a +2 bonus on damage rolls with a chosen light slashing or piercing melee weapon. The Swashbuckler must have Weapon Focus in that weapon in order to gain Weapon Specialization.

Find the Mark

The Swashbuckler increases his threat range by one when using any melee weapon with which he has Weapon Finesse. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities which increase threat ranges.

Greater Weapon Specialization

At 7th level, the Swashbuckler gains Greater Weapon Specialization with a light or smaller melee weapon with which he has Weapon Specialization. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Deflect Missiles

At 8th level, the Swashbuckler can use his weapon to deflect missiles in the air, including arrows, spears, bolts, and bullets. This is a supernatural ability and costs an action point to activate.

If armed with a melee weapon with which he has Greater Weapon Specialization, the Swashbuckler may spend an action point to allow a Reflex save (DC 20 +1 per enhancement bonus of the attacking weapon). If he succeeds, he deflects the missile harmlessly away. The Deflect Missiles ability applies to bullets from handguns and longarms, but not exceptional missiles (such as *magic missiles* or particularly large items). If used successfully against a grenade attack the grenade automatically scatters (as normal rules) and then explodes.

Touché

At 10th level, the Swashbuckler is so adept at using his chosen weapon (with which he has Greater Weapon Focus) that attacks with that weapon can deal additional damage. With a successful attack with this weapon, before damage is rolled, he can spend 1 action point to deal +3d6 points of damage. This damage is not doubled by the effects of critical hits.

TECHNO MAGE

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements

To qualify to become a Techno Mage, a character must fulfill the following criteria.

Skills: Computer Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (arcane lore) 6 ranks, Repair 6 ranks.

Class Information

The following information pertains to the Techno Mage advanced class.

Hit Die

Techno Mages gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Techno Mages gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Techno Mage's class skills are as follows: Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (arcane lore, art, current events, history, popular culture, streetwise, technology) (Int), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Techno Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Arcane skills, arcane spells	+1	+0
2nd	+1	+0	+2	+0	Machine empathy, arcane spells	+1	+0
3rd	+1	+1	+2	+1	Bonus feat, arcane spells, program spell	+2	+1
4th	+2	+1	+2	+1	Create homunculus, arcane spells	+2	+1
5th	+2	+1	+3	+1	Arcane spontaneous casting, arcane spells	+3	+1
6th	+3	+2	+3	+2	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+4	+2	Spell focus, arcane spells	+4	+2
8th	+4	+2	+4	+2	Online casting, arcane spells	+4	+2
9th	+4	+3	+4	+3	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+5	+3	Quicken spells, arcane spells	+5	+3

Class Features

The following features pertain to the Techno Mage advanced class.

Arcane Spells and Armor

The Techno Mage can become proficient in the use of armor, and while his limitations are not as great as the traditional Mage, he still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making the complicated gestures needed to cast spells with somatic components harder to perform. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn, as shown below.

Arcane Spell Failure, Proficient	Arcane Spell Failure, Nonproficient
Armor Type	
Light	0%
Medium	10%
Heavy	20%

Spellfiles

The Techno Mage must study her spellfiles each day to prepare her spells. The Techno Mage can't prepare any spell not recorded in her spellfiles (except for *read magic*, which the Techno Mage can prepare from memory). The Techno Mage begins play with spellfiles containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Techno Mage has, her spellfiles hold one additional 1st-level arcane spell. Each time the character attains a new level of Techno Mage, she gains two new spells of any level or levels that she can cast, according to her new level. The Techno Mage can also add spells found in other Techno Mages' spellfiles or Mage's spellbooks. (Mages may use spells found in the files of Techno Mages.)

A set of spellfiles is usually put into a notebook or desktop computer, or a PDA. Occasionally they are put on a secure website to allow access by cell phone or satellite phone. Backup files are a must, and are usually kept in another location (such as a safety deposit box). Hard copy is also used for storage of spellfiles, sometimes bound in spellbooks.

Arcane Skills

At 1st level, the Techno Mage gains access to the arcane skill Spellcraft and the expansion of the Concentration skill, as described under the Mage entry.

Arcane Spells

The Techno Mage's key talent is the ability to cast arcane spells.

The Techno Mage is limited to a certain number of spells of each spell level per day, according to his Techno Mage class level. The Techno Mage must prepare spells ahead of time by resting for eight hours and spending one hour studying his spellfiles. While studying, the Techno Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Techno Mage must have an Intelligence score of at least 10 + the spell's level. The Difficulty Class for saving throws against the Techno Mage's spells is 10 + the spell's level + the Techno Mage's Intelligence modifier.

In addition, the Techno Mage receives bonus spells based on his Intelligence score, as shown below.

Int Score	—Bonus Spells by Spell Level—				
	1	2	3	4	5
12–13	1	—	—	—	—
14–15	1	1	—	—	—
16–17	1	1	1	—	—
18–19	1	1	1	1	—
20–21	2	1	1	1	1
22–23	2	2	1	1	1

Techno Mage Level	—Spells per Day by Spell Level—					
	0	1	2	3	4	5
1	3	1	—	—	—	—
2	4	2	—	—	—	—
3	4	2	1	—	—	—
4	4	3	2	—	—	—
5	4	3	2	1	—	—
6	4	3	3	2	—	—
7	4	4	3	2	1	—
8	4	4	3	3	2	—
9	4	4	4	3	2	1
10	4	4	4	3	3	2

Machine Empathy

At 2nd Level, the Techno Mage is so comfortable with technology that she gains a +2 competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

Program Spell

At 3rd level, the Techno Mage may spend an action point to insert a spell within a particular analog or digital device, such that by touching a key (or flicking a switch), the spell activates. All variables of the spell are set at the time of casting. Casting a spell takes the normal amount of time; discharging a programmed spell is an attack action.

Bonus Feats

At 3rd, 6th, and 9th level, the Techno Mage gets a bonus feat. The bonus feat must be selected from the following list, and the Techno Mage must meet all of the prerequisites for the feat to select it.

Armor Proficiency (light), Builder, Educated, Gearhead, Greater Spell Focus, Greater Spell Penetration, Personal Firearms Proficiency, Spell Focus, Spell Penetration, Studious, Windfall.

The Techno Mage may also take any metamagic feats as bonus feats.

Create Homunculus

At 4th level, the Techno Mage can create a homunculus. The homunculus may be flesh, digital, chemical, or biochemical in nature.

Creating a homunculus requires a DC 25 Wealth check to acquire the appropriate equipment. The materials used are consumed in the creation of the homunculus. In addition, the creation of a homunculus requires a pint of the Techno Mage's blood.

It takes a week to create a homunculus. During this time the Techno Mage must labor for 8 hours a day. A character not actively working on the ritual must perform no other activities except eating, sleeping, or talking. If she misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Techno Mage makes an appropriate skill check for the Craft skill connected with the particular subtype of homunculus (DC 20). A failure indicates loss of the subject (requiring the Techno Mage to begin again) but no other penalty.

The Techno Mage may create any number of homunculi. However, when a homunculi perishes, its death deals 2d10 points of damage to the Techno Mage, so caution is usually the by-word in homunculus creation.

Arcane Spontaneous Casting

At 5th, the Techno Mage chooses a number of spells she already knows equal to her Intelligence modifier. From that point on, the Techno Mage can cast those spells in place of already-chosen spells of the same level. The Techno Mage "loses" a prepared spell to cast another spell of the same level or lower.

Spell Focus

At 7th level, the Techno Mage gains Spell Focus as a bonus feat.

Online Casting

At 8th level, the Techno Mage can cast spells through electronic devices, including cameras, cell phones, and modems. If the spell requires the caster to be seen, then the target must see the caster, if it requires the caster to be heard, then

the target must be able to hear the caster. Range is determined from the caster to the pick-up device (camera, keyboard, etc.) and then from the device to its target. The space between keyboard and monitor, or camera and screen, is not considered. The Techno Mage must be able to see or otherwise be able to determine the location of her target (“person at the keyboard” is a suitable target). Spells cast online are less effective, such that the target gets a +4 circumstance bonus on saving throws.

Quicken Spell

At 10th level, the Techno Mage learns to cast some spells as free actions. With but a moment’s thought (and the proper verbal, somatic, and material components). She can perform another action, even casting another spell, in the same round as she casts a quickened spell. She may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened.

A quickened spell does not provoke an attack of opportunity. Quicken spell is considered a metamagic ability for purposes of interacting with metamagic feats.

When a quickened spell is prepared, it is treated as a spell of four levels higher than the spell’s actual level, such that only 0- and 1st level spells may be quickened by a Techno Mage.

THRASHER

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

Requirements

To qualify to become an Thrasher, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Concentration 6 ranks, Survival 6 ranks.

Feats: Athletic or Endurance.

Class Information

The following information pertains to the Thrasher advanced class.

Hit Die

Thrashers gain 1d12 hit points per level. The character’s Constitution modifier applies.

Action Points

Thrashers gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Thrasher’s class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Profession (Wis), Read/Write Languages (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 3 + Intelligence modifier.

Table: The Thrasher

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+1	+0	Tough Defense	+1	+0
2nd	+1	+3	+2	+0	Ability surge 1/day	+1	+0
3rd	+2	+3	+2	+1	Bonus feat	+2	+0
4th	+3	+4	+2	+1	Uncanny dodge X	+2	+0
5th	+3	+4	+3	+1	Ability surge 2/day	+3	+1
6th	+4	+5	+3	+2	Bonus feat	+3	+1
7th	+5	+5	+3	+2	Damage reduction 5/+1	+4	+1
8th	+6	+6	+4	+2	Ability surge 3/day	+4	+1
9th	+6	+6	+4	+3	Bonus feat	+5	+2
10th	+7	+7	+5	+3	Damage reduction 10/+1	+5	+2

Class Features

The following features pertain to the Thrasher advanced class.

Tough Defense

Using his constitution instead of his dexterity, the Thrasher applies his Constitution bonus to his Defense instead of his Dexterity bonus. Any situation that would deny the Thrasher his Dexterity bonus to Defense denies the Constitution bonus.

Ability Surge

At 2nd, 5th, and 8th level, the Thrasher can temporarily increase his Strength and Dexterity, but at a penalty to saving throws. The Thrasher gains a +4 morale bonus to both Strength and Dexterity, but takes a –2 penalty on all saving throws. Activating ability surge is a free action, and the surge lasts for as many rounds as the character has Thrasher levels. Following an ability

surge, the Thrasher is fatigued (–2 to Strength and Dexterity) for as many rounds as he surged, but may negate this penalty as a free action by spending an action point.

The Thrasher may use the ability surge once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

Bonus Feats

At 3rd, 6th, and 9th level, the Thrasher gets a bonus feat. The bonus feat must be selected from the following list, and the Thrasher must meet all of the prerequisites for the feat to select it.

Alertness, Blind-Fight, Brawl, Cleave, Combat Expertise, Combat Reflexes, Far Shot, Focused, Great Cleave, Improved Brawl, Improved Knockout Punch, Improved Trip, Knockout Punch, Power Attack.

Uncanny Dodge X

The Thrasher gains the ability of Uncanny Dodge, or increases the potency of this ability if he already has it.

If the Thrasher does not have Uncanny Dodge 1 (usually gained as a Fast hero), he gains Uncanny Dodge 1: He retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if he's immobilized.)

If the Thrasher already has Uncanny Dodge 1, he gains Uncanny Dodge 2: He can no longer be flanked; he can react to opponents on opposite sides of himself as easily as he can react to a single attacker.

If the Thrasher already has Uncanny Dodge 2, then he gains no further benefit from this ability.

Damage Reduction

Starting at 7th level, the Thrasher gains the ability to use the ambient magic around him to shrug off some amount of injury from each attack. The Thrasher gains damage reduction 5/+1. Subtract 5 from the damage the Thrasher takes each time he is dealt damage from a physical attack—usually weapons or natural attacks but not energy attacks (magical or nonmagical in origin, spells, spell-like abilities, or supernatural abilities). Ignore damage reduction if the damage is from a magic weapon or attack of +1 bonus or higher. Damage reduction can reduce damage to 0, but not below 0. Damage reduction does not stack with itself unless otherwise stated—if the Thrasher gains other forms of damage reduction, apply the best damage reduction for the situation. Damage reduction from the Thrasher class may stack with the Tough hero damage reduction tree; in this case add the benefit of those damage reductions for attacks from melee and ranged weapons.

At 10th level, this damage reduction increases to 10/+1.

WILDLORD

The fastest path into this advanced class is from a combination of Strong and Tough hero basic classes, though other paths are possible.

Requirements

To qualify to become a Wildlord, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, Survival 6 ranks.

Class Information

The following information pertains to the Wildlord advanced class.

Hit Die

Wildlords gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Wildlords gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Wildlord's class skills are as follows: Climb (Str), Concentration (Con), Drive (Dex), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (Behavioral sciences, earth and life sciences, physical sciences), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Wildlord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Animal empathy	+1	+1
2nd	+1	+3	+0	+3	Track, animal companion	+1	+1
3rd	+2	+3	+1	+3	Bonus feat, fast climb	+2	+1
4th	+3	+4	+1	+4	Resist venom, call companion	+2	+2
5th	+3	+4	+1	+4	Skill mastery	+3	+2

6th	+4	+5	+2	+5	Bonus feat	+3	+2
7th	+5	+5	+2	+5	Expert in your field	+4	+3
8th	+6	+6	+2	+6	Command/rebuke animals	+4	+3
9th	+6	+6	+3	+6	Bonus feat, transform companion	+5	+3
10th	+7	+7	+3	+7	Command/rebuke magical beasts	+5	+4

Class Features

The following features pertain to the Wildlord advanced class.

Animal Empathy

At 1st level, the Wildlord gains the ability to use her Handle Animal skill to improve the attitude of an animal or magical beast. The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Wildlord needs to be within 30 feet of the creature to use this ability.

Most domestic animals have a starting attitude of indifferent, while most wild animals are unfriendly. (Exceptions exist: trained guard dogs may have an initial reaction of hostile to strangers.)

The Wildlord may also seek to influence magical beasts (including those she has never encountered before) at a –4 penalty. Animal empathy does not function on vermin.

Track

At 2nd level, the Wildlord gains Track as a bonus feat, if she does not already have it.

Animal Companion

At 2nd level, the Wildlord may spend an action point to transform an encountered animal into an animal companion. This requires a full-round action. The animal must already be friendly in attitude toward the Wildlord. This animal accompanies the Wildlord on her adventures as is appropriate to its species. The Wildlord may have a single animal companion at a time. Choose an animal from the following list: Ape, bear, big cat, boar, crocodile, deinonychus, dog (medium), donkey, eagle, elephant, herd animal (such as cow, camel, or bison), horse, lizard, monkey, octopus, porpoise, snake (constrictor, viper), squid, tiger, or wolf. The creature may be an animal of Shadow. The animal cannot have more Hit Dice than the Wildlord has character levels.

The animal chosen remains an animal, but may gain additional abilities according to the level of the Wildlord (see Animal Companions, below). The player running a Wildlord should consider the fact that certain animals may create problems in urban areas.

The Wildlord may release the animal back to the wild, regaining the action point initially spent in the process. The Wildlord does not regain the action point if the creature dies. In either case, the Wildlord must wait at least 24 hours before attempting to gain another animal companion.

Bonus Feats

At 3rd, 6th, and 9th level, the Wildlord gets a bonus feat. The bonus feat must be selected from the following list, and the Wildlord must meet all of the prerequisites for the feat to select it.

Animal Affinity, Athletic, Dodge, Endurance, Focused, Personal Firearms Proficiency, Renown, Stealthy.

Fast Climb

At 3rd level, the Wildlord becomes an expert at climbing. A successful Climb check allows her to move her full speed rather than at half speed when climbing.

Resist Venom

At 4th level, the Wildlord gains +4 resistance bonus on saving throws against natural poisons.

Call Companion

At 4th level, the Wildlord gains the supernatural ability to call her animal companion to her. The animal companion must be in the area (within a mile of the Wildlord's location), and will arrive within 10d6 minutes. Situations which the Wildlord and animal companion are clearly separated the animal will express consternation and distress but will not be able to respond.

Skill Mastery

At 5th level, the Wildlord designates one skill from her Wildlord class skill list. When making a check with this skill, the Wildlord may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions.

Expert in Your Field

At 7th level, the Wildlord is considered to be a master of nature lore, animals, and plants. The Wildlord gains a circumstance bonus equal to her Reputation bonus when making skill checks that are directly involved with her knowledge of the natural world. Such skills would include applicable Knowledge skills, as well as such social skills as Intimidate and Bluff when animals are involved.

Command/Rebuke Animals

At 8th level, the Wildlord may spend an action point to turn, command, or rebuke animals. This functions in the same manner as the ability to turn undead for the Acolyte.

Transform Companion

At 9th level, the Wildlord gains the supernatural ability to transform her animal companion into a small, inert object, such as a charm, a totem, or a stuffed animal, that may be carried around. While in object form, the transformed companion has the properties of the item.

The Wildlord may, as a move action or part of a move action, cast the object to the ground and cause it to immediately take its original form. The transformed creature is considered a magical beast as long as it remains the Wildlord's companion.

Command/Rebuke Magical Beasts

At 10th level, the Wildlord may spend an action point to turn, command, or rebuke magical beasts. This functions in the same manner as the ability to turn, command, or rebuke undead for the Acolyte.

Animal Companions

As the Wildlord grows in power and ability, so too does the power of her animal companion.

Class Level	Bonus HD	Natural Armor	Str/DexAdj.	Special
2-3	+0	0	+0	Link, share spells
4-5	+2	2	+1	Evasion
6	+4	4	+2	Devotion
7	+6	6	+3	Multiattack
8	+8	8	+4	
9	+10	10	+5	Improved evasion
10	+12	12	+6	

Class Level: The level of the Wildlord.

Bonus HD: These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is equal to a Wildlord whose level equals the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The animal companion doesn't gain any extra skill points or feats for bonus HD.

Natural Armor: The number listed here is an improvement to the animal companion's natural armor rating.

Str/Dex Adj.: Add this figure to the animal companion's Strength and Dexterity scores.

Link (Ex): The Wildlord gains a +4 circumstance bonus on Animal Empathy and Handle Animal checks made regarding the animal companion.

Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): The animal companion's devotion to its master is so complete, it gains a +4 morale bonus on all Will saves against Enchantment spells and effects.

Multiattack (Ex): The animal companion gains the Multiattack feat, if it has 3 or more natural attacks. If it does not have the requisite 3 or more natural attacks, the animal companion instead gains a second attack with its primary natural attack, albeit at a -5 to the base attack bonus.

Improved Evasion (Ex): If the animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

PRESTIGE CLASSES

Prestige classes have requirements that are more restrictive than those for advanced classes, and therefore reflect deeper specialization. In general, prestige classes are usually accessible only after 8 to 10 character levels and often have requirements only found in advanced classes.

ARCHMAGE

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

To qualify to become an Archmage, a character must fulfill the following criteria.

Skills: Spellcraft 12 ranks, Knowledge (arcane lore) 12 ranks, Concentration 12 ranks.

Special: Ability to cast arcane spells.

Class Information

The following information pertains to the Archmage prestige class.

Hit Die

Archmages gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

Archmage gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Archmage's class skills are as follows: Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spellcraft (Int).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Archmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Gifted incantations	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Granted incantations	+3	+3

Class Features

The following features pertain to the Archmage prestige class.

Total Spellcasting

Count all character caster levels when determining the Archmage's casting level for arcane spells.

Increased Spells/Day

At 2nd level, the Archmage increases the base number of arcane spells per day by one half (round down). This increase occurs before modifications for high intelligence or other alterations. At 4th level, the Archmage again increases the number of arcane spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Gifted Incantations

At 3rd level, the Archmage can spend an action point on an incantation to gain an additional +1d6 on all skill checks to complete the incantation.

Granted Incantations

At 5th level, failure during an Incantation holds no penalty for the Archmage.

ARTIFICER

The fastest path into this prestige class is from the Mage and Techno Mage advanced classes, though other paths are possible.

Requirements

To qualify to become an Artificer, a character must fulfill the following criteria.

Skills: Spellcraft 9 ranks, Knowledge (arcane lore) 9 ranks, and 9 ranks in any one Craft skill. The Craft skill will affect the Artificer's ability to use different types of Craft Artifice abilities.

Other: Ability to cast 2nd-level arcane spells.

Class Information

The following information pertains to the Artificer prestige class.

Hit Die

Artificers gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Artificer gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Artificer's class skills are as follows: Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical, or structural) (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Forgery (Int), Knowledge (arcane lore, art, business, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Table: The Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Craft artifice	+1	+2
2nd	+1	+2	+0	+3	Craft artifice, bonus feat	+1	+2
3rd	+1	+2	+1	+3	Craft artifice	+2	+2
4th	+2	+2	+1	+4	Craft artifice, bonus feat	+2	+3
5th	+2	+3	+1	+4	Craft artifice	+3	+3

Class Features

The following features pertain to the Artificer prestige class.

Craft Artifice

At each level of Artificer, choose one of the following item creation talents. The Artificer must have ranks in the appropriate Craft skill to use the talent. Note that for talents that are available to other arcane advanced classes, the Artificer's version is less expensive.

Craft Wand: With this talent, the Artificer can create wands, which carry spells within themselves. The Artificer can create a wand of any spell of 4th level or lower that he knows. Crafting a wand takes 12 hours x the spell's level. When the Artificer creates a wand, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to craft the wand, the skill check to create the wand, the experience point cost to craft the wand, and the DC of a saving throw (if applicable) to resist the effect of the wand.

The purchase DC for the raw material that the Artificer requires to craft a wand is 18 + the level of the spell stored in the wand + the wand's caster level.

The Artificer must also spend experience points to craft a wand. The XP cost is equal to the spell level x the caster level + the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (mechanical) skill check. The DC for the check is 10 + the spell level + the caster level of the spell stored in the wand. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try crafting the wand again as soon as he purchases more raw materials.

When an Artificer creates a wand, he makes any choices that he would normally make when casting the spell. A newly crafted wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend 50 copies of the material component or pay 50 times the XP cost when creating the wand.

Improved Brew Potion: With this talent, the Artificer can create potions, which carry spells within themselves. The Artificer can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Artificer creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Artificer's total class levels in all arcane spellcasting classes (Artificer, Mage, Techno Mage). The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion. The purchase DC for the raw material that the Artificer requires to brew a potion is 12 + the potion's spell level + the potion's caster level. The Artificer must also spend experience points to brew a potion. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials. Finally, the Artificer makes a Craft (chemical) skill check.

The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try brewing the potion again as soon as he purchases more raw materials. When an Artificer creates a potion, he makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when creating the potion.

Improved Scribe Scroll: With this talent, the Artificer can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 10 + the scroll's spell level + the scroll's caster level.

The Artificer must also spend experience points to scribe a scroll. The XP cost is equal to the spell level x the caster level x the purchase DC of the raw materials.

Finally, the Artificer makes a Craft (writing) skill check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Artificer can try scribing the scroll again as soon as he purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Artificer must expend the material component or pay the XP when scribing the scroll.

A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

Improved Scribe Tattoo: With this talent, an Artificer can create tattoos on his body or on someone else's. Tattoos function similarly to scrolls, and are created in the same way (see Scribe Scroll), except that the pertinent skill is Craft (visual arts).

Magic Mastercraft: With this talent, the Artificer can create magical mastercraft items.

Each time the Artificer selects this Craft Artifice talent, he applies it to either armor or weapons. From this point on, he can build magical mastercraft items of that type. The Artificer uses his Craft (mechanical) and Craft (chemical) to build weapons and armor and imbue them with magical enhancements. On average, it takes twice as long to build a magic mastercraft item as it does an ordinary item of the same type. The cost to build a magic mastercraft item is equal to the purchase DC for the components (see the appropriate Craft skill description) + an additional amount based on the magical enhancement bonus: +1 bonus, +5 to the purchase DC; +2 bonus, +10 to the purchase DC; +3 bonus, +15 to the purchase DC. You can add the magic mastercraft feature to an existing ordinary item by making the Wealth check and then making the Craft check as though you were constructing the item from scratch. The Artificer must also spend experience points to create a magic mastercraft item. The XP cost is equal to the enhancement bonus x 10 x the purchase DC of the components. The XP must be paid before making the Craft checks. If the expenditure of these XP would drop the Artificer to below the minimum needed for his current level, then the XP can't be paid and the mastercraft work can't be done until the Artificer gains enough additional XP to remain at his current level after the expenditure is made. Finally, the Artificer makes a Craft (mechanical) skill check and a Craft (chemical) skill check to complete the work. The DC for the Craft (mechanical) check is 20 + the enhancement bonus for armor; 25 + the enhancement bonus for weapons. The DC for the Craft (chemical) check is 25 + the enhancement bonus – the Artificer's class level.

Bonus Feat

At 2nd and 4th level, the Artificer gets a bonus feat. The bonus feat must be selected from the following list, and the Artificer must meet all of the prerequisites for the feat to select it.

Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Nonlethal Spell, Reach Spell, Sacred Spell, Shadowbane Spell.

ECCLESIAARCH

The fastest path into this prestige class is from the Acolyte and Mystic advanced classes, though other paths are possible.

Requirements

To qualify to become an Ecclesiarch, a character must fulfill the following criteria.

Skills: Spellcraft 10 ranks, Knowledge (theology and philosophy) 10 ranks, Concentration 8 ranks.

Special: Ability to cast divine spells, ability to turn a particular creature type.

Class Information

The following information pertains to the Ecclesiarch prestige class.

Hit Die

Ecclesiarches gain 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

Ecclesiarches gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Ecclesiarch's class skills are as follows: Concentration (Con), Craft (chemical, electronic, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, current events, history, popular culture, theology and philosophy), Listen (Wis), Perform (any), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Ecclesiarch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Total spellcasting	+1	+2
2nd	+1	+0	+0	+3	Increased spells/day	+1	+2
3rd	+1	+1	+1	+3	Total turning	+2	+2
4th	+2	+1	+1	+4	Increased spells/day	+2	+3
5th	+2	+1	+1	+4	Innovative turning	+3	+3

Class Features

The following features pertain to the Ecclesiarch prestige class.

Total Spellcasting

Count all character levels when determining the Ecclesiarch's casting level for divine spells.

Increased Spells/Day

At 2nd level, the Ecclesiarch increases the base number of divine spells he may cast per day by one-half (round down). This increase occurs before modifications for high Wisdom or other alterations. At 4th level, the Ecclesiarch again increases the number of divine spells available per day, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Total Turning

Count all character levels when determining the Ecclesiarch's level for attempts to turn, rebuke, or command creatures.

Innovative Turning

When the Ecclesiarch gains 5th level, and every time he gains a character level above this, he may spend an action point to alter the creature type he can turn, rebuke, or command. One Ecclesiarch may choose to affect fey, while another may affect constructs, and a third may choose to affect dragons. The new creature type replaces that of the previous one, and all limitations to the previous power apply (if the character could not bolster the previous creature type, he cannot bolster the new creature type). Certain types of creatures have restrictions on how they may be affected. The types that may be affected are:

Aberrations	Humans *
Animals	Magical beasts**
Constructs	Monstrous humanoids*
Dragons**	Oozes
Elementals	Outsiders**
Fey*	Plants
Giants*	Undead
Humanoids *	Vermin

*This type of creature cannot be destroyed by turning, regardless of the success of the turning.

**This type of creature cannot be destroyed by turning, and cannot be commanded.

HOLY/UNHOLY KNIGHT

The fastest path into this prestige class is from the Strong and Fast hero basic classes, in particular those which proceed through the Archaic Weaponsmaster and Swashbuckler advanced classes.

Requirements

To qualify to become a Holy/Unholy Knight, a character must fulfill the following criteria.

Base Attack Bonus: +8.

Skills: Diplomacy 9 ranks, Gather Information 9 ranks, Knowledge (any one) 9 ranks.

Feats: Weapon Focus in a melee weapon.

Other: At the time that the character receives his first level in the Holy/Unholy Knight prestige class, he must decide whether his faith leans toward the positive (good) or negative (evil) energy of the universe. This choice adds either the good or evil allegiance to the character, and determines how the Holy/Unholy Knight uses certain aspects of his faith.

Class Information

The following information pertains to the Holy/Unholy Knight prestige class.

Hit Die

Holy/Unholy Knights gain 1d10 hit points per level. The character's Constitution modifier applies.

Action Points

Holy/Unholy Knights gain a number of action points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Holy/Unholy Knight's class skills are as follows: Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcane lore, current events, history, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), Speak Language (none), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Table: The Holy/Unholy Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+2	Divine grace, divine spells	+0	+1

2nd	+2	+3	+0	+3	Sense allegiance, divine spells	+1	+1
3rd	+3	+3	+1	+3	Smite allegiance, divine spells	+1	+1
4th	+4	+4	+1	+4	Divine touch, divine spells	+1	+2
5th	+5	+4	+1	+4	Turn undead, divine spells	+2	+2

Class Features

The following features pertain to the Holy/Unholy Knight prestige class.

Divine Spells

The Holy/Unholy Knight casts divine spells. Unless noted below, the Holy/Unholy Knight's ability functions identically to the Acolyte's spellcasting abilities. The Difficulty Class for a saving throw against the Holy/Unholy Knight's spell is 10 + the spell's level + the Holy/Unholy Knight's Wisdom modifier.

The Holy/Unholy Knight doesn't acquire spells from books, scrolls, or files, nor does he prepare them through study. Instead, he meditates or prays for his spells, receiving them through his own strength of faith or as divine inspiration. The Holy/Unholy Knight must spend one hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on the Holy/Unholy Knight's spell preparation.

The Holy/Unholy Knight receives no benefit to number of spells due to higher ability scores.

Knight —Spells per Day by Spell Level—

Level	0	1	2	3
1	2	1	—	—
2	3	2	—	—
3	3	2	1	—
4	4	3	2	—
5	4	3	2	1

Divine Grace

At 1st level, a Holy/Unholy Knight applies his Charisma modifier (if positive) as a bonus on all saving throws.

Sense Allegiance

At 2nd level, The Holy/Unholy Knight can sense the presence of characters, creatures, and items of both his chosen allegiance, and his opposing allegiance (the Holy Knight has "good" as a chosen allegiance, and "evil" as an opposing allegiance, while the Unholy Knight has the reverse). The sense allegiance ability extends in a 60-foot radius around the Knight, but may be concentrated to a quarter circle emanating forward from the Knight. You can pinpoint allegiance more finely with a successful Search check (DC 25).

Smite Allegiance

At 3rd level, the Holy/Unholy Knight gains the ability to smite characters, creatures, or items of opposing allegiance with a single melee attack (the Holy Knight has "evil" as an opposing allegiance, the Unholy Knight has "good" as an opposing allegiance).

The Holy/Unholy Knight spends an action point and, in addition to the normal benefit of the action point, gains a bonus to the attack equal to his Charisma modifier (if positive) and deals 1 extra point of damage per total character levels of the Holy/Unholy Knight.

Should the attack miss, the action point is expended. Similarly, the action point is expended if the Holy/Unholy Knight uses it and strikes a target that does not have an opposing allegiance. Smite allegiance is considered a supernatural ability.

Divine Touch

At 4th level, the Holy/Unholy Knight gains the ability to channel divine energy through his body and apply it directly to himself or another character. With this ability the Knight can restore lost hit points with a single touch; he may also choose to deal holy damage to a target with a simple a touch attack. Each day the Holy/Unholy Knight may cure or deal a number of points of damage equal to his Charisma bonus times his total character level. The Holy Knight is not limited to curing wounds, nor is the Unholy Knight restricted to inflicting them. It is possible to combine this ability with smite allegiance to increase the amount of damage dealt by a touch attack. Massive damage rules apply.

Use of this ability may be guided by the Holy/Unholy Knight's allegiance, and widespread abuse may cause the Holy/Unholy Knight to lose his chosen allegiance.

Turn Undead

At 5th level, the Holy/Unholy Knight can turn undead in the same manner as the Acolyte. The Holy Knight affects undead in the same manner as an Acolyte with good allegiance (turning or destroying undead), while the Unholy Knight affects undead in the same manner as an Acolyte with evil allegiance (rebuking or commanding them). Count all Holy/Unholy Knight and Acolyte levels when determining level for purposes of turning.

Former Knights

A Holy/Unholy Knight who loses his chosen allegiance, intentionally or not, loses all Holy/Unholy Knight special abilities, including the ability to cast divine spells. He may no longer progress in levels of Holy/Unholy Knight, but can regain use of those abilities if he atones for his actions.

The Holy/Unholy Knight may switch sides entirely, taking its former opposed allegiance. In this case, none of the Knight's abilities are lost, and the Knight merely changes his designation from Holy to Unholy (being a Fallen Knight) or Unholy to Holy (being a Redeemed Knight). Such a switch of allegiance is dramatic, such that the Fallen/Redeemed Knight automatically kicks off the sense allegiance ability for Knights of its now-opposed allegiance.