

DARWIN'S WORLD:

CONVERSIONS: MODERN ARCANA

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DARWIN'S WORLD CONVERSIONS: MODERN ARCANA

Although some might disagree, I feel you can never really have enough class options. Certainly players would agree, as they are always looking for new classes to try and experiment with. In an effort to provide my gaming groups with additional class options, I often convert magical classes, which then become mutant or post apocalyptic themed. While there is no magic in the Twisted Earth setting of Darwin's World, there is certainly an element of the supernatural in regards to the wide variety of mutant and psionic abilities, and thus a conversion is often possible (and can result in an interesting version of a pre-existing magic based class).

The Modern Arcana SRD contains an array of interesting classes with a focus on magic. The following collection is converted directly from the Modern Arcana SRD. Not all the classes are appropriate for a Twisted Earth campaign, but all are useable in some variant of a post apocalyptic world.

WHAT'S WITH THE WASTELAND NAMES?

You'll notice that we have added Wasteland to many of the class names. This was done to avoid conflict or confusion when coming up with a new class name or title.

NEW CLASSES

BEASTLORD

The Twisted Earth is filled with both mutated humans and beasts. The beastlord is the link between the two. Beastlords have a telepathic link with the

mutant animals and monsters of the wastelands. He can command and bend them to his will. When encounter in the wasteland, he is often accompanied with animal or beast companions.

The best path into this advanced class is from a combination of Strong and Tough hero basic classes, although progression to this class through other paths is possible. The Beastlord is derived from the Beastlord.

REQUIREMENTS

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

Base Attack Bonus: +2.

Skills: Handle Animal 6 ranks, Survival 6 ranks.

Mutation: Telepathy

CLASS INFORMATION

The following information pertains to the Beastlord advanced class.

Hit Die: 1d8.

Action Points: Beastlords 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 Beastlord'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.

CLASS FEATURES

The following features pertain to the Beastlord advanced class.

Animal Empathy: At 1st level, the Beastlord gains the ability to use her Handle Animal skill to improve the attitude of an animal or magical beast.

TABLE 1: THE BEASTLORD

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	+5	+3
10th	+7	+7	+3	+7	Command/rebuke mutant beasts	+5	+4

The interaction is treated as a Diplomacy skill check, with Handle Animal used instead of Diplomacy. The Beastlord 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 Beastlord may also seek to influence mutant beasts (including those she has never encountered before) at a -4 penalty. Animal empathy does not function on vermin.

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

Animal Companion: At 2nd level, the Beastlord 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 Beastlord. This animal accompanies the Beastlord on her adventures as is appropriate to its species. The Beastlord 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 animal cannot have more Hit Dice than the Beastlord has character levels.

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

The Beastlord may release the animal back to the wild, regaining the action point initially spent in the process. The Beastlord does not regain the action

point if the creature dies. In either case, the Beastlord must wait at least 24 hours before attempting to gain another animal companion.

Bonus Feats: At 3rd, 6th, and 9th level, the Beastlord obtains a bonus feat. The bonus feat must be selected from the following list, and the Beastlord 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 Beastlord 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 Beastlord gains +4 resistance bonus on saving throws against natural poisons.

Call Companion: At 4th level, the Beastlord gains the supernatural ability to call her animal companion to her. The animal companion must be in the area (within a mile of the Beastlord's location), and will arrive within 10d6 minutes. Situations which the Beastlord 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 Beastlord designates one skill from her Beastlord class skill list. When making a check with this skill, the Beastlord 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 Beastlord is considered to be a master of nature lore, animals, and plants. The Beastlord 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 Beastlord 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 (see D20 Modern RPG).

Command/Rebuke Mutant Beasts: At 10th level, the Beastlord may spend an action point to turn, command, or rebuke mutant beasts. This functions in the same manner as the ability to turn, command, or rebuke undead for the Acolyte (see D20 Modern RPG).

ANIMAL COMPANIONS

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

Class Level: The level of the Beastlord.

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 Beastlord 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 Beastlord gains a +4 circumstance bonus on Animal Empathy and Handle Animal

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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 telepathic powers 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.

Class Level	Bonus HD	Natural Armor	Str/DexAdj.	Special
2-3	+0	0	+0	Link
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	

COMPUTERJACK

The Computerjack is more than just a computer expert, he's practically part computer. Few are as proficient as infiltrating computer networks and only the most advanced security systems even stand a chance at keeping them out. When not connected to a computer, they act like machines themselves,

recalling data as if their brain was a hard drive.

The best path into this advanced class is from the Smart hero basic class although progression to this class through other paths is possible. The Computerjack is derived from the Shadowjack.

Darwin's World Note: At first glance this class seems limited in the Twisted Earth. After all, there is no functional internet in Darwin's World, and thus many of the class abilities have limited use. But it is important to note that vast computer networks still exist at the various military and scientific facilities left by the Ancients. For example, the complex computer network found at the city of Centre in the Darwin's World adventure, *the Last God*.

REQUIREMENTS

To qualify to become a Computerjack, 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 Computerjack advanced class.

Hit Die: 1d6

TABLE 2: THE COMPUTERJACK

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	Computerjack abilities	+2	+1
5th	+2	+1	+1	+4	Computerjack abilities	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Computerjack abilities	+4	+2
8th	+4	+2	+2	+6	Computerjack abilities	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Smart Weapon	+5	+3

Action Points: Computerjacks 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 Computerjack'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 (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.

CLASS FEATURES

The following features pertain to the Computerjack advanced class.

Read/Write Code: Beginning at 1st level, the Computerjack 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 Computerjack

can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Computerjack 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 GatherInformation in an online situation, the Computerjack adds any Computerjack levels as a circumstance bonus.

Bonus Feats: At 3rd, 6th, and 9th level, the Computerjack obtains a bonus feat. The bonus feat must be selected from the following list, and the Computerjack 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.

Computerjack Abilities: Beginning at 4th level, the Computerjack gains the following abilities:

Electronic Empathy: The Computerjack 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 Computerjack attempts to defeat computer security, the administrator is alerted only if the Computerjack fails his Computer Use check by 10 or more.

At 5th level, the Computerjack gains the following abilities:

False Trail: When covering his electronically tracks through a network, the Computerjack can lay in a false trail. With a successful DC 25 Computer Use check, the Computerjack 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 Computerjack’s false trail to an innocent

location. 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 Computerjack can install a “backdoor” to the system. A backdoor is a piece of code that makes it easier for the Computerjack 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 Computerjack no longer needs to make Computer Use checks to enter that system.

Level of Security	DC
Minimum	25
Average	30°
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 Computerjack 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 Computerjack returns.

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

Improved Degradation: The Computerjack’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 Computerjack does not have to make a second check.

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

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

Walking Database: The Computerjack 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.

Smart Weapon: The Computerjack selects one weapon in which he is proficient and which he can use with one hand. With the selected weapon, the Computerjack can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls. The Computerjack may select any weapon, even an advanced one.

LIGHTING SWORDSMAN

A legend says there is a rare bread of wasteland warrior that can deflect a bullet with a sword and find the Achilles’ heel of any opponent. They say they move as fast as lighting, and thus have been nicknamed accordingly.

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

REQUIREMENTS

To qualify to become a Lighting Swordsman, 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.

Mutation: Hyper Reflexes.

CLASS INFORMATION

The following information pertains to the Lighting Swordsman advanced class.

Hit Die: 1d8.

Action Points: Lighting Swordsmen 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 Lighting Swordsman'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.

CLASS FEATURES

The following features pertain to the Lighting Swordsman advanced class.

Weapon Focus: At 1st level, the Lighting Swordsman gets the Weapon Focus feat for a weapon for 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 Lighting Swordsman gains the ability to draw his weapon as a free action. This applies only to the weapons for which the Lighting Swordsman has Weapon Focus.

Bonus Feats: At 3rd, 6th, and 9th levels, the Lighting Swordsman gets a bonus feat. The bonus feat must be selected from the following list, and

TABLE 3: THE LIGHTING SWORDSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation 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

the Lighting Swordsman 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 Lighting Swordsman gains the Weapon Specialization feat. He gains a +2 bonus on damage rolls with a chosen light slashing or piercing melee weapon. The Lighting Swordsman must have Weapon Focus in that weapon in order to gain Weapon Specialization.

Find the Mark: The Lighting Swordsman 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 Lighting Swordsman 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 Lighting Swordsman 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 Lighting Swordsman may spend an action point to allow a

HYPER REFLEXES (NEW MUTATION)

The mutant has developed super human reflexes, making him capable of amazing feats of agility.

Benefit: The mutant gains a +1 bonus to his Dexterity and +1 bonus to Reflex Saves.

Advancement: For each advancement, the mutant gains an additional +1 bonus to his Dexterity and Reflex saves.

Reflex save (DC 20 +1 per enhancement bonus of the attacking weapon). If he succeeds, he deflects the missile harmlessly away. If used successfully against a grenade attack the grenade automatically scatters (as normal rules) and then explodes.

Touché: At 10th level, the Lighting Swordsman 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.

PRECOGNITIVE HUNTER

For those that have the Precognition mutation, the profession of bounty hunter is an ideal fit. Their gifts of foresight are an indispensable tool in hunting down their target. You cannot lose or shake a Precognitive Hunter, for they can simply sense you trail. Killing or bribing them is the only way to lose them.

The best path into this advanced class is from the Dedicated hero basic class, although progression to this class through other paths is possible. The Precognitive Hunter is derived from the Shadow Hunter.

REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Sense Motive 6 ranks.

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

Mutation: Precognition.

TABLE 4: THE PRECOGNITIVE 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	Precognition Advancement	+6	+2
9th	+6	+4	+4	+4	Bonus feat	+6	+2
10th	+7	+5	+5	+5	Locate target	+7	+2

CLASS INFORMATION

The following information pertains to the Precognitive Hunter advanced class.

Hit Die: 1d8

Action Points: Precognitive 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 Precognitive Hunter's class skills are as follows: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (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.

CLASS FEATURES

The following features pertain to the Precognitive Hunter advanced class.

Target Bonus: The Precognitive 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 Precognitive Hunter does not need to know the target personally and may know her only through her actions or description. The Precognitive 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 Precognitive 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 Precognitive 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 Precognitive Hunter may move at normal speed while using Track without taking the -5 penalty.

Bonus Feats: At 3rd, 6th, and 9th levels, the Precognitive Hunter obtains a bonus feat. The bonus feat must be selected from the following list, and the Precognitive Hunter must meet all of the prerequisites

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for the feat to select it.

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

In addition to the above, the character may choose from any Precognition neural feat.

No Trace: At 4th level, the Precognitive 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 Precognitive 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 Precognitive Hunter is increased by the Precognitive Hunter’s levels in this advanced class.

Play a Hunch: At 5th level, the Precognitive Hunter gains the psionic ability to make a guess and be assured that it is correct. The Precognitive 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. The GM then 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). Rather it is an obvious fact to the Precognitive Hunter alone. Finding proof

of an assumption would require additional work.

Precognition Advancement: At 8th level, the Precognitive Hunter advances his precognition mutation as if he had taken the Mutation Advancement feat.

Locate Target: At 10th level, the Precognitive Hunter gains the psionic ability to know where his target is, if in the target is in the general vicinity (1,000 feet of the Precognitive Hunter). This ability applies only to the target, and does not reveal attitude, status, or the presence of others around the target.

PRIMITIVE WEAPONSMASTER

Sometimes guns and lasers are not worth the trouble. The break, they require ammunition, and they require maintenance. Some prefer a different path, the path of the Primitive Weaponsmaster. Archaic Weaponmasters are often primitives, but it’s a path that is certainly not exclusive to those that lack the understanding of modern or futuristic firearms. Some just prefer to keep it simple and slay their enemies while they are still reloading.

The best path into this advanced class is from the Strong hero basic class, although progression to this class through other paths is possible, in particular Fast heroes for those characters favoring archaic ranged weapons such as bows and crossbows. The Primitive Weaponsmaster is derived from the Archaic Weaponsmaster

REQUIREMENTS

To qualify to become a Primitive 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 Primitive Weaponsmaster advanced class.

Hit Die: 1d10

Action Points: Primitive 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 Primitive 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.

CLASS FEATURES

The following features pertain to the Primitive Weaponsmaster advanced class.

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

Ignore Hardness X: The Primitive Weaponmaster has the ability to ignore hardness as the Strong Hero talent. The character ignores 1 additional point of hardness (or 1 if the character does not possess the Ignore Hardness talent).

At 8th level, the Archaic Weaponmaster ignores 1 additional point of hardness.

This ability also allows the character to ignore DR of creatures.

Bonus Feats: At 3rd, 6th, and 9th levels, the Primitive Weaponsmaster gets a bonus feat. The bonus feat must be selected from the following list,

TABLE 5: THE PRIMITIVE 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	Ignore Hardness X	+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	Ignore Hardness X	+4	+3
9th	+6	+6	+3	+3	Bonus feat	+5	+3
10th	+7	+7	+3	+3	Increased weapon critical	+5	+4

and the Primitive 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 Primitive Weaponsmaster gains the ability to draw her weapon as a free action. This applies only to the weapons for which the Primitive Weaponsmaster has Weapon Specialization.

Expert In Your Field: At 5th level, the Primitive 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 Primitive 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 such as intimidate and Bluff.

Weapon Stun: At 7th level, the Primitive Weaponsmaster can use his or her weapon to deal non-lethal damage, without taking the -4 penalty on attack rolls. The Primitive Weaponsmaster must have Weapon Specialization in the weapon to use it in this fashion.

Increased Weapon Critical: The Primitive 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.

STREET WARRIOR

Street Warriors are common throughout the wasteland, normally residing in the ruined cities and necropolis of post apocalyptic world.

The best path into this advanced class is from the Strong hero basic class, though other paths are possible. This class remains unchanged from original Street Warrior class.

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.

CLASS INFORMATION

The following information pertains to the Street Warrior advanced class.

Hit Die: 1d10.

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.

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.

TABLE 6: 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

Improvised Weapons: At 2nd level, the Street Warrior becomes an expert at using improvised 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 obtains 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.

TK SPEED DEMON

The TK Speed Demon is a telekinetic road warrior. He not only uses his telekinetic powers to assist his own driving, but also to hinder his opponents.

The best path into this advanced class is from the Fast hero basic class, although progression to this class through other paths is possible. The TK Speed Demon is derived from the Speed Demon.

REQUIREMENTS

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

Skills: Drive 6 ranks.

Feats: Combat Driving.

Mutation: Telekinesis.

CLASS INFORMATION

The following information pertains to the TK Speed Demon advanced class.

Hit Die: 1d8

Action Points: TK 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 TK 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.

CLASS FEATURES

The following features pertain to the TK Speed Demon advanced class.

Uncanny Dodge X: The TK Speed Demon gains the ability of Uncanny Dodge, or increases the potency of this ability if she already has it. If the TK 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 TK 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 TK Speed Demon already has Uncanny Dodge 2, then she gains no further benefit from this ability.

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

Bonus Feats: At 3rd, 6th, and 9th level, the TK Speed Demon obtains a bonus feat. The bonus feat must be selected from the following list, and the TK 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 TK 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 TK 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 TK Speed Demon can get better performance out of a vehicle, reducing some of its penalties. The TK Speed Demon may spend an action point to negate the Maneuver

TABLE 7: THE TK 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	Vehicular Evasion	+5	+3

penalty of a vehicle or Initiative penalty of a vehicle she controls until the beginning of the TK Speed Demon's next turn.

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

The TK Speed Demon must be in contact within 5 feet of the vehicle, and loses control of it if she gets beyond this range. The vehicle must be a vehicle with which the TK Speed Demon has the Vehicle Specialization feat.

The TK 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 TK Speed Demon to assume control. If the controller of the vehicle resists the TK Speed Demon's attempts, the DC is 10 + the controller's Drive skill.

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

Redlining the Needle: At 8th level, the TK 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 TK Speed Demon gains the psionic ability to, as a move action or part of a move action, restore a vehicle to working condition. The TK Speed Demon spends an action point and restores up to 10 points of damage to a vehicle she is within 5 feet of. The restoration is supernatural in nature, and may be performed while the vehicle is in motion. The TK Speed Demon may restore damaged portions of the vehicle, such as tires, in the same manner.

Vehicular Evasion: The TK Speed Demon can use this ability to make a last-minute veer, literally "dodging" an attack directed at his vehicle. Sacrificing his Attack action, the TK Speed Demon may make a Reflex saving throw (DC of the attack roll) to avoid a hit against himself or his vehicle. A TK Speed Demon must be aware of an attack to dodge it.

If the character already possesses the Vehicular Evasion (from the Road Warrior class), he gains the option for performing Vehicular Evasion as a free action by spending one action point.

WASTELAND ARRANGER

Even in the wasteland, there is a demand for people who can get things 'done'. The Wasteland Arranger is character that can get what you need. Is your community in need of more water? He can help. Do you need a specific technology? He can find it. Do you need to find a specific person? He will locate them.

For the right price, of course.

The best path into this advanced class is from the Charismatic hero basic class, although progression to this class through other paths is possible. A high Intelligence is also useful for the Wasteland Arranger, since knowledge is his province. The Wasteland Arranger is derived from the Arcane Arranger.

REQUIREMENTS

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

Skills: Diplomacy 6 ranks, Gather Information 6 ranks, any Knowledge (ancient lore, business, current events, popular culture, streetwise, technology, or twisted earth) 6 ranks.

CLASS INFORMATION

The following information pertains to the Wasteland Arranger advanced class.

Hit Die: Wasteland Arrangers gain 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: Wasteland 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 Wasteland Arranger's class skills are: Bluff (Cha), Computer Use (Int), Decipher

TABLE 8: THE WASTELAND ARRANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Word in the Wastes	+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	Corium Talks	+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

Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (ancient lore, business, current events, popular culture, streetwise, technology, twisted earth) (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.

CLASS FEATURES

The following features pertain to the Wasteland Arranger advanced class.

Word in the Wastes: The Wasteland Arranger filters information constantly and remembers everything. Through regular contacts, gossip, and other situations, he has a deep knowledge of everyday things. The Wasteland 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.

False Allegiance: The Wasteland Arranger fits

in with whatever group he chooses to be with. At 2nd level, the Wasteland 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 are considered in effect until a check is failed, at which point the false allegiance is revealed. Supernatural and mutant abilities that determine allegiance are not affected by the Wasteland Arranger's false allegiance ability.

Bonus Feats: At 3rd, 6th, and 9th level, the Wasteland Arranger gets a bonus feat. The bonus feat must be selected from the following list, and the Wasteland 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 Wasteland Arranger enough contacts in the social system to be able to get the names of individuals who possess particular abilities and talents. Even if away from his home stomping ground a simple message can

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produce a contact with the needed resource. Make a level check, adding all Wasteland 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 (ancient lore) or Craft (structural))	DC 15
Rare Skill (skills available for a particular class)	DC 20
Specific Feat	DC 20
Class Feature	DC 20
Specific Combination of Skills, Feats, and Abilities	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 Wasteland 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 individual's services. An unsuccessful check means that no such individual is immediately known or available to the Wasteland 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 Wasteland Arranger knows about will have total ranks in the needed skill of at least the Wasteland Arranger's total character level +3.

Corium Talks: The Wasteland Arranger can use a portion of his corium (or equivalent in bartered goods) to improve relations with NPC's. For every 100 cp spent on a bribe or "gift," the Wasteland Arranger gains a +1 circumstance bonus to

Diplomacy checks (maximum +10) when attempting to change an NPC's attitude. In certain circumstances (at the GM's discretion), this ability can be used to provide a bonus to Gather Information skill checks (maximum +10).

Expert in Your Field: At 7th level, the Wasteland Arranger is considered a master of connections, such that his reputation precedes him in his dealings with others. The Wasteland Arranger gains a circumstance bonus equal to his Reputation bonus when making skill checks that are directly involved with Gather Information and Diplomacy skills.

Up My Sleeve: At 8th level, the Wasteland Arranger gains the ability to pull a specific item out of a hidden pocket, compartment, or other concealable location. As a move action, the Wasteland Arranger may cause any item currently in his possession (with a size no greater than Small) to disappear into the hidden place. The Wasteland Arranger may only hide one item at a time in this fashion.

At 10th level, the Wasteland 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).

WASTELAND SUCCUBUS

For those that have developed the rare gift of telepathy, the wasteland succubus represents a person who uses their psionic abilities to subdued and manipulate others.

The best path into this advanced class is from a combination of the Charismatic and Dedicated hero basic classes, although progression to this class through other paths is possible. The Wasteland Succubus is derived from the Glamourist.

REQUIREMENTS

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

Skills: Bluff 6 ranks, Sense Motive 6 ranks.

Feat: Attraction Trigger

Mutation: Telepathy.

CLASS INFORMATION

The following information pertains to the Wasteland Succubus advanced class.

Hit Die: 1d6.

Action Points: Wasteland Succubus 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 Wasteland Succubus'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.

CLASS FEATURES

The following features pertain to the Wasteland Succubus advanced class.

Self-Confidence: The Wasteland Succubus may treat her Wasteland Succubus 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 Wasteland Succubus increases her ability to hide her motives and intentions. She gains a circumstance bonus equal

TABLE 9: THE WASTELAND SUCCUBUS

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	Attractor	+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	Charmer	+5	+3

to her Wasteland Succubus levels when using Bluff against a Sense Motive skill. In addition, her levels of Wasteland Succubus increase the DC for Bluff checks against her.

Bonus Feats: At 3rd, 6th, and 9th level, the Wasteland Succubus obtains bonus feat. The bonus feat must be selected from the following list, and the Wasteland Succubus must meet all of the prerequisites for the feat to select it.

Alertness, Attentive, Builder, *Charm Person*, Confident, Creative, Deceptive, Improved Initiative, Iron Will, Low Profile, *Mind Stun*, Renown, Trustworthy, Windfall.

Hidden Allegiance: At 4th level, the Wasteland Succubus gains the supernatural ability to suppress her loyalties, even from neural powers and abilities. In such cases, the Wasteland Succubus 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.

Audience: At 5th level, the Wasteland Succubus may extend any Charismatic hero talents or Teleplay feat to a number of targets equal to her total of Charismatic and Wasteland Succubus levels.

Individual targets are otherwise affected as described under the Charismatic hero basic class.

If the Telepathy feat being used is not unlimited usage, it requires a daily Telepathy use per target (for example, if the Wasteland Succubus used this ability to *Charm Person* 5 targets, it would require 5 Telepathy uses).

Attractor: At 7th level, the Wasteland Succubus can use the *Attraction Trigger* neural feat without limit (it does not cost a daily Telepathy usage).

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

Charmer: At 10th level, the Wasteland Succubus can use the *Charm Person* neural feat without cost (it does not cost a daily Telepathy usage). The character must possess the Charm Person feat to benefit from this ability.

WASTELAND THRASHER

What thrashers lack in technique, they make up for in pure, physical toughness. Thrashers don't look pretty, but they are extremely tough to kill. Try to blow them up they roll with it. Try to shot them they keep coming. The saying goes: "whatever you need to kill a normal man, quadruple it to kill a thrasher."

The best path into this advanced class is from the Tough hero basic class, although progression to this class through other paths is possible. The Wasteland Thrasher is derived from the Thrasher class.

REQUIREMENTS

To qualify to become a 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: 1d12.

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 10: THE WASTELAND 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 X	+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 X	+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 X: The Thrasher gains the ability of Damage Reduction 1/–, or increases the

potency of this ability if he already has it by 1/–. For example, if the character has Damage Reduction 2/– talent from the Strong Hero, his Damage Reduction increases to 3/–.

NEW FEATS

FLEET OF FOOT

You can turn corners without losing momentum.

Prerequisite: Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

Normal: Without this feat, you can run or charge only in a straight line.

IMPROVED GRAPPLE

You are skilled at grappling opponents.

Prerequisites: Brawl, Dexterity 13.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 competence bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat provoke an attack of opportunity when they initiate a grapple.

IMPROVED OVERRUN

You are skilled at knocking down opponents.

Prerequisites: Power Attack, Strength 13.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 competence bonus on the Strength check to knock down your opponent.

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Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED NATURAL HEALING

You recover from wounds and injury faster than normal.

Prerequisite: Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

JACK OF ALL TRADES

You have an amateur's knowledge of all skills, even ones that require training.

Prerequisite: Character level 8.

Benefit: You may use any skill untrained. You cannot, however, gain ranks in a skill unless you are normally allowed to gain ranks in the skill.

POWER CRIT

You may threaten a critical hit if you succeed in hitting an opponent.

Prerequisite: Base attack bonus +10, proficiency with weapon.

Benefit: You may spend an action point before making an attack with a weapon with which you are proficient. If the attack hits, it automatically threatens a critical hit (regardless of whether the attack roll falls within the weapon's actual threat range). You must roll to confirm the critical hit, as normal. This is a supernatural ability.

Normal: You must roll in the threat range of a weapon, and then confirm that threat to score a critical hit.

PRECISE STRIKE

Your strikes against an opponent are treated as touch attacks.

Prerequisite: Base attack bonus +5.

Benefit: Before making an attack on your turn, choose a single opponent and spend an action point. Until the beginning of your next turn, any attacks you make against that opponent use that opponent's touch Defense instead of the opponent's normal Defense.

VEHICLE SPECIALIZATION

You are proficient with one type of vehicle.

Benefit: Choose a vehicle type (civilian aircraft, civilian cars, civilian motorcycles, civilian trucks, civilian water vehicles, other civilian vehicles, or military vehicles). When you are in control of a vehicle of the specified type, you gain a +2 competence bonus on skill checks, ability checks, and saving throws involving the vehicle.

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