

22 Talent Trees



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22 TALENT TREES

CONTENTS

INTRODUCTION	3
STRONG HERO	4
<i>Brute Talent Tree</i>	4
<i>Heavy Load Talent Tree</i>	4
<i>Hurling Talent Tree</i>	4
<i>Like A Rock Talent Tree</i>	4
<i>Mighty Talent Tree</i>	4
FAST HERO	5
<i>Elusive Talent Tree</i>	5
<i>Finesse Talent Tree</i>	5
<i>Need For Speed Talent Tree</i>	6
<i>Quicker Than the Eye Talent Tree</i>	6
TOUGH HERO	6
<i>FX Resistance Talent Tree</i>	6
<i>Toxin Resistance Talent Tree</i>	7
SMART HERO	7
<i>Fast Learner Talent Tree</i>	7
<i>Quick Thinking Talent Tree</i>	7
<i>Tactical Talent Tree</i>	8
DEDICATED HERO	8
<i>Animal Friendship Talent Tree</i>	8
<i>Oracle Talent Tree</i>	10
<i>Selfless Talent Tree</i>	11
<i>Virtuous Talent Tree</i>	11
CHARISMATIC HERO	12
<i>Efficacious Talent Tree</i>	12
<i>Facetious Talent Tree</i>	13
<i>Intimidating Talent Tree</i>	13
<i>Pulchritudinous Talent Tree</i>	14
TREAT INJURY	14
TRANSPLANT SURGERY	14
OTHER SUPPLEMENTS	15
OPEN GAME LICENSE Version 1.0a	19

INTRODUCTION

This supplement includes twenty-two new talent trees for the d20 Modern RPG system. These talent trees were developed during the play-testing phase of *Hell on Earth*, the d20 WWII supplement from Bloodstone Press. However, do not let that stop you from using them in any other sort of Modern setting. There are also a few talent trees here that offer a slight fantasy feel, for those who like using the Modern rules for sword and sorcery adventure.

Many of these talents have been extrapolated from other previously published OGC sources, including the SRD. Others have been developed from scratch. Although all have been rigorously considered, clarifications may still be in order. If you have any questions or need clarification concerning these rules do not hesitate to contact us at questions@bloodstone-press.com. we will do our best to get you an answer and we will try to make suitable adjustments to future releases of this material.

RELATED MATERIAL

The d20 Modern Core Rules are required to use this supplement. Talents followed by an “(SRD)” notation can be found in the d20 Modern SRD. Furthermore, many of these talent trees are suitable for use with *Hell on Earth*, the WWII d20 Modern supplement from Bloodstone Press. Animals with a “[PC]” notation after them can be found in Chapter 12 of the *Primal Codex*. Animals with a “[BL]” notation after them can be found in the *Bane Ledger*.

OGC

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CREDITS

Design and Development: J.C. Alger

Editing: Chris Cant

Cover Art: William McAusland (<http://www.artmotive.com/mcausland.html>)

Interior Art: William McAusland (<http://www.artmotive.com/mcausland.html>)

22 TALENT TREES

STRONG HERO

Brute Talent Tree

Heroes with these talents are remarkably forceful and powerful when grappling.

Rough: The Strong hero receives a +1 bonus to all Grapple and Trip checks.

Rowdy: The Strong hero receives an additional +1 bonus to all Grapple and Trip checks (+2 total).
Prerequisite: Rough.

Brutal: The Strong hero receives an additional +1 bonus to all Grapple and Trip checks (+3 total).
Prerequisites: Rough, Rowdy.

Heavy Load Talent Tree

Heroes with this talent tree are capable of carrying excessively heavy loads on their backs.

Heavy Load: The character's carrying capacity is calculated as if his Strength score were one point higher than it actually is.

Greater Heavy Load: The character's carrying capacity is calculated as if his Strength score were two points higher than it actually is.
Prerequisite: Heavy Load.

Improved Heavy Load: The character's carrying capacity is calculated as if his Strength score were three points higher than it actually is.
Prerequisite: Heavy Load, Greater Heavy Load.

Maximum Heavy Load: The character's carrying capacity is calculated as if his Strength score were four points higher than it actually is.
Prerequisite: Heavy Load, Greater Heavy Load, Improved Heavy Load

Hurling Talent Tree

Heroes with talents from this tree are skilled at utilizing their immense upper body strength to throw objects much farther than other characters can.

Hurl: The maximum range at which the character can throw objects is increased to seven range increments.

Great Hurl: The maximum range at which the character can throw objects is increased to ten range increments.
Prerequisite: Hurl.



Mighty Hurl: The maximum range at which the character can throw objects is increased to twelve range increments.
Prerequisites: Hurl, Great Hurl.

Like A Rock Talent Tree

Strong heroes with these talents have toned their bodies into rock hard specimens of physical fitness. This strengthening grants the character a natural armor bonus to his Defense.

Strengthened Body: The hero gains a +1 natural armor bonus to his Defense.

Hardened Body: The hero gains an additional +1 natural armor bonus to his Defense (+2 total).
Prerequisite: Strengthened Body.

Solid as a Rock: The hero gains an additional +1 natural armor bonus to his Defense (+3 total).
Prerequisites: Strengthened Body, Hardened Body.

Mighty Talent Tree

Strong heroes with this talent tree are capable of drawing upon their immense strength to resist adverse situations and conditions.

Might: Once per day, the Strong hero with this talent can add his Strength modifier as a morale bonus to any one saving throw.

Mighty Fortitude: With this talent, the Strong hero adds his Strength modifier as a morale bonus to all of his Fortitude saving throws. This effect is not cumulative with the bonus gained from the Might talent unless the hero also has the Incredible Might talent.

Prerequisite: Might.

Mighty Reflexes: Strong heroes with this talent add their Strength modifier as a morale bonus to all Reflex saving throws. This effect is not cumulative with the bonus gained from the Might talent unless the hero also has the Incredible Might talent.

Prerequisite: Might.

Mighty Will: With this talent, the Strong hero adds his Strength modifier as a morale bonus to all of his Will saving throws. This effect is not cumulative with the bonus gained from the Might talent unless the hero also has the Incredible Might talent.

Prerequisite: Might.

Incredible Might: With this talent, the Strong hero can add the benefits from his Might talent to the bonus gained from any of his other talents in this tree, effectively adding double his Strength modifier to his saving throw. He may do this only one time per day.

Prerequisites: Might, Mighty Fortitude, Mighty Reflexes, Mighty Will.

FAST HERO

Elusive Talent Tree

Fast heroes with this talent tree are known for their uncanny ability to avoid attacks and to wriggle free of bonds or grapples.

Slippery: A Fast hero with this talent gains a +3 bonus to all Escape Artist checks, including those made to escape a grapple.

Fancy Footwork: The Fast hero gains a +1 Dodge bonus to his Defense against all attacks directed at him, provided he is not flat footed or otherwise denied his Dexterity bonus to Defense.

Creeping Reflexes: The Fast hero has remarkably keen reactions, enabling him to excel at certain skills. The hero with this talent adds his base Reflex saving throw bonus to all Hide and Move Silently checks.

Prerequisite: Slippery.

Improved Fancy Footwork: The Fast hero gains a +2 dodge bonus against all attacks directed at him, provided he is not flat footed or otherwise denied his Dexterity bonus to Defense.

Prerequisite: Fancy Footwork.

Celeritous Skulking: The fast hero with this talent can move at normal speed without suffering the –5 penalty to his Hide check.

Prerequisites: Slippery, Creeping Reflexes.

Finesse Talent Tree

Fast heroes with these talents are skilled at using small, light weapons with deadly speed and precision. Although rapiers and chains are not light weapons, they can also be used with these talents.

Weapon Finesse: Fast heroes with this talent can use their Dexterity bonus instead of Strength bonus for all attack rolls made with one specific light melee weapon. The type of weapon must be selected at the time this talent is taken and cannot be changed.

Masterful Finesse: Fast heroes with this talent can use their Dexterity bonus instead of Strength bonus for all attack rolls made with any light melee weapon with which they are proficient. The type of weapon must be selected at the time this talent is taken and cannot be changed. *Prerequisite:* Weapon Finesse.

Rapid Precision: The swift melee blows of the Fast hero strike with such speed and accuracy that the damage is increased by the hero's Dexterity modifier in addition to his Strength modifier.

Prerequisites: Weapon Finesse, Masterful Finesse.



22 TALENT TREES

Need For Speed Talent Tree

Fast heroes with this talent tree possess exceptional driving skill and can perform high-speed stunts that other characters can only dream about.

Driven to Drive: Fast heroes with this talent are so comfortable behind the wheel that driving is second nature to them. As a result, their innate reflexes enhance their driving skills allowing the Fast hero to add his base Reflex saving throw bonus to all of his Drive checks.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks.

Speed Racer: When driving at All-Out speed, the Fast hero with this talent gains a +2 bonus to all Drive checks.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks, Driven to Drive.

Offensive Driving: All attacks made from a vehicle driven by a character with this talent gain a +2 bonus to their attack rolls.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks, Driven to Drive.

Speed Demon: With this talent, the Fast hero becomes skilled at pushing a surface vehicle he is driving to extreme limits of speed. This ability increases the vehicle's top speed 5 spaces on the vehicle scale.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks, Driven to Drive.

Quicker Than the Eye Talent Tree

Fast heroes with this talent tree can spend an Action Point to begin moving so rapidly that they are actually quicker than the eye, appearing as blurring streaks of color. This effect causes them to gain a concealment-based miss chance against all attacks directed at them.

Quick: By spending one Action Point, the Fast hero begins moving so rapidly that all attacks against him suffer a miss chance of 20%. This miss chance persists for 3 rounds plus 1 round per Fast hero level.

Quicker: When the hero spends an Action Point to gain a miss chance, that chance is increased by 10% (total 30%).

Prerequisite: Quick.

Quickest: When the hero spends an Action Point to gain a miss chance, that chance is increased by 10% (total 40%).

Prerequisites: Quick, Quicker.

Quickest of Them All: When the hero spends an Action Point to gain a miss chance, that chance is increased by 10% (total 50%).

Prerequisites: Quick, Quicker, Quickest.

TOUGH HERO

FX Resistance Talent Tree

The Tough hero is especially resistant to the effects of mysticism, magic, and FX powers.

FX Resistance: Heroes with this talent gain spell resistance equal to their Tough hero class level +8.

Improved FX Resistance: Heroes with this talent gain spell resistance equal to their Tough hero class level +10.

Prerequisite: FX resistance.



Greater FX Resistance: Heroes with this talent gain spell resistance equal to their Tough hero class level +12.

Prerequisites: FX Resistance, Improved FX Resistance.

Maximum FX Resistance: Heroes with this talent gain spell resistance equal to their Tough hero class level +14.

Prerequisites: FX Resistance, Improved FX Resistance, Greater FX Resistance.

Toxin Resistance Talent Tree

Tough heroes with this talent tree are remarkably capable of enduring harmful chemicals and infectious diseases.

Apocrustic Resistance: Tough heroes with this talent tree gain a +4 bonus to all saving throws made against strong odors such as those produced by a troglodyte or a sewer.

Toxin Resistance: Tough heroes with this talent tree gain a +4 bonus to all saving throws made against poison.

Prerequisite: Apocrustic Resistance.

Disease Resistance: Tough heroes with this talent tree gain a +4 bonus to all saving throws made against disease.

Prerequisite: Apocrustic Resistance.

SMART HERO

Fast Learner Talent Tree

Smart heroes not only think faster than others, they absorb information much faster too.

Fast Learner: When the character takes this feat and every time he gains a level as a Smart hero thereafter, he gains 2 additional skill points to divide up among his various skills as he sees fit.

Improved Learning: Characters with this talent are always one step ahead of their peers when it comes to education. The maximum ranks they can have in any Smart hero class skill is 4 + total character level rather than 3 + total character level, as is normal for characters without this talent.

Prerequisite: Fast Learner.

Broad Knowledge: Heroes with this talent are familiar with a wide range of topics, making them capable of greater proficiency in unfamiliar areas. This talent allows their maximum ranks in all cross class skills to increase to a number that is equal to 75% of their class level +3, rounded down.

Prerequisite: Fast Learner.

Cross Training: The Smart hero may pick any three cross class skills, such as Hide, or Sense Motive. These skills thereafter become class skills for the Smart hero.



This talent can be taken multiple times. Each time it applies to three new skills.

Prerequisites: Fast Learner, Broad Knowledge.

Quick Thinking Talent Tree

Smart heroes with this talent tree are capable of such rapid extrapolations of logic that they gain bonuses on various checks and rolls, thanks to their sharp minds.

Keen Reflex: Smart heroes with this talent add their Intelligence modifier in addition to any other modifiers that normally apply to all Reflex saving throws.

Keenly Skilled: Select one of the skills listed in the following paragraph. The Smart hero adds a bonus equal to his Intelligence modifier in addition to his normal modifiers when making a check with that skill. A smart Hero can take this talent multiple times; each time it applies to a different skill.

Bluff, Climb, Diplomacy, Disguise, Drive, Handle Animal, Jump, Perform (any single skill), Pilot, Profession (any single skill), Ride, Sense Motive, Survival, and Swim.



22 TALENT TREES

Perspicacious Response: Smart heroes with this talent add their Intelligence bonus to their Initiative checks in addition to their Dexterity modifier and any other modifiers that normally apply to Initiative checks.

Greater Perspicacious Response: Smart heroes with this talent add their base Will saving bonus to their Initiative checks in addition to their Intelligence modifier, Dexterity modifier and any other modifiers that normally apply to Initiative checks.

Prerequisites: Perspicacious Response, Keen Reflex.

Tactical Talent Tree

Smart heroes are masters at outwitting their foes. These talents represent the hero's ability to think faster and utilize better tactics than other characters.

Outsmart: This talent may be used against a single selected opponent that the Smart hero has witnessed acting in combat for at least 1 round. By spending an Action Point and making an Intelligence check (DC 15) with a bonus equal to his Smart level, the hero is able to analyze, extrapolate and anticipate his opponent's actions. This insight allows the Smart hero to make a Reflex save with a bonus equal to his Smart level (DC equal to the attack roll) to avoid every successful attack from the particular selected foe. This effect lasts for 3 rounds plus 1 round per level of Smart hero the character has.

Tactician: One time per class level each day, the Smart hero with this talent can add his Intelligence modifier to a single attack roll in addition to his Strength or Dexterity modifier (as appropriate).

Greater Outsmarting: This talent functions just as the Outsmart talent (see above). It also allows the Smart hero to add his base Will saving throw bonus to all attacks he makes against the selected foe. This effect lasts for 3 rounds plus 1 round per level of Smart hero the character has.

Prerequisite: Outsmart.

Keen Attacks: Smart heroes with this talent can spend an Action Point to increase the critical threat range of their attacks by 2. Regardless of what weapon the hero uses (as long as he is proficient with it), the threat range for striking a critical hit is increased by 2 points. For example, most weapons threaten a critical hit on the roll of a natural 20. With this talent, that threat range is increased to 18, 19, and 20.

Once the hero spends the Action Point to increase a particular weapon's critical threat range, he cannot switch the Keen Attacks effect to another weapon without spending another Action Point.

This effect persists for 3 rounds plus 1 round per class level of the Smart hero.

Prerequisite: Outsmart.

Greater Keen Attacks: Smart heroes with this talent can spend an Action Point to increase the critical threat range of their attacks an additional 2 points (total 4). Regardless of what weapon the hero uses (as long as he is proficient with it), the threat range for striking a critical hit is increased by 2 more points. For example, most weapons threaten a critical hit on the roll of a natural 20. With this talent (and the prerequisite Keen Attacks), that threat range is increased to 16, 17, 18, 19, and 20.

Once the hero spends the Action Point to increase a particular weapon's critical threat range, he cannot switch the Keen Attacks effect to another weapon without spending another Action Point.

Prerequisites: Outsmart, Keen Attacks.

DEDICATED HERO

Animal Friendship Talent Tree

These heroes are especially devoted to the care and well-being of the lesser creatures of the earth. Through their bond, they develop a kinship with animals and are constantly in their company.

Animal Affinity: Dedicated heroes with this talent gain a +3 bonus to all Handle Animal Checks.

Wild Empathy: A Dedicated hero can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Dedicated hero rolls 1d20 and adds her Dedicated hero level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Dedicated hero and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

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

Prerequisite: Animal Affinity.

Animal Friendship: With this talent, the Dedicated hero spends an Action Point to beguile any creature of the animal type. To use this ability, the hero must be within 30 feet of the intended target animal. Attempting to beguile the animal is a standard action that provokes an attack of opportunity.

The target animal must make a Will save (DC 10 + the Dedicated hero's Charisma bonus + the Dedicated hero's class level). If the save fails, the animal becomes friendly for 1 minute per dedicated hero class level.

Advanced Animal Friendship: With this talent, the Dedicated hero spends an Action Point to beguile any creature of the Animal, Vermin, or Magical Beast type with an Intelligence of 1 or 2. To use this ability, the hero must be within 30 feet of the intended target creature. Attempting to beguile the creature is a standard action that provokes an attack of opportunity. The target creature must make a Will save (DC 10 + the Dedicated hero's Charisma bonus + the Dedicated hero's class level). If the check fails, the creature becomes friendly for 10 minutes per Dedicated hero class level.

Prerequisite: Animal Affinity, Wild Empathy, Animal Friendship.

Summon Animal: Dedicated heroes with this talent can spend an Action Point to call a single animal that arrives and assists them. The animal summoned is usually typical of the environment where the hero is located. If no such creature is available, smaller creatures that are appropriate to the area arrive in a group whose total CR is equal to 2. These summoned animals instinctively assist the Dedicated hero who called them. Their primary function is to defend the hero, but they may also perform other tasks as per the Handle Animal skill (SRD). Consult the table below for details.

CR 2 Animal(s) Summoned

Ape	Leopard
Bear, black	Lizard, Monitor
Bison	Shark, Large
Boar	Snake, constrictor
Cheetah	Snake, Large viper
Crocodile	Wolverine
Tiger-wolf (PC)	Stag Moose (PC)
Kangaroos [2] (BL)	Electric Eels [2] (BL)
Dogs, Medium-size [2]	Stingray [2] (PC)
Goats [2] (PC)	Walrus (PC)

The summoned animal or animals always arrive on the round following the summoning, running to the scene from some nearby location. They will assist the hero who summoned them for one round per level of Dedicated hero.

Prerequisites: Animal Affinity, Animal Friendship.

Summon Greater Animal: This talent functions just as the prerequisite Summon Animal talent, except as noted here. When the Dedicated hero uses this talent, he summons a number of animals whose total CR is equal to half his Dedicated hero level, rounded down. The hero may summon any two or more creatures from the Summon Animal table, as long as their total CR does not exceed half his level rounded down. Additionally, the Dedicated hero can also summon more powerful animals, such as those listed on the table below.

Greater Animal Summoned (Challenge Rating)

Tiger (CR 4)	Hippopotamus (CR 4) [PC]
Bear, brown (CR 4)	Rhinoceros (CR 4)
Snake, Huge viper (CR 3)	Crocodile, giant (CR 4)
Lion (CR3)	Dire wolf (CR 3)
Shark, huge (CR 4)	Dire ape (CR 3)
Deinonychus (CR 3)	Eagle, giant (CR 3)

Prerequisites: Animal Affinity, Animal Friendship, Summon Animal.

Animal Companion: A Dedicated hero with this talent gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, goat (PC), hawk, horse (light or heavy), kangaroo (PC), lizard, monkey, owl, pony, snake (Small or Medium viper), tiger-wolf (PC), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, electric eel (PC), porpoise, Medium shark, squid and walrus (PC). This animal is a loyal companion that accompanies the Dedicated hero on her adventures as appropriate for its kind.

A 1st-level Dedicated hero's companion is completely typical for its kind except as noted below. As the hero advances



22 TALENT TREES

Animal Companion Advancement

Class Level	Bonus HD	Natural Armor	Str/Dex adj.	Bonus Tricks	Special
1 st -2 nd	+0	+0	+0	1	Link
3 rd -5 th	+2	+2	+1	2	Evasion
6 th -8 th	+4	+4	+2	3	Devotion
9 th -10 th	+6	+6	+3	4	Multiattack

in level, the animal's power increases as shown on the table below. If a Dedicated hero releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of devotion and effort. This ceremony can also replace an animal companion that has perished.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's Dedicated hero level. The Dedicated hero's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: 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 the same as that of a Dedicated hero of a level equal to 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). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

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

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the Dedicated hero might choose to teach it (see the Handle Animal skill). These bonus tricks do not require any training time or Handle Animal checks, and they do not count against the normal limit of tricks known by the animal. The Dedicated hero selects these bonus tricks, and once selected, they can not be changed.

Link: A Dedicated hero can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The Dedicated hero gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Evasion: If an 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: An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Alternate Animal Companions

4 th Level or Higher (Level-3)	
Ape	Leopard
Bear, black	Lizard, Monitor
Bison	Shark, Large
Boar	Snake, constrictor
Cheetah	Snake, Large viper
Crocodile	Wolverine
Tiger-wolf (PC)	Stag Moose (PC)
7 th Level or Higher (Level-6)	
Bear, brown	Rhinoceros
Crocodile, giant	Snake, Huge viper
Lion	Tiger
10 th Level or Higher (Level-9)	
Bear, polar	Snake, giant constrictor
Shark, Huge	Whale, orca

A Dedicated hero of 4th level or higher may select from alternative lists of animals (see Alternate Animal Companions, above). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's Dedicated hero level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's Dedicated hero level and compare the result with the Dedicated hero's level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the hero's effective level to 0 or lower, she can not have that animal as a companion.)

Oracle Talent Tree

Dedicated heroes with this talent are endowed with an ability to sense the approach of future events and react appropriately.

Hunch: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling

about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy (SRD).

Foretell: When the Dedicated hero is in a situation where she must select between two or more options or courses of action, she can spend 1 Action Point to attempt a Will saving throw (DC 10 + the EL of the encounter). If the save succeeds, the Dedicated hero can determine which option or course of action is potentially the least dangerous. In this case, "dangerous" is defined as being likely to cause personal injury to the Dedicated hero. It does not mean the option having the greatest chance of success. If two or more of the options are equally safe, the GM should inform the hero that the possible outcomes are equally dangerous (or equally safe).

Prerequisites: Empathy (SRD), Hunch.

Prophetic Vision: With this talent, the Dedicated hero can spend an Action Point to gain insight into the immediate future. Although this glimpse is not enough for complete understanding of future events, it does grant the Dedicated hero significant bonuses. These prophetic visions allow the Dedicated hero to add his Wisdom modifier to his Defense (as a dodge bonus), Reflex saves, Initiative checks, and attack rolls for 1 round per level of his Dedicated hero class.

Prerequisites: Empathy (SRD), Hunch, Foretell.

Selfless Talent Tree

Dedicated heroes with this talent tree are devoted to helping others, even to the point of sacrificing their own resources and health.

Moral Support: Dedicated heroes with this talent can invest their own mental resolve in another intelligent creature by offering words of encouragement and support. By bearing some of the burdens of another character, the Dedicated hero helps them through their difficult times of sickness, pain or temptation. Using this talent causes the Dedicated hero to suffer a -2 penalty to all Will saves, but imparts a +4 bonus to all Will saves made by the character that is being comforted by the Dedicated hero. The Dedicated hero can maintain this assistance for 1 minute per Dedicated hero level and may use this talent a number of times per day equal to his Wisdom modifier. Assisting another creature in this manner is considered a standard action.

Financial Support: By pulling some strings and engaging in some creative accounting, the dedicated hero is able to scrimp some money together and make a loan to a friend in need. This amounts to a -2 to the Dedicated hero's Wealth score, but a +4 bonus to the recipient's Wealth score.

Prerequisite: Moral support.

Life Support: When the Dedicated hero undergoes surgery to donate blood, plasma, skin grafts, bone marrow, and even

nonessential organs such as a single kidney to another character in need, the recipient of the hero's good will gains an amount of Hit Points equal to twice the damage suffered by the Dedicated hero (if the surgeon has the Transplant Surgery feat). If the surgeon does not have the Transplant Surgery feat, the recipient gains 1 HP for every 1 HP of damage the Dedicated hero suffers.

Prerequisites: Moral Support, Financial Support.

Virtuous Talent Tree

The dedicated hero is impeccably true to his ideals and gains certain benefits from his truehearted idealism.

Virtue: The Dedicated hero gains a +1 bonus to several skill checks. These skills include Diplomacy, Handle Animal, Intimidate, Knowledge (arcane lore and theology/philosophy), Perform, and Treat Injury.

The Dedicated hero can select this talent multiple times. Each time it increases the bonus to those skills by 1 point.

Aura of Virtue: By spending an Action Point, the Dedicated hero can imbue himself and his allies with the powerful force of his faith and dedication. Using this ability is a standard action. When the Dedicated hero activates this ability, all allies within 30 feet (including himself, up to a maximum number of creatures equal to his Dedicated hero class level) gain a +1 morale bonus to all attack rolls and saving throws against fear effects. This bonus lasts for 1 minute per Dedicated hero level.

Prerequisite: Virtue.

Greater Aura of Virtue: By spending an Action Point, the Dedicated hero can imbue himself and his allies with the powerful force of his faith and dedication. Using this ability is a standard action. When the Dedicated hero activates this ability, all allies within 30 feet (including himself, up to a maximum number of creatures equal to his Dedicated hero class level) gain a +1 morale bonus to all attack rolls and saving throws against fear effects (per the Aura of Virtue talent). The Dedicated hero's allies also gain a number of temporary Hit Points equal to 1d8 + the Dedicated hero's class level. This bonus lasts for 1 minute per Dedicated hero level.

Prerequisites: Virtue, Aura of Virtue.

Aura of Righteousness: Dedicated heroes with this talent can spend an Action Point to begin radiating an aura that unnerves those that oppose them. This aura persists for one minute per class level of the Dedicated hero. Any creature within 30 feet of the Dedicated hero and with an Allegiance opposed to one of the Dedicated hero's Allegiances (such as Evil opposes Good) must make a Will save (DC 10 + the Dedicated hero's Charisma modifier + the Dedicated heroes class level) or become shaken. These creatures remain shaken until the effect ends or they escape the area.

22 TALENT TREES

A shaken creature suffers a -2 on attack rolls, saving throws, and skill checks.

Prerequisites: Virtue, Aura of Virtue.

Clean Living: Dedicated heroes with this talent add their Wisdom modifier to their Fortitude saving throws in addition to any other modifiers that normally apply to the hero's Fortitude save.

Prerequisites: Virtue.

CHARISMATIC HERO

Efficacious Talent Tree

Charismatic heroes with these talents are skilled at manipulating the behavior of others, even to the point of being able to issue direct commands.

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

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

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

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

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

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

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability is not abused. The success



or failure of a mission should not hinge on the use of a favor, and getting a favor should not replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm or Disarm

Domination: The incredible force of the Charismatic hero's presence can force others into a state of mental subservience, blunting their ability to resist the hero's commands.

The target must have an Intelligence score of 3 or higher, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero to be susceptible to a domination attempt.

To dominate a target, the hero must spend an Action Point and use an attack action. The target can try to resist the domination attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the subject obeys the hero for a number of minutes equal to his Charismatic hero class level. This obedience is not total, however. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Any act by the hero or his apparent allies that threatens the *dominated* person breaks the effect.

Prerequisites: Charm or Disarm, Favor

Facetious Talent Tree

Heroes with this talent tree are proficient with humorous entertainment. They have quick wits and sharp tongues and can bring an audience to rollicking, helpless laughter.

Clowning: The charismatic hero can engage in comical antics and silly gesticulations either as an attempt to mock another person or even to mock himself.

The targets must have an Intelligence score of 3 or higher, must be within 30 feet of the hero, and must be able to see the hero to be susceptible to a clowning attempt.

To engage in a bout of clowning, the hero must use a full attack action and make a perform check (DC 15). The target can try to resist the influence of the clowning attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the targets (a number of creatures less than or equal to the hero's Charismatic class level) become filled with mirth and find it difficult to take the hero seriously. This causes them to underestimate the hero and fail to react appropriately against his attacks. They suffer a penalty to AC that is equal to the Charismatic hero's Charisma modifier and they take an equal amount of extra damage from all of his attacks.

This condition persists for a number of rounds equal to the hero's Charismatic class level. Whether the target's saving throw fails or succeeds, they cannot be affected again by the same hero's clowning for 24 hours.

Prerequisite: Perform 4 ranks.

Razor Tongue: Heroes with this talent are skilled at hurling scathing, bitter insults and humiliating jeers. This barrage of vituperation causes that target creature to become unsure of himself, overly self-conscious, and more prone to making mistakes.

To use this talent, the hero must use an attack action and make a Charisma check (DC 15). The target must have an Intelligence score of 3 or higher, must be within 30 feet of the hero, and must be able to hear and understand the hero to be susceptible to this ability.

The target can try to resist the attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target suffers -2 morale penalties to all attacks, weapon damage rolls, saves and skill checks for a number of rounds equal to the Charismatic hero's class level.

Prerequisites: Intimidate 4 ranks.

Hysterics: The hero can utter such surprising and hilarious quips that those who hear him collapse into fits of laughter.

The hero can affect a number of targets equal to his Charismatic hero level. The targets must have an Intelligence

score of 3 or higher, must be within 30 feet of the hero, and must be able to hear and understand the hero to be susceptible to this ability. A creature whose type (such as humanoid or dragon) is different from the hero's receives a +4 bonus on its saving throw, because the humor doesn't "translate" well.

To use this talent, the hero must spend an Action Point, make a Perform check (DC 15), and use an attack action. The targets can try to resist the attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the subjects are overcome with fits of laughter. They fall prone and can take no actions for a number of rounds equal to the hero's Charisma modifier. A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Whether the target's saving throw fails or succeeds, they cannot be affected again by the same hero's hysterical comments for 24 hours.

Prerequisites: Perform 4 ranks, Clowning, Razor Tongue.

Intimidating Talent Tree

The Charismatic hero can develop a powerful force of character, becoming highly skilled at intimidating others.

Intimidating Presence: With this talent the Charismatic hero applies his Charismatic level as a bonus on any Intimidate, Gamble, or Gather Information checks when attempting to bully or cow others into a state of unease and submission.

Shake: Charismatic heroes can spend an Action Point to attempt to shake their opponents. A single use of this ability can affect a number of creatures equal to the Charismatic hero's class level. Those targeted by the Charismatic hero must make a Will save (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus) or become shaken. A shaken creature suffers a -2 morale penalty on all attack rolls, saving throws, skill checks, and ability checks.

Prerequisite: Intimidating Presence.

Terrify: Charismatic heroes can spend an Action Point to attempt to terrify their opponents. A single use of this ability can affect a number of creatures equal to the Charismatic hero's class level. Those targeted by the Charismatic hero must make a Will save (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus) or become terrified. A terrified creature suffers a -3 morale penalty on all attack rolls, saving throws, skill checks, and ability checks.

Prerequisites: Intimidating Presence, Shake.

Game Face: Charismatic heroes can take on an appearance and manner of extreme gravity. Opponents who see this fearsome glare must make a Will save or suffer an additional 2 points of subdual damage every time the Charismatic hero inflicts Hit Point damage upon them.



22 TALENT TREES

The Charismatic hero must spend a move action to “get his game face on.” After that time the effect continues for 3 rounds plus 1 round per level of Charismatic hero. The hero may use this talent a number of times per day equal to his level in Charismatic hero, but never more than one time per encounter.

Prerequisites: Intimidating Presence, Shake.

Pulchritudinous Talent Tree

Heroes with these talents are blessed with incredible physical beauty and glowing personal magnetism.

Good Impression: The Charismatic hero’s remarkable beauty influences the judgments that other characters make about him. Charismatic heroes with this talent gain a +3 circumstance bonus to all Diplomacy, Bluff, and Perform checks.

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

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

Stunning Beauty: The hero possesses such amazing physical beauty that opponents can be stunned with a mere smile.

The targets must have an Intelligence score of 3 or higher, must be within 30 feet of the hero, and must be able to see the hero to be susceptible to this ability.

To stun a target, the hero must spend an Action Point and use an attack action. The target can try to resist the stunning attempt by making a Will saving throw (DC 10 + Charismatic hero’s class level + Charismatic hero’s Cha bonus). If the saving throw fails, the subject is stunned for a number of rounds equal to the hero’s Charismatic hero class level. A stunned creature drops everything held, can take no actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Prerequisites: Good Impression, Charm.

TREAT INJURY

New Use

Transplant Surgery (DC 25): With a surgery kit, a character with the Surgery feat can attempt to help a wounded character by transplanting organs, making blood transfusions, skin grafts, and performing similar procedures. This use of the Treat Injury skill requires the Surgery feat and still carries a

–4 penalty to the check. If the hero also has the Transplant Surgery feat, the –4 penalty is negated.

If the check is successful, a character without the Transplant Surgery feat can transfer 1 HP to the recipient for every 2 HP of damage inflicted on the donor. If the surgeon has the Transplant Surgery feat, the transfer of HP is at a 1 to 1 ratio. The surgeon can drain a number of Hit Points from the donor equal to that donor’s maximum total HP, regardless of how many the donor currently has. A failed skill check results in damage to the donor and no benefit to the recipient.

To perform a transfer of Hit Points, the surgeon must have a donor that is fit to donate blood, flesh, or organs, as needed. A suitable donor must be alive, or recently killed (within 10 minutes) and in possession of blood, organs or flesh (as needed). The donor must be the same creature type as the recipient (such as humanoid or dragon). There is also a chance of transplant rejection (or transfusion rejection, in the case of blood transfers).

When a transfusion or transplant is to occur between a donor and a recipient, the chance of rejection must be determined. The chance of rejection is typically 40%. Once players have determined if the donor and recipient are compatible, no future checks need to be made for transfers from this donor to this recipient.

Note, however, that a donor may be compatible with a recipient, but that recipient may not be a compatible donor in return. Such may be the case where one character has type A blood, and the other has type AB. Therefore, donor/recipient compatibility must be checked in both directions if a pair of characters wish to trade blood and flesh to keep each other alive.

In the best case scenarios, characters would determine compatibility *before* a transfusion or transplant is attempted. However, in some cases circumstances dictate more drastic measures to be taken. In the event that a transfusion or transplant occurs without first determining compatibility, it must be checked immediately after completing the surgery. If the results are incompatible, the recipient experiences transfer rejection.

If transfer rejection occurs, the recipient gains no Hit Points and instead suffers 2d6 points of Constitution damage.

TRANSPLANT SURGERY

Use this feat to save a life via transplants and transfusions.

Prerequisite: Surgery, Treat Injury 4 ranks

Benefit: Characters with this feat can use the Treat Injury skill to perform transplants, skin grafts, and transfusions without penalty. They may also transfer HP from donor to recipient at a rate of 1 to 1.

Normal: Without this feat, characters can use their surgery feat to transfer 1 HP per 2 HP drained from a donor with a –4 penalty to the check. Characters that do not have the surgery feat cannot attempt to transfer HP via surgery.

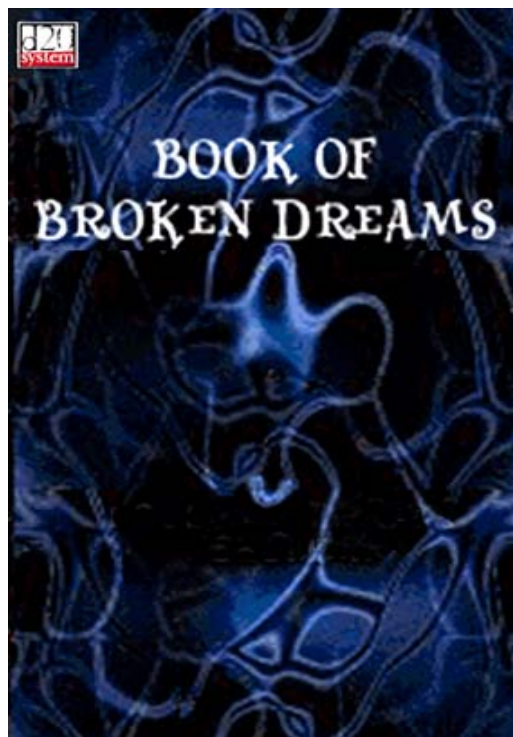
OTHER SUPPLEMENTS

The Book of Broken Dreams

The **Book of Broken Dreams** features 50+ pages of optional rules for adding realistic effects of trauma, psychosis and personality disorders to **your d20 game**.

Chapter 1 outlines the crippling psychological effects of traumatic stress and details the most common disorders that afflict trauma survivors: **post traumatic stress disorder** and dissociation.

Chapter 2 introduces a system of personality development that produces **thousands** of realistic, believable and diverse personalities which span the spectrum of sanity. From the mildly avoidant to the **severely anti-social**,



these personalities will bring a vivid new dimension to your role-playing games.

Chapter 3 discusses what *really* happens when characters become insane. **Schizophrenia**, dementia, manic-depression and more are all discussed in clear, game-mechanic terms. Add these options to your game for a dose of **harsh reality** and an accurate depiction of madness.

Chapter 4 includes dozens of **new spells** like *burden of proof*, *elude*, *labyrinthine conundrum*, *normalcy*, and many, many more.

Chapter 5 of the **Book of Broken Dreams** covers three new prestige classes, the mentalist, the **lunatic**, and the dream weaver. It also presents several new feats including Lucid Dreaming.

Add these options to your game today and watch your characters writhe in the grip of disorder, **trauma** and madness!

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22 TALENT TREES

The Primal Codex

The ***Primal Codex*** contains more than 120 pages of options and enhancements for adding a primitive, bestial or wilderness theme to **any d20 game**.

The Codex presents detailed information for **over 40 poisons** including death caps, hemlock and monkshood as well as rules for **more than 40 diseases** including rabies, cholera and tuberculosis. It also covers a list of **60+ new conditions** including seizure, headache, muscle pain, and chills. With these rules, game masters can make the environment the most dangerous enemy of all! For players, the ***Primal Codex*** contains **5 new races** like the grundengar, phrohiem, neanderthal

and aborigine. There are also many **new classes** and prestige classes like the beast lord, the animal master and others in the ***Primal Codex***. With the ***Codex*** you also gain details on several **expanded skills** such as Profession (herbalist), which includes a long list of new herbal concoctions.

The ***Codex*** also presents a **large** collection of magic items and spells too, including *blaze*, *disable*, *die hard*, *were-shape*, *staggering blows*, and over **60 more!**

Furthermore, the ***Codex*** outlines a long list of **new equipment** items including boomerangs, throwing arrows, and atlatls and it features a collection of more than **40 new monsters** including the Wendigo!

Finally, the ***Codex*** covers several **new options** for enhanced campaigning including pain penalties, execution rules and even **torture!**



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Hero's Handbook

The **Hero's Handbook** contains hundreds of new d20 enhancements including feats, **spells**, prestige classes, magic items, and wondrous creations of **alchemy**, herbalism, and craftsmanship.

There are **over 100 new feats** in the Handbook including Overpowering Blows, Linguistics, Serpentine Strike, Axe Kick, Armor Expert, **Fearless Assault**, Apocrustic Endurance, Best Defense, **Cloud Punch**, Deeds of Renown, Stance of Redoubt, Ferocious Rage and plenty of other amazing heroics.

The Handbook also presents **12 new prestige classes** such as the arcane master, battle magi, **fabled champion**, stalwart defender, demagogue, grand pugilist, **combat**

tactician, and other heroic professions for fighters, wizards, monks, and others.

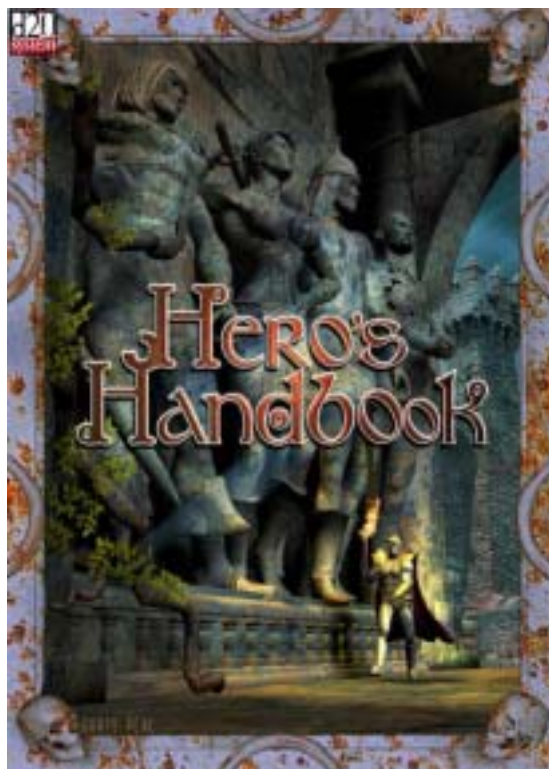
This supplement is also packed with 80 **pulverizing** spells of both arcane and divine origin. Arm your wizards with *cannonade*, *chromatic coruscation*, *parathematic bolt*, *contumacy*, ***abyssal vortex***, *shadow cloud*, *anthropomorphic ward*, and other **bone-crushing** sorceries! With the Handbook, clerics and other devout heroes can add *god speed*, ***hellfire and brimstone***, *dauntless resolve*, *earth fist*, ***doom shield***, *battlefield*, and plenty of other acts divine might to their repertoires.

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Hell on Earth

Hell on Earth contains all the information you need to take your **d20** game to the beaches of Normandy, the streets of **Krakow**, or the jungles of Burma. Whether you prefer cloak and dagger **spy missions**, commando raids behind enemy lines, daring **dogfights**, or enduring the horrors of German and Japanese camps, this supplement can bring epic history your game table!

Chapter 1 of **Hell on Earth** introduces the **WWII** campaign setting and includes a timeline and a discussion of dozens of adventure **possibilities**. It also discusses a list of Alliances, including sinister groups like the **Thule Society**.

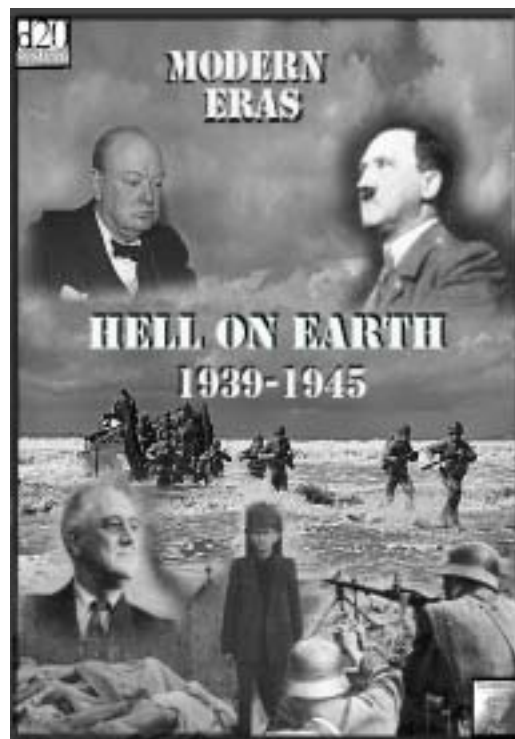
Chapter 2 presents **nine** advanced classes that are related to the setting. Commandos, Demolitions Experts, **Nazi Occultists**, and Spies, among others, are covered in detail.

Chapter 3 discusses dozens of new feats necessary for waging war in the early 20th century including Combat Flight, **Nighttime Operations**, Crash Endurance, Advanced Calculations, Concentrated Fire, and Hopeful Vigor.

Chapter 4 covers much of the equipment available during **WWII**. Tanks, 16-inch guns, battleships, aircraft carriers, fighter planes, submarines, gliders, half-track motorcycles, torpedoes, **V-2 rockets**, and “J-guns” are only a few of the vehicles, weapons, and equipment covered in this chapter.

Chapter 5 discusses the possibilities of **FX** in the **WWII** setting. It describes new **magic items** such as the **Spear of Destiny**, and other items sought by the Nazis. This chapter also includes several **new spells** designed for **evil** spell casters. A handful of fiendish monsters round out this chapter, including foo fighters and **gremlins**.

Whether you want to relive history’s most **crucial** turning points or rewrite the history books entirely, if you’re ready to fight for your homeland, struggle to survive, and die for ideals, **Hell on Earth** can provide the battles, the horrors, and the glory you **crave**!



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