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## **Cabalist**

Secret societies have been a part of human history almost since it started. From the Illuminati to the Freemasons, there have been all kinds of varying types of secret societies. The Known Worlds of the Realm are no different. Secret societies range from local cabals to Realm-spanning cadres. Some are criminal but most are simply secret and performing semi-legal actions to push their own agendas. Nobles, League members, and church sometimes join together in these cabals and conspire together.

A Cabalist character is secretly a member of a certain cabal and gains contacts and favors from that group. He is held to their ideals and bound to keep the group secret. They are good at getting information and equipment that is normally hard to get. They can sometimes find allies in situations that one is most needed.

### **Requirements**

To qualify to for a Cabalist, a character must fulfill all the following criteria:

- **Abilities:** Cha 13+
- **Skills:** Bluff 6+, Diplomacy 6+
- **Feats:** Secret (secret society)
- **Special:** Knowledge and contacts with in a secret society. In most cases, you must go through an initiation process to qualify as a member of a secret society.

**Hit Die:** d6

### **Initiation Requirements**

This varies for each Secret Society. This needs to be worked out between the GM and the player and should involve accomplishing considerably difficult tasks related to the agendas of the Cabal.

### **Class Skills**

The Cabalist class skills (and the key ability for each skill) are Academia (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Decipher Script (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Sense Motive (Wis), Use Think Machine (Int).

**Skill Points** at Each Level: 6 + Int Modifier

Cabalist					
Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+1	Bonus Social Feat, Secret Society Affiliation
2	+1	+0	+3	+1	Secret Handshake
3	+2	+1	+3	+2	Bonus Social Feat
4	+3	+1	+4	+2	Secret Bonus Feat
5	+3	+1	+4	+2	Secret Network 1
6	+4	+2	+5	+3	Bonus Social Feat
7	+5	+2	+5	+3	Secret Network 2
8	+6	+2	+6	+3	Cover Up
9	+6	+3	+6	+4	Secret Network 3
10	+7	+3	+7	+4	Conspirator

**Class Features**

**Weapon & Armor Proficiency:** A Cabalist is proficient in all simple weapons and light armor.

**Secret Society Affiliation (Ex):** At 1st level, the Cabalist receives his Secret Society membership. The details need to be worked out with the GM, but it should involve an initiation process that is measurably difficult as the society is secret. Some examples of these societies can be found in *Spies & Revolutionaries* as well as *Heretics & Outsiders*.

**Secret Handshake (Ex):** At 2<sup>nd</sup> level, the Cabalist learns how to identify himself and others through use of a secret gesture or code. Most Cabals have some way of identifying themselves to other members subtly without others noticing. Either through a gesture or a handshake or symbol worn somewhere on their personal, etc. This ability has two aspects: **Identify Oneself** and **Identify Others**.

To **Identify Oneself**, it is a Bluff (Innuendo) roll. This is the DC for any non-member to see it and understand it. For members of the cabal to see and understand it, they must make a Sense Motive check vs the DC based on the following table:

Bluff Roll	Member DC
30+	5
21-30	8
11-20	10
1-10	15

To **Identify Others**, it is the Cabalist must make a Sense Motive roll vs. a DC based on how prevalent the Cabal is in the area.

Prevalence	DC
Very	5
Somewhat	10
Not very	15
Not at all	20

**Bonus Social Feat:** At 1<sup>st</sup>, 3<sup>rd</sup>, and 6<sup>th</sup> Level, a Cabalist can choose from any social feat.

**Bonus Secret Feat:** At 4<sup>th</sup> Level, the Cabalist gains a bonus Secret feat, related to the Cabal and their secret agenda.

**Secret Network (Ex):** At 5<sup>th</sup> Level, the Cabalist has the ability to find allies in the most unlikely places. It may be one of the thugs holding them in nemesis's lair, or a member of an enemy court. In situations where an ally may appear and is needed, the player notifies the GM that he is seeking an ally. The test is Sense Motivation for immediate searches or Gather Information for long-term searches. The DC is 20 at the first level (Level 5). At 7<sup>th</sup> Level, the Cabalist gains a second level of Secret Network and the DC is lowered to 15. At 9<sup>th</sup> Level, the Cabalist gains a third level of Secret Network and the DC is lowered to 10. This ally will help the character in any way it can without risking his own life and identity as a co-conspirator. The GM selects who the ally is and what kind of power the ally can dispense.

**Cover Up (Ex):** At 9<sup>th</sup> level, once per adventure, the Cabalist gains the ability to completely cover up any trace or physical trail of his activities in relation to a specific incident with the help of his Cabal. It can be an action that would help the Cabal or something unrelated but used as a bargaining chip. However, this can be used only once per adventure.

**Conspirator (Ex):** As a conspirator, the Cabalist has been brought into the fold and every action he makes need to be considered to be for the benefit of the overall cause. When performing a task that would help the overall central agenda of the cabal – the Cause – the Cabalist receives bonuses as if being assisted in his task. The GM must make a judgment on the amount of influence the Cabal will have in the situation (And the player can vie for a favorable judgment) and based on that can determine the bonus. (The GM can also made a random roll)

<u>Roll</u>	<u>Influence</u>	<u>DC</u>
1	Strong	+6
2-4	Moderate	+4
5-6	Light	+2

## **Crusader**

The common view of a Crusader is of a noble knight buoyed by his faith in the Pancreator, supported by his worshipful retainers. The great warrior for God charges onto the battlefield, together with several hundred comrades, cutting a wide path through the heretical hordes.

In reality, most Crusaders have been less-than-stellar representatives of the nobility. While it does attract the devout, it also attracts the others. Those that seek treasure or glory hounds or nobles sent away from an embarrassing situation or cowards in battle. It is also an opportunity for freeman and serfs to seek glory and notice under the aristocratic eye. Because of this, the Crusader reputation tends to suffer.

Crusades or wars called upon by a holy authority, despite having the lack of official approval, are called occasionally by a number of religious figures against specific groups. Their targets have included the Kurga Caliphate, the Vuldrok, the Ur Ukar, and even non-orthodox communities within the Known Worlds. However, without the Church sanction, these crusades have amounted to little more than glorified bandit raids.

However, there are a chosen few that take on the Crusader as a career. When they do, they enter into a field of profession wrought with peril, public relation problems, and occasional glory. They take on the true mantle of a holy warrior, casting off their past and seek to destroy any threats to the orthodox rule and serve as a life long foot-soldier for the Church.

### **Requirements**

A character must fulfill all the following before becoming a Crusader.

- **Alignment:** any non-chaotic
- **Base Attack Bonus:** +6.
- **Heal:** 6 ranks.
- **Knowledge (religion):** 6 ranks.
- **Special:** Initiation: Church Blessing (see below). Must have no Urge or Hubris.

**Hit Die:** d10

### **Initiation Requirements**

The benediction requires the blessing of the Church. A joint council of one of each of the sects must meet and bless the Crusader in the Circle of the Holy Warrior. Each Gifted in the circle expend a Wyrd, attuning the Crusader's soul with Wyrd.

**Class Skills**

Crusader class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Occultcraft (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Use Artifact (Wis).

**Skill Points** at Each Level: 2 + Int modifier.

**Crusader**

<u>Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+2	Crusader, Holy Blessing
2	+2	+3	+0	+3	Holy Enemy
3	+3	+3	+1	+3	Weapon Focus
4	+4	+4	+1	+4	Eyes of the Faith
5	+5	+4	+1	+4	Holy Enemy
6	+6	+5	+2	+5	Holy Strike
7	+7	+5	+2	+5	Holy Enemy
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	Holy Enemy
10	+10	+7	+3	+7	Battle Hymn

**Class Features**

**Weapon and Armor Proficiency:** Crusaders are proficient with all simple and martial weapons, all types of armor, and shields.

**Crusader feat:** At 1<sup>st</sup> level, the character gains the Crusader feat, ignoring the prerequisites.

**Holy Blessing (Ex):** Upon entering the Crusader career, the character goes through an initiation called the Circle of the Holy Warrior. It requires a high ranking member from each sect and a day long ceremony where the circle members spend a Wyrd, attuning the crusader with their blessing. If the Crusader is not already Gifted with Wyrd (Theurgist or Brother Battler or very rarely a Psychic), then the this blessing imbues the crusader with a Wyrd pool. This acts as a Gifted feat except that it does not qualify a person for a Occult class.

This Wyrd pool can only be spent on class abilities as well as the standard use of Wyrd (See Advanced Wyrd

**Crusader [Social]**

*You are a Crusader for the Realm, fighting off heretics in the war to save the Universal Flame.*

**Prerequisite:** Imperial Charter or Knightly Charter 1+

*While lacking in some of the privileges granted by a Church Charter, recognition as a Crusader does have its own benefits. Aside from the popular respect that generally comes with such a title, a knight gets occasional assistance from Church leaders (as well as occasional aid), a share of any booty (or land!) a crusade garners, and dispensation to kill heretics similar to that granted Brother Battle. The faithful are expected to render all possible help to a crusader, though this is usually limited to free food along the way. Someone with this feat will also be among the first contacted whenever a new crusade begins.*

*This Feat gives the character +2 Diplomacy and Gather Information with in Church and Imperial circles.*

d20). The amount of Wyrd is 1d6 + Wis bonus. The Crusader gains 1 additional Wyrd per level. It is recovered through prayer and self reflection for 1 hour per point recovered. At the end of his prayer, the Crusader must make a Concentration roll vs. DC equal to 5 plus the number of Wyrd to be recovered. If it fails, then the Crusader only recovers one point. If he succeeds, he recovers all of them.

This represents the nature of the Imbuement of Wyrd from the Circle of the Holy Warrior. It is a well of power that must be maintained with Faith and is not naturally a part of him.

If the Crusader is already Gifted and has Wyrd, then the Blessing gains him one additional Wyrd per level.

**Holy Enemy (Ex):** At 2<sup>nd</sup> Level, the Crusader gains a Holy Enemy. The Crusader may select a type of enemy from among those given below. The Crusader gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against these enemies. Likewise, he gets a +2 bonus to attack and weapon damage rolls against such creatures.

At 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> Level, the Crusader may select an additional Holy Enemy from below. In addition, at each such interval, the bonus against any one Holy Enemy (including the one just selected, if so desired) increases by +1.

The Crusader may choose from the following enemies:

Vuldrok Barbarians

Kurgan Barbarians

Ur-Ukari Radiers

Heretic Serfs

Demonic Entities

Occult and supernatural creatures

**Weapons Focus:** At 3<sup>rd</sup> level, the Crusader gains Weapons Focus for his preferred melee weapon.

**Eye of the Faith (Su):** At 4<sup>th</sup> level, the Crusader gains the ability to sense evil and heresy, and see through illusionary effects for a number of rounds equal to his class level + Wis bonus. It gives no specifics, but it gives a general direction. To use this part of the ability, he must spend a Wyrd. Also, this ability means he can not be caught flatfooted by his Holy Enemy.

**Holy Strike (Su):** At 6<sup>th</sup> level, the Crusader can focus his Wyrd in his attacks (either unarmed strike or melee). The Crusader can spend up to 3 Wyrd to increase his unarmed or melee attack (with his preferred melee weapon) 1 die per point of Wyrd.

**Battle Hymn (Ex):** At 10<sup>th</sup> Level, the Crusader gains Battle Hymn. When fighting a Holy Enemy, the Crusader can sing a battle hymn as a full-round action. All allies of the crusader within 100 ft. gain a morale bonus to attack rolls, checks, and saves equal to one-half the crusader's class level (5) plus his Charisma modifier. This action does provoke an attack of opportunity. He must spend a Wyrd to perform this action. He can spend a second Wyrd to make it a Move action.

## **Decados Kossack**

Kossacks are the strong-arm of the Jakovian agency (Decados Intelligence), and will storm in by force to accomplish what intrigue, seduction or cajoling cannot. Those who would be kossacks must attend a rigorous training program which teaches the art of cruelty and subjugation to the highest degree. Indeed, a kossack is no longer human by some sects' definitions, counted instead among the Changed (genetically altered).

The kossacks are dangerous foes. Their own life means nothing to them in the line of service, and far more kossacks die in the line of duty than retire. Retirement has its privileges, of course — serfs who survive their tour of duty receive freedom and even knighthood in some cases, and those few survivors can command a high price as mercenary soldiers. Decados noble kossacks are among the most persistent and dangerous of individuals, often-times feared by their own peers.

Kossacks are incredibly loyal to their own leaders and to House Decados, but anyone they consider beneath them or obstacles to the completion of their goal — even if they be nobles — are treated with contempt. In this respect, kossacks have tremendous leeway among the Decados. Too much leeway, some say: the kossacks are perfectly capable of wiping out their own house, if they unite to do so. Many critics believe that the leash which holds taut the kossacks is already weak and fraying.

Jakovian kossacks are typically selected from the ranks of the Decados army, and are noble and serf alike. They endure physical training unlike that of any other military service. Kossack recruits are forced to survive in a harsh living environment on Edenya (Severust moon), with only remedial medical care. Their physical training is complemented by psychological indoctrination and periods of submersion in chemical baths ("Think Tanks") which ultimately transform the kossack into a strong brute capable of enduring almost endless pain and withstanding psionic manipulation.

This regimen is cruel and completely inhuman, and recruits often have negative reactions to the drugs. The program has a 40% drop-out rate, in addition to a 23% fatality rate.

A Jakovian kossack is unmistakable, in his sculpted plastic half-plate black armor with its striated musculature, his featureless face mask (which acts both to intimidate and also filter out toxins) and heavy black cloak. His weapons are the finest quality, from Van Gelder assault rifles to hand-crafted sabers.

**Requirements**

To qualify to for a Decados Kossak, the character must fulfill the following requirements

- o **Alignment:** any non-lawful
- o **Abilities:** Str 13+
- o **Base Attack Bonus:** 6+
- o **Skills:** Intimidate 4+
- o **Feats:** Toughness
- o **Faction:** House Decados. Must be in service to House Decados in some way.

**Hit Die:** d10

**Class Skills**

A Kossack's class skills (and the key ability for each skill) are Climb (Str), Craft (Int.), Drive (Aircraft, Landcraft, Watercraft) (Dex), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (torture) (Int), Ride (Dex), Swim (Str), Use Artifact (Wis).

Skill Points at Each Level: 2 + Int modifier.

**Decados Kossack**

<u>Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+1	+2	+0	+1	Kossak Training, Mutation: Larger, Freakish Appearance
2	+2	+3	+0	+2	Psychic Resistance 5, Cruelty Specialist
3	+3	+3	+1	+2	Mutation: Darkvision
4	+4	+4	+1	+3	Mutation: Exoskeleton +1
5	+5	+4	+1	+3	Claws
6	+6	+5	+2	+4	Mutation: Exoskeleton +2
7	+7	+5	+2	+4	Fangs
8	+8	+6	+2	+5	Mutation: Exoskeleton +3
9	+9	+6	+3	+5	Combat Drug Gland
10	+10	+7	+3	+6	Kossack Armor

**Class Features**

**Weapon and Armor Proficiency:** Kossacks are proficient with all simple and martial weapons, all types of armor, and shields.

**Levelling Limitation:** The kossack can not gain levels in this prestige class unless near a significant Decados holding.

**Kossak Training (Ex):** As said, Kossacks endure physical training unlike that of any other military service. Kossack recruits are forced to survive in a harsh living environment on Edenya (Severust moon), with only remedial medical care. This increases the Kossack trainee Strength and Will Power. The Kossack gains +2 Str, Con and Will

save. This training takes 1d6 + 3 months – Con bonus (minimum 3 months). The character can not level past 1<sup>st</sup> until he has freed up this time in his life for training.

**Mutation: Larger (Ex):** The Kossack physical training is complemented by periods of submersion in chemical baths which transform the kossack into a unnaturally strong brutes capable of enduring almost endless pain. This gains the Kossak the Larger Mutation (CC d20 pg 69).

**Freakish Appearance (Ex):** Due to the Kossacks severe training, he gains the Freakish Appearance Mutation also. (CC d20 pg 73).

**Psychic Resistance 5 (Su):** At 2<sup>nd</sup> level, the Kossack training in the “Think Tank” manifests in the form of a strong psychic resistance. The Kossack gains a Resistance value of 5 again Psychic attacks. This is either added to the DC of the power or to his Will save to resist, depending on the power.

**Cruelty Specialist (Ex):** Kossacks are trained in extreme cruelty and experience some of it in their training as well. This ability gives the Kossack +4 bonus to Knowledge (torture) and +4 to Intimidations rolls. On the other hand, it causes a –2 penalty to Diplomacy attempts.

**Mutation: Darkvision (Ex):** At 3<sup>rd</sup> Level, the Kossack has developed Darkvision mutation (CC d20 pg 69).

**Mutation: Exoskeleton (Ex):** At 4<sup>th</sup>, 6<sup>th</sup> and 8<sup>th</sup> level, the Kossack’s skin and skeletal system is chemically modified to be harder and stronger. Each time, he gains one level of the Exoskeleton mutation (CC d20 pg 71).

**Claws (Ex):** At 5<sup>th</sup> level, the Kossack gains the Claws Mutation. (CC d20 pg 71)

**Fangs (Ex):** At 7<sup>th</sup> level, the Kossack gains the Fangs Mutation. (CC d20 pg 72)

**Combat Drug Gland (Ex):** At 9<sup>th</sup> level, the Kossack gains a gland implant that produces and injects combat drugs into the character. This gland is activated when the Kossack first takes damage of 5 points or more. Upon taking that much damage, the drug injects instantly and the kossack goes into a drug induced combat rage.

In a rage, a kossack temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the kossack’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While raging, a kossack cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast Theurgy or Psychic powers. He can use any feat he has except Combat Expertise, item creation

feats, and metapsi feats.

A fit of rage lasts for a number of rounds equal to the character's Con bonus + 3. This is increase to Con + 5 at 10<sup>th</sup> level. A kossack may prematurely end his rage. At the end of the rage, the kossack loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A kossack can fly into a rage only once per encounter/combat session. At 9<sup>th</sup> level he has enough drug to activate the ability five times per day. At 10<sup>th</sup> level, he can use it six times per day. Entering a rage takes no time itself, but a kossack can do it only during his action, not in response to someone else's action.

At 10<sup>th</sup> level, the bonus is increase each time he takes damage. For every 10 points of damage the character takes while enraged, he received another dose of the combat drug from the gland, increasing the bonuses by +1 and the length of the rage by 1 round. Each time after the first dose, however, the Kossack must make a Fortitude check vs. 5 plus the number of doses (including the first). If he fails, the falls unconscious from an overdose.

**Kossack Armor (Ex):** At 10<sup>th</sup> level, the Kossack has completed his training and has gained the right to be a full fledged Kossack commando. At an opportune time, when the character is in the vicinity of a major Decados holding, he gain his Kossack Armor. This includes a supreme Masterworked sculpted Ceramsteel full plate black armor with its striated musculature, a featureless face chrome mask (+2 to Intimidate), and a heavy black cloak. His weapons are the finest quality (supreme masterworked), from Van Gelder assault rifles to hand-crafted sabers. He gains a weapon of his choice with the best ammo or best blades. The armor has a built in comlink, think-machine, and targeting system (+4 to Base attack in ranged).

## Doppelganger Assassin

Doppelganger assassins are highly sought after assassins and one of the more expensive services from the Misfit Guilds. They are shape-shifters that can fade in and out of crowds, changing their appearance and getting away with their service without suspicion to them or those that hired him. Although the technology to create such mutations is proscribed, none-the-less it still exists (especially within Decados cartels).

In most cases, the mutation has surfaced within the person due to changed ancestry but sometimes, ambitious assassins seek out underground facilities to have the changes made directly. This is a very vigorous and dangerous procedure that has a 50% survival rate. Someone with changed ancestry (not the Transformation mutations) have a 60% survival rate. Decados cartels specialize in this procedure as do some super secret League bioengineer minor guilds.

### Requirements

To qualify as a Doppelganger Assassin, the character must fulfill the following requirements

- **Alignment:** any non-lawful
- **Abilities:** Dex 13+
- **Base Attack Bonus:** 5+
- **Skills:** Disguise 4 ranks, Hide 6 ranks, Move Silently 6 ranks
- **Special:** If the character does not have the Transformation Mutation, he must get it through a vigorous and dangerous procedure. In order to do this, he must be near a proper facility, preferably a League facility. If not, the person can enter first level of this Prestige class but can not gain any more until he gets the procedure done. Some houses (like Decados) have their own secret facilities for this process.
- **Special:** If the character already has the Transformation Mutation with Subtle Mutation covering it up, then the character may enter this Prestige Class automatically.

**Hit Die:** d8

### Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Artifact (Cha), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Doppelganger Assassin**

<u>Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+0	+0	+2	+0	Mutation: Transformation, Subtle Mutations (4), sneak attack +1d6
2	+1	+0	+3	+0	Death attack, Target Profiling
3	+2	+1	+3	+1	Uncanny dodge, sneak attack +2d6
4	+3	+1	+4	+1	Improved Transform
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Evasion, Perfect Mimic
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6	+2	+6	+2	Chameleon Mutation
9	+6	+3	+6	+3	Sneak Attack +5d6, Improved uncanny dodge
10	+7	+3	+7	+3	Perfect Transformation

**Class Features**

**Weapon and Armor Proficiency:** Doppelganger Assassins are proficient with the Simple and Martial Weapon Proficiencies. Doppelganger Assassins are proficient with light armor but not with shields.

**Mutation: Transformation, Subtle Mutations (4) (Ex):** At 1<sup>st</sup> level, if the character does not already have this mutation, he gains the Transformation Mutation (CC d20 pg 73) through some means to be worked out with the GM. Gaining this mutation is highly proscribed and very dangerous. It required proscribed technologies that are hard to find (but not impossible, especially on Leaguehiem or Decados cartels), and processes that are very punishing to the subject. There are several different ways to do it – gene therapy, nanotechnology, chemical modification – but all end the same way.

If the character has the mutation already, then he can get his mutation modified to increase its efficiency, if he so chooses. He may stick with his standard mutation or improve it at equal risk to body and freedom. If he so chooses, then his transformation only takes a move action, can change his weight with in a range of 25lbs, and change his height to up to 6 inches. The Disguise check gains a +20 bonus, The DC for Spotting the character as Changed is increased by 6.

In either process, the character is knocked down to 10% Hit Points, and must make a Fort check vs. 20 – Con bonus. If he fails the Fort check, he is in a rehabilitation facility for 3 months. If he succeeds, the rehabilitation is only 1 month. This process also includes the Subtlety Modification.

**Sneak attack (Ex):** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>). If a doppelganger assassin gets a sneak attack bonus from another source the bonuses on damage stack.

**Death attack (Ex):** If a doppelganger assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either

causing unconsciousness, paralyzing or killing the target (doppelganger assassin's choice). While studying the victim, the doppelganger assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the doppelganger assassin or recognize the doppelganger assassin as an enemy. Once the doppelganger assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

**Kill:** If the victim of such an attack fails a Fortitude save vs. DC 10 + the doppelganger assassin's class level + the doppelganger assassin's Int modifier against the kill effect, he dies.

**Paralysis:** If the saving throw (see Kill) fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the doppelganger assassin.

**Unconsciousness:** If the saving throw (see Kill) fails, the victim is rendered unconscious for 1d8 rounds plus 2 round per level of the doppelganger assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack.

If a death attack is attempted and fails (the victim makes his save) or if the doppelganger assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Target Profiling (Ex):** The doppelganger assassin, to properly use his ability and infiltrate his targets entourage, must study the people surrounding him thoroughly. Target Profiling ability represents this research. For each target, the doppelganger gains a Knowledge skill for the target with starting ranks equal to 2 + Int bonus. This skill is considered a class skill. With this knowledge skill, he has a considerable profile on his target. To gain this knowledge, he must spend a number of days equal to the target's level (or CR) in study and research. At 4 rank in this skill, the doppelganger assassin gains a synergy bonus of +2 to Bluff when infiltrating the target's social circles.

**Uncanny dodge (Ex):** Starting at 3<sup>rd</sup> level, a doppelganger assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.). If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge.

**Improved Transform (Ex):** At 4<sup>th</sup> level, the doppelganger assassin learns to improve his transformation ability. With this ability, his transformation only takes a move action, the weight range is increased by 5 lbs, and his height range is increased by 4 inches. The Disguise check bonus is increased by +2 and the DC for Spotting the character as Changed is increased by an additional +2.

**Evasion (Ex):** At 6<sup>th</sup> level, a doppelganger assassin can avoid throw or spray attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless doppelganger assassin does not gain the benefit of evasion.

**Perfect Mimic (Ex):** At 6<sup>th</sup> level, the doppelganger assassin has learned to perfect mimic his marks – those he chooses to doppelganger in order to get close to his target. Unless the doppelganger gives anyone he is interacting reason to suspect, his Disguise is perfect and no roll is needed to see through his disguise.

**Chameleon Mutation (Ex):** At 8<sup>th</sup> level, the doppelganger assassin gains the chameleon mutation (CC d20 pg 70)

**Improved Uncanny Dodge (Ex):** At 9<sup>th</sup> level, a doppelganger assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him). If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

**Perfect Transformation (Ex):** At 10<sup>th</sup> level, the doppelganger's transformation can be a free action – virtually instantaneous.

## Freedom Fighter

Some call them patriots, other call them terrorists, while others call them the enemy. Freedom Fighters are fanatical underground movements that feel they have no other option other than to covertly disrupt their hated target with guerillas warfare tactics, covert bombings and other (some say cowardly) tactics that attempt to get their point across. They are expert saboteurs, demolitionists and skilled in black op tactics. They are also very streetwise and are usually members of a larger group that have a network of allies through out their sphere of influence.

Freedom Fighters run about throughout the known worlds. They fight for more reasons than any expert can count. Some have legitimate issues with their ruling body while others are more fanatical and fringe. Houses routinely secretly support freedom fighter groups within their enemies' territories even if overtly, the house would see it as unseemly and dishonorable.

### Requirements

To qualify to become a Freedom Fighter, a character must fulfill all the following criteria:

- **Alignment:** Any non-lawful
- **Base Attack Bonus:** +6 or more
- **Skills:** Craft (Demolitions) +4 or more, Knowledge (Known Worlds) 2+, Disable Device +4 or more
- **Feats:** Streetwise, Incite Passion
- **Special:** Ally feat or contact with in the particular revolutionary group

**Hit Die:** d8

**Class Skills:** A Freedom Fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Int), Drive (Aircraft, Landcraft, Spacecraft, Watercraft) (Dex), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Hide (Dex), Knowledge (Int), Move Silently (Dex), Spot (Wis), Swim (Str), Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

Freedom Fighter					
Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Ideology, Cell membership, Cell Network +1
2	+2	+0	+3	+0	Saboteur +2
3	+3	+1	+3	+1	Righteous Rage 1/day
4	+4	+1	+4	+1	Saboteur +4
5	+5	+1	+4	+1	Cell Network +3
6	+6	+2	+5	+2	Rallying Cry
7	+7	+2	+5	+2	Improvisational Demolitionist
8	+8	+2	+6	+2	Saboteur +6
9	+9	+3	+6	+3	Righteous Rage 2/day
10	+10	+3	+7	+3	Cell Network +6, Saboteur +8, High Rank

## Class Features

**Ideology (Ex):** At first level, the Freedom Fighter has established an ideology that falls in line with the group or cell he has joined. It can be something as simple as “bring down the local noble” or as spanning as “bring down the emperor.” In any case, there is a person or organization that is the point of focus in this ideology – an antagonist to the freedom fighter. This ability serves the character in two forms. He gains a level of Secret feat in relation to the antagonist group or person (details to be worked out between the GM and player). This signifies a level of extraordinary knowledge the freedom fighter knows that drove him to his position. Also this ability gives the Freedom Fighter a +4 competence bonus to knowledge checks related to the antagonist. Any freedom fighter worth their salt would spend as much time studying their enemy as they would fighting it. They pride themselves in the knowledge they have about those they fight.

**Cell membership (Ex):** At 1<sup>st</sup> level, the Freedom Fighter gains membership into a group or cell that shares his ideology. These could be one of the more common underground groups (listed in *Spies & Revolutionaries*) or a more local fringe group (to be worked out with GM). Gaining membership into any of these groups is not easy. They are covert and secretive. Membership requirements may include an independent action against the antagonist of the group to prove his loyalty.

**Cell Network (Ex):** At 1<sup>st</sup> Level, the Freedom Fighter has the ability to find allies in the most unlikely places. It may be one of a secret arms dealer who owns the antique shop down the road or a member of an enemy court. In situations where an ally may be needed, the player notifies the GM that he is seeking an ally. The test is Gather Information and takes an hour per attempt. The DC depends on the level of influence the freedom fighter’s group or cell has in the area (see table below). At 1<sup>st</sup> level and the Freedom Fighter gains a +1 bonus to the Gather Information check. At 5<sup>th</sup> Level, the Cabalist gains a +3 bonus and 10<sup>th</sup> Level gains a +6 bonus. This ally will help the character in any way it can without risking his own life and identity as a co-conspirator. The GM selects who the ally is and what kind of power the ally can dispense.

Influence	DC
Very Influential	10
Somewhat Influential	15
Not very Influential	20
Not Influential at all	30

**Saboteur (Ex):** Starting at 2<sup>nd</sup> level, the Freedom Fighter gains a bonus to Disable Device, Craft and Open Lock checks when the skill use is part of an action or mission against the Freedom Fighter’s antagonist. At 2<sup>nd</sup> level, the bonus is +2, at 4<sup>th</sup> level the bonus increases to +4, at 8<sup>th</sup> level the bonus is +6 and at 10<sup>th</sup> it increases to +8.

**Righteous Rage (Ex):** Starting at 3<sup>rd</sup> level, if the Freedom Fighter witnesses something that would trigger his ideological passions (a perceived injustice by an ally of his antagonist or an action that reminds him of the secret he knows of his antagonist), he can fly into a rage but only a certain number of times per day. In a rage, a

Freedom Fighter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the Freedom Fighter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a Freedom Fighter cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Freedom Fighter may prematurely end his rage. At the end of the rage, the Freedom Fighter loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level Freedom Fighter, at which point this limitation no longer applies; see below).

A Freedom Fighter can fly into a rage only once per encounter. At 3<sup>rd</sup> level, he can use his rage ability once per day. At 9<sup>th</sup> level, he can use it one additional time per day. Entering a rage takes no time itself.

**Rallying Cry (Su):** The Freedom Fighter may give a rousing speech (Diplomacy check vs. DC 15), which takes at least 1 minute, to imbue his allies with a +2 morale bonus to saving throws, attacks and AC while "fighting for the cause." This effects lasts 1d6 rounds plus the character's Cha bonus (minimum 1).

**Improvisational Demolitionist (Ex):** At 7<sup>th</sup> level, the Freedom Fight becomes so adept at making demolitions and explosives that he can make them out of nearly anything. He gains a +6 bonus (stackable with his Saboteur bonus) to Craft checks when making demolitions. He also can take 10 even under extreme stress when making an improvised explosive. The time to make the explosives is also halved. He can use any reactive chemical within his reach and make the effect twice to three times as effective (GM's discretion).

**High Rank (Ex):** At 10<sup>th</sup> level, the Freedom Fighter gains high ranking within his group or cell. This of course is dependent on the nature of the group and their ranking system, but he becomes the equivalent of a high-ranking officer. This gains the influence and command that the rank includes

## **Gundancer**

Gundancers are mystic warriors who master the spiritual discipline of a living weapon but follow the way of the gun. The gundancer elevates the fire-fight and ranged combat to an art-form. Gundancers are most effective in close combat, melding hand-to-hand fighting techniques with ballistic gunplay in a symphony of destruction.

Living Weapons who embrace technology yet hold to their spiritual training make formidable gundancers. Soldiers and some Brother Battle who seek the artistic perfection of their violent craft also answer the gundancer's call. Knaves sometimes become gundancers to match their stealth and guile with combat prowess. A few Nobles have also been known to venture into the art. Psychics and Theurgists rarely become gundancers, as they either lack the combat training or the mindset that so glorifies violence. However, there are rumors that some veteran gundancers have tapped a previously unknown theurgy to enhance their abilities.

Gundancers usually work alone or in groups with other equally efficient or violent character classes. They rarely join with others of their kind for any length of time, unless it is as mentor and student. NPC gundancers are often covert operatives, hired killers, street fighters, duellists, and wandering soldiers of fortune. They walk unknown among ordinary people, never recognized for what they are until they draw their guns and burst into frenetic action.

### **Requirements**

To qualify to become a gundancer, a character must fulfil all the following criteria.

- **Base Attack Bonus:** +5
- **Skills:** Jump 5 ranks, Tumble 5 ranks
- **Feats:** Improved Unarmed Strike, Weapons Proficiency (Simple), Weapons Proficiency (Martial), Weapon Focus (Simple or Martial)
- **Special :** Knave or Living Weapons 2+, Brother Battle or Soldier 4+

**Hit Die:** d8

### **Class Skills**

The gundancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Gundancer**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Gun-Fu, Gun Mastery +1, Backfire,
2	+2	+0	+3	+0	Hard Target
3	+3	+1	+3	+1	Dead Aim
4	+4	+1	+4	+1	Gun mastery +2
5	+5	+1	+4	+1	Dodge Fire
6	+6	+2	+5	+2	
7	+7	+2	+5	+2	Gun Master +3, Haste
8	+8	+2	+6	+2	Improved Dodge Fire
9	+9	+3	+6	+3	Firestorm
10	+10	+3	+7	+3	Gun Mastery +4, Absorb Energy

**Class Features**

All of the following are class features of the gundancer prestige class. Gundancers lose all of these abilities except armor and weapon proficiencies when wearing armor heavier than light.

**Weapon and Armor Proficiency:** Gundancers are proficient with all simple weapons and martial weapons. Gundancers are proficient with light armor.

**Gun-Fu (Ex):** When firing small or smaller firearms in a threatened area, gundancers do not provoke an attack of opportunity. In addition, gundancers gain a +2 competence bonus to all attempts to disarm an opponent wielding a firearm.

**Gun Mastery (Ex):** At 1<sup>st</sup> level, the gundancer gains a +1 competence bonus on all attack rolls with small firearms (or smaller) (simple or martial). This bonus increases to +2 at 4<sup>th</sup> level, +3 at 7<sup>th</sup> level, and +4 at 10<sup>th</sup> level.

**Backfire (Ex):** At 1<sup>st</sup>-level, a gundancer who makes a successful disarm attack against an opponent wielding a firearm that is small or smaller may instead choose to immediately take a free attack with that firearm against its former user. The gundancer must have at least one hand free to use this ability, and the attack uses his primary attack bonus. Only a single shot can be fired with this free attack.

**Hard Target (Su):** At 2<sup>nd</sup> level, the gundancer gains a +2 dodge bonus to AC vs ranged attacks from firearms or blasters, +4 dodge bonus to AC against archaic ranged weapons and direct thrown weapons (bows, spears, etc).

**Dead Aim (Su):** At 3<sup>rd</sup>-level, a gundancer may, as a full action, fire a single shot with a firearm that ignores any AC bonuses for cover, any miss chance for concealment as long as the target has less than total cover or concealment. The shot uses the gundancer's primary attack bonus. Dead aim also reduces the DC to activate a energy screen by half.

**Dodge Fire (Su):** Once per day, a 5<sup>th</sup>-level gundancer can dodge a number of ranged attacks made against him for one round, from the start of his action until the beginning of his next action. The number of attacks is equal to

half his Dex bonus (minimum 1). Those ranged attacks targeting the gundancer during this round automatically miss. The gundancer must use a full action to dodge fire. Also, an additional number of attacks equal to the same number have a miss chance of 50%.

**Haste (Sp):** Once per day, a 7<sup>th</sup>-level gundancer can explode into an awe-inspiring burst of speed and flurry of action. The gundancer moves and acts more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted gundancer may make one extra attack with any small or smaller ranged weapon he is holding. The attack is made using the gundancer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted gundancer's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the gundancer's jumping distance as normal for increased speed.

The effect lasts a number of rounds equal to the character's class levels in gundancer.

**Improved Dodge Fire (Su):** Once per day, a 8<sup>th</sup>-level gundancer can dodge all ranged attacks made against him for one round, from the start of his action until the beginning of his next action. Any ranged attacks targeting the gundancer during this round automatically miss. The gundancer must use a full action to dodge fire.

**Firestorm (Ex):** In lieu of his regular attacks, once per day the 9<sup>th</sup>-level gundancer can fire one shot or burst (if the weapon has autofire) at every target within range, to a maximum of one target for every gundancer class level. Each attack uses the gundancer's primary attack bonus, and each enemy may only be targeted by a single shot or burst. The gundancer may not fire more shots or bursts than he has remaining ammunition.

A *burst* can only be fired from a weapon with autofire and only the gundancer can fire a burst. A burst is a short burst of bullets like an autofire shot, but causes an additional 1d6 of damage to a single target. A burst uses 2 bullets.

**Absorb Energy (Su):** Once per day, the 10<sup>th</sup>-level gundancer can attempt to absorb a single shot from an energy weapon that hits him. The gundancer makes a Fortitude save (DC 15 + damage dealt). If the save is successful, the gundancer takes no damage from the attack.

## Hazat Avenger

The legend of the Domino has given birth to a new kind of hero. Some call him a hero while others call him a vigilante, and then others call him a glory hound. Regardless of how the public views them, the Hazat Avenger considers himself an extension of the legend of the Domino, fighting for the ideals it represents.

A domino is a black cape and mask often worn to balls or masquerade parties. For the Hazat, however, it has a more important meaning. The identity of the first Hazat to wear the Domino to right some wrong has been lost in the mists of time, but all members of the family know the legends. The Domino and rapier will arrive from parts unknown for a Hazat who has been chosen to regain personal or family honor. It is then his responsibility to seek out whoever it was that committed this wrong and wreak vengeance.

Some have taken on this role on a more permanent basis, seeking to regain the honor of those who can regain it themselves and support those that summon the Domino when needed. He can be a peasant hero, a noble guardian or icon of glory and bravery. This is a Hazat Avenger.

All Hazat Avengers don the same garb as a Domino, with one subtle difference. That subtle difference depends on the person, but it usually is in red and on the cape. Wearing the Avenger Domino is a great responsibility, and those few Hazat Avengers take it very seriously. In some cases, the Hazat Avengers act as support for those who don the Domino, while in others they act as lone vigilantes seeking justice for the down-trodden. Like those wearing the Domino, no Hazat Avenger has acted dishonorably.

The Domino is more than a person who dons the mysterious cape and carries the rapier. It is a secret organization of Hazat Avengers who coordinate with each other secretly, recruiting new members occasionally, supporting the Domino myth focused on the Hazat sense of law and justice. A potential Hazat Avenger simply does not join but is recruited, after showing a certain adeptness in the ways of the sword as well as an ethic that matches that of the Domino.

### Requirements

To qualify as a Hazat Avenger, a character must fulfill all the following criteria.

- **Alignment:** Any non-evil.
- **Base Attack Bonus:** +2.
- **Skills:** Gather Information 2 ranks, Intimidate 4 ranks, Sense Motive 2 ranks.
- **Faction:** The Hazat
- **Special:** The character must be near a significant Hazat holding to enter into this prestige class. Character must be recruited. This must be worked out between the player and the GM.

**Hit Die:** d10

## Class Skills

The Hazat Avenger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Wis), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Tumble (Dex), Use Rope (Dex), Use Think Machine (Int).

**Skill Points at Each Level:** 6 + Int modifier.

### Hazat Avenger

<u>Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1	+0	+0	+2	+2	Avenger Garb & Rapier, Secret Identity, Wyrd, Bonus feat, Honor Code
2	+1	+0	+3	+3	Incite Passion, Streetwise
3	+2	+1	+3	+3	Incredible luck 1/day, Bonus feat
4	+3	+1	+4	+4	Shadow, Domino Effect
5	+3	+1	+4	+4	Avenge 1/day
6	+4	+2	+5	+5	Improved Incite Passion, Bonus feat
7	+5	+2	+5	+5	Incredible luck 2/day
8	+6	+2	+6	+6	Avenge 2/day
9	+6	+3	+6	+6	Enraged Passion, Bonus feat
10	+7	+3	+7	+7	Avenge 3/day

## Class Features

**Weapon and Armor Proficiency:** Hazat Avenger is proficient with the Simple and Martial Weapon Proficiencies. Hazat Avenger are proficient with light armor and shields.

**Honor Code (Ex):** The Avengers follow a strict honor code that falls in line with what the Hazat hardliners believe. This honor code should be worked out with the GM.

**Avenger Garb & Rapier (Ex):** The Avenger garb is made of a black shadowy synthsilk-like material, with a +3 to AC. It covers the wearers face and back, though many users have managed to use the cloak to protect all parts of their bodies. Because of the black-shadowy nature of the cloak and mask, opponents suffer a -4 to hit the Domino plus it adds +4 to Hide and Move silently rolls. The rapier is an exemplary masterworked with a ceramsteel wyrdblade attuned by a psychic. It is the heart of the Dominos power. These can only be obtained from a Domino organization secret enclave and the user must be present during the attuning.

**Secret Identity:** At 1<sup>st</sup> Level, the Avenger gains the Alternate Identity feat (FS d20). That identity is of the Avenger.

**Wyrd (Su):** Since the Avenger uses a Wyrd blade, he gains a Wyrd pool equal to his Cha bonus plus class level, only if he does not have a Wyrd pool already (through another class and/or the Gifted feat or through use of the Advanced Wyrd for d20 Fading Suns.) These Wyrd points can only apply to his Wyrdblade and Incite Passion, if

the Hazat Avenger does not have any other Occult levels. If the character already has a Wyrd Pool, he gains an additional Wyrd Point per class level.

**Incite Passion:** At 2<sup>nd</sup> Level, the Avenger gains the Incite Passion feat. His Wyrd can be used to enhance Incite Passion (see Enhanced Incite Passion feat.). If the character already has this feat, he may choose another Social Feat.

**Streetwise:** At 2<sup>nd</sup> level, the Avenger gains Streetwise feat. If the character already has this feat, he may choose another Social Feat.

**Incredible Luck (Su):** This ability, available to Avengers at 3<sup>rd</sup> level, allows them to reroll any roll they have just made after learning the result but before it has taken effect. The rerolled result must be kept. Although this ability is usable more than once per day at higher levels, an Avenger can not use it more than once for a given check.

**Bonus Feat:** At 1<sup>st</sup> and then 3<sup>rd</sup> level and every third level after that, the Avenger can choose from the following feats: Athletic Strike\*, Call to Hand\*, Compound Attack\*, Counter Parry\*, Fancy Footwork\*, Fencing Style\*, Florentine\*, Focus Blade\*, Greater Nimbus\*, Nimbus\*, Piercing Attack\*, Stop-Thrust\*, Wall of Steel\* (\* -see Fencing Feats).

**Shadow (Ex):** The Avenger is good at following someone surreptitiously. He gains a +2 competence bonus on Hide and Spot checks made while following a specific person.

**Domino Effect (Ex):** At 4<sup>th</sup> level, the Avenger gains the Domino Effect ability. With this ability, the Avenger can summon allies from his organization to help him at a time of need. This team of Avengers will wear the same Domino and look just alike. To gain these helpers, he must spend an hour seeking them out and roll a Gather Information check. The check gains a +10 if on a world with Hazat holdings or +20 if on the Hazat seat. The number of helpers is equal to the character's Hazat Avenger level plus a bonus that depends on the roll.

Gather Information check	# of Avengers
1-5	+1
6-10	+1d4
11-20	+1d6
21-30	+1d8
30+	+1d20

**Avenge (Ex):** If a Avenger of 5<sup>th</sup> level or higher personally witnesses wrong or dishonor according to the Avenger code, he can attempt to avenge the wrong. To do so, he makes one normal attack and adds his Charisma bonus (if any) as well as Incite Passion bonus to the attack roll, along with any other modifiers that would normally apply.

If the attack is successful, it deals 1 extra point of damage per Avenger level. This special attack must occur within three days of the crime; otherwise the bonuses no longer apply. Avenge is usable once per day at 5<sup>th</sup> level, twice per day at 7<sup>th</sup> level, and three times per day at 10<sup>th</sup> level. The Avenger can use this ability as many times as desired against response to the same incident, as long as all such uses occur within the time limit. Should the Avenger mistakenly try to punish someone who is not actually guilty of the crime witnessed, the bonuses do not apply, but the attempt still counts against the number allowed per day.

**Improved Incite Passion (Ex):** This ability allows the Avenger to Incite Passion as a Move action rather than a full action.

**Enraged Passion (Ex):** With Enraged Passion, when the Avenger Incites Passion, he may add his Charisma bonus.

## High Inquisitor

There is a secret order within the Temple Avesti continues their fight in their own way, hiding from their brothers because of something they discovered quite by accident. They are called the Order of Pyus or the Circle of High Inquisitors. It is not known who was the first High Inquisitor, but it is known that he found something most of his brethren would view as blasphemous. A select few Avesti inquisitors have found that their passion for the Flame and it's cleansing Truth has lead them to a Theurgic ability within themselves. This Canon is called their Souflame and only available to High Inquisitors.

The High inquisitors are a secret organization within Temple Avesti that watch for others as talented as they are and protect them from other zealots with in their order. They call their ability a gift from the Pancreator and one that others within the order would not understand. It taps the Inner Flame and forms fire effects controlled by the High Inquisitor.

As soon as an Inquisitor shows some Souflame theurgic ability, they are drawn within the Circle of the High Inquisitor, and told of their nature of the Circle. The Inner Circle deals with any necessary cover up to make sure the mundane members of the Temple do not find out about the new recruit and his ability. Within the Circle, the new recruit is taught the Canon of Souflame.

### Requirements

To qualify to become a High Inquisitor, a character must fulfill all the following criteria:

- **Alignment:** Any Lawful
- **Abilities:** Cha 13+
- **Base Attack Bonus:** 2+
- **Skills:** Knowledge (Religion) 4+
- **Feats:** Incite Passion, Gifted (Theurgy)
- **Faction:** Temple Avesti

**Hit Die:** d8

### Class Skills

Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Religion)(Int), Knowledge (Law)(Int), Knowledge (Arcana)(Int), Listen (Wis), Occultcraft (Int), Sense Motive (Wis), Spot (Wis)

**Skill points** at each level: 2+Int modifier.

**High Inquisitor**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Wyrd, 1 <sup>st</sup> Degree Soulfire Rite
2	+1	+3	+0	+3	Holy Insight, Resolute +1
3	+2	+3	+1	+3	2 <sup>nd</sup> Degree Soulfire Rite
4	+3	+4	+1	+4	Resolute +2, Fire Resistance 5
5	+3	+4	+1	+4	Attune Flame Fetish
6	+4	+5	+2	+5	Resolute +3
7	+5	+5	+2	+5	3 <sup>rd</sup> Degree Soulfire Rite
8	+6	+6	+2	+6	Resolute +4, Words of Confession
9	+6	+6	+3	+6	Holy Fireball (4 <sup>th</sup> Degree Rite)
10	+7	+7	+3	+7	Resolute +6, Fire Resistance 10

**Class Features**

**Weapon and Armor Proficiency:** High Inquisitor is proficient with the Simple Weapon Proficiencies. High Inquisitor is proficient with light armor.

**Wyrd (Su):** At 1<sup>st</sup> level, the High Inquisitor gains a Wyrd pool equal to his Cha bonus. Each time the character raises his High inquisitor level, he gains an amount of Wyrd points equal to this bonus as well.

**Soulfire Theurgy:** The High Inquisitor now enters into the Canon of Soul Fire and must learn the rites listed below.

**Holy Insight (Ex):** A high inquisitor is a master at ferreting out information. At 2<sup>nd</sup> level, he gains a +2 circumstance bonus to Gather Information and Sense Motive checks. This bonus increases to +4 at 8<sup>th</sup> level.

**Resolute (Su) :** At 2<sup>nd</sup> level, a High Inquisitor's spiritual defenses grant him a +1 sacred bonus to all saving throws against rites, psychic powers, and supernatural abilities used by heretics, demons, and sinners. This bonus increases to +2 at 4<sup>th</sup> level, +3 at 6<sup>th</sup> level, +4 at 8<sup>th</sup> level and +6 at 10<sup>th</sup> level.

**Fire Resistance (Su):** At 4<sup>th</sup> level, the High Inquisitor gains a resistance to fire at a value of 5. This is increased to 10 at 10<sup>th</sup> level.

**Attune Flame Fetish (Su):** At 5<sup>th</sup> level, the High Inquisitor can attune a weapon with the SoulFlame. Normally, this is done to a weapon and usually it is done to a flamer, but any weapon can be used. It is less effective on non-martial equipment. This attuning affectively makes the weapons a flamer fuelled by the High Inquisitors Wyrd. This is used to hide their ability from other non-gifted brethren. This makes any weapon the equivalent of a flamer with virtually endless ammunition (limited by Wyrd points). One Wyrd acts as one full charge clip (10 shots). Attune Flame Fetish functions similar to Attune Fetish. The High Inquisitor rolls 1d20 + class level and the weapon must be masterworked. **Attuning DC:** Medium fire weapon (masterworked flamer): 15. **XP Cost:**

1500 XP. The bonuses are gained as well as the ability to feed it Wyrd.

**Words of Confession (Sp):** At 8<sup>th</sup> level, the High Inquisitor is able to dig deep with in the Soulflame of a victim and instil fear and doubt into the minds of the guilty. The High Inquisitor must be able to converse with the subject in a mutually intelligible language for at least five minutes. At the end of this time, the subject must make a Will saving throw (DC 10 + the Inquisitor's Cha modifier + class level) or confess to their most recent crime or heresy. If more than one crime or heresy was committed at the same time, the subject will confess to all of the related crimes or heresy. No individual may be the subject of this ability more than once per week.

## **New Canon – Soulfire (Wis)**

### **1<sup>st</sup> – Degree Rites**

#### **Cleansing Flame (Trained Only; Theurgy User Only)**

**Components:** L, G, P.

**Activation:** 1 full round.

**Range:** Touch.

**Target:** Living creature or object.

**Duration:** Hours.

**Saving Throws:** Will negates.

**Wyrd Cost:** 1

At 1<sup>st</sup> level, the High Inquisitor learns his first rite, Cleansing Flame. With this ability, he uses his inner flame to cleanse someone or something of evil. This acts like the Theurgic rite Cleanse (FS d20 157), except the High Inquisitor may add his Cha bonus to the bonus gained. When performing the rite, the High Inquisitor's hands appear as though they are in flames and whatever he touches is engulfed in an ethereal blue flame.

### **2<sup>nd</sup> – Degree Rites**

#### **Flamewind (Trained Only; Theurgy User Only)**

**Components:** L, G.

**Activation:** 1 full round.

**Range:** 10 plus rank in feet, cone.

**Target:** Living creature or object.

**Duration:** Instantaneous.

**Saving Throws:** Reflex save to half.

**Wyrd Cost:** 2 + 1 Wyrd (up to class level) per extra die of damage.

The second rite of the Soulfire is Flamewind. With this ability, he can cast a wind of flame within a certain range at his enemies. This flame damages only those that want to harm the High Inquisitor. The damage of the flame is 1d10 + class level.

#### **Touch of Fire (Trained Only; Theurgy User Only)**

**Components:** L, G.

**Activation:** 1 full round.

**Range:** touch.

**Target:** Living creature or object.

**Duration:** Instantaneous.

**Saving Throws:** Will save.

**Wyrd Cost:** 2 + 1 Wyrd (up to class level) per extra point to heal.

The Touch of Fire has the effect of Cure Light Wounds Spell (cures 1d8 points of damage +1 point per caster level to a maximum +5). The flame only manifests in the theurge's hand and its effects are transferred to another person. Unfortunately, recipients must be secure in their faith to benefit from it; the target must successfully roll Will save vs. DC 10 + High Inquisitor's Wis bonus, or take burn damage instead of healing.

### **3<sup>rd</sup> – Degree Rites**

#### **Holy Wall of Flame (Trained Only; Theurgy User Only)**

**Components:** L, G.

**Activation:** 1 full round.

**Range:** Personal.

**Target:** Area 1 ft in front.

**Duration:** 1 turn.

**Saving Throws:** None.

**Wyrd Cost:** 3 + 1 Wyrd per 1 point of DR or per 5 ft square extended. Base DR is equal to the High Inquisitors Class level.

With this rite, the High Inquisitor can create a protective wall of Soulflame. This wall acts as a layer of Damage Reduction between the High Inquisitor for the duration. He can widen the wall to cover more area by reducing the duration.

#### **Body of Fire (Trained Only; Theurgy User Only)**

**Components:** L, G.

**Activation:** 1 full round.

**Range:** Personal.

**Target:** Area 1 ft in front.

**Duration:** 1 turn.

**Saving Throws:** None.

**Wyrd Cost:** 3 + 1 Wyrd per 1 point of DR or per 5 ft square extended. Base DR is equal to the High Inquisitors Class level.

This rite transforms the theurge's body into a mass of actual, living flame. Though magical in nature, this is a real flame, which can be dangerous around flammable materials. Due to the rigorous concentration required to

achieve this state, no other action may be taken for the duration of the rite except speech and movement at half the normal rate. It has the following effects:

DC Effect

- 15 Body of Fire heals 1d8 wound plus 1d8 per point of extra Wyrd spent, and eliminates common ailments like lesser diseases and infections.
- 20 Body of Fire negates Urge or Hubris effects for the duration.
- 30 Body of Fire helps protect against Symbiot infection and psychic and other occult attacks or domination.

### **4<sup>th</sup> – Degree Rites**

#### **Holy Fireball (Trained Only; Theurgy User Only)**

**Components:** L, G.

**Activation:** 1 standard action.

**Range:** 3 times class level in feet.

**Target:** Living creature or object.

**Duration:** Instantaneous.

**Saving Throws:** Reflex save to half.

**Wyrd Cost:** 4 + 1 Wyrd (up to class level) per extra die of damage

This final rite of the Soulflame is the ultimate release of ones inner reflection of the Holy Flame. It is a single blast of fire emanating from the High Inquisitor's chest (heart area). To determine the damage, the High Inquisitor must make a Rite check.

DC	Damage
5	2d6
10	3d6
20	4d6
30	5d6
35	6d6

## House Assassin

House Assassins are a special breed of assassins skilled not only in stealth and death but also the maneuverings within Noble Court (and how to use it to his advantage in pursuant of a kill). They are masters of bio-chemicals of death – basic poisons, bio-agents, and chemical toxins. They are also masters of manipulation and persuasion. They are good at using people for their own purposes. They are master back-stabbers in more than one way.

Each House has their own order of Assassins and train their assassin in their own special ways. The list of Assassin orders are as follows:

**House Hawkwood** – An arm of the Hawkwood Rooks, the Black Pawns are one of Hawkwood's best kept secrets. Very few of the high court even know of them. They perform many of the black ops for Hawkwood and are very good at it. **Knack:** Because Hawkwood is very traditional, Black Pawns are trained very traditional ways of assassination. Stealth is the key to them as without it, it can be a messy situation. *All Hawkwood assassins gain +2 to Move Silently and Hide.*

**House al-Malik** – The al-Malik Circle of the Shadowed Blade or the Black Dervishes are a secret order of knighted assassins that perform targeted terminations for the royal house. Sometimes, they even do work for a Guild. **Knack:** Black Dervishes are skilled in the feint and the kill. *They gain a +4 to Bluff when fainting, and +2 to Attack when assassinating.*

**The Hazat:** - The Hazat Garra Roja (Red Claw) is a fairly secret and small organization that has been around since the early days of the Hazat. Because of the nature of their "dishonorable" vocation, their numbers are kept small and only the top lords knows of them. They are the ghost stories that Hazat parents tell their children, the mysterious strangers that you think lurk in the shadows. Many traditional Hazat treat any known Red Claw with disdain, which is rare that one reveals himself to the public. They are well-paid and their families are usually taken care of. Their ranks include low level nobles and ambitious serfs and freeman. **Knack:** Hazat assassins are particular efficient at what they do. They gain a +4 to their attack bonus when assassinating in melee or unarmed combat.

**House Li Halan** – The White Hand of Hombor – This institution actually dates back to the White Hand, which was the appellation given to the King's personal ninja clan of choice dating back to the days shortly after Lextius. They were utterly dreaded assassins in the dark times of the house, and they were so ensconced in House culture that they survived Cardano's reforms, becoming the White Hand of Hombor, a society of the humble, who did the will of the King in a holy fashion through the shadows. Composed entirely of non-nobles, the White Hand is full of incredible thieves and spies who specialize in martial arts. A number of them are powerful theurges. **Knack:** Li-Halan assassins are skilled in knavery and street-smart. They gain a +4 to Gather Information checks.

**House Decados** – The Mantis League – Officially now just a cartel that licenses Master Jurists for vendettas

between Decados, the Mantis League used to be a clearinghouse that awarded licenses for all of the functionaries needed within vendettas, including assassins, chaos artists, thieves, rumorcrafters, and gamemasters. The League functioned largely as a way to award prestige by granting licenses to various Decados who wished reputations in certain fields, but it also performed a certain degree of training and quality control, assuring that those who wished to hire an assassin would acquire someone discreet and skilled. Still, in most courts lords would train their own contestants and merely apply for licenses from the League to gain prestige. Since a League license for anything other than a Master Jurist is no longer publicly acceptable, the Mantis League now is known mostly for its licensing of Master Jurists. **Knack:** Decados assassins are vicious and ruthless killers. The gain a +4 to Intimidate rolls.

### ***Other Significant Noble Houses:***

**House Van Gelder** – Van Gelder is a well known ally of the Decados. They are also well known for their martial expertise in the targeted termination vocation as well as weapon-smithing. **Knack:** Van Gelder assassins have a 75% chance of getting a Masterworked weapon.

This is not an exhaustive list but is a list of the more prominent house assassin groups. The GM and player can work out any ideas they may have outside of the list above.

### **Requirements**

To qualify to become a House Assassin, a character must fulfil all the following criteria.

- **Alignment:** Any non-good
- **Skills:** Disguise 4 ranks, Sense Motive 4 ranks, Move Silently 4 ranks, Bluff 4 ranks
- **Feats:** Persuasive
- **Special:** The character must kill someone as part of the initiation into the assassin group.
- **Special:** House Affiliation or Ally feat (House Ally)

**Hit Die:** d6.

### **Class Skills**

The house assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (chemistry), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points** at Each Level: 4 + Int modifier.

House Assassin					
Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	House Affiliation, Alternate Identity, Sneak Attack +1d6, Death Attack
2	+1	+0	+3	+0	Uncanny dodge, Enhanced Stealth +1
3	+2	+1	+3	+1	Sneak attack +2d6
4	+3	+1	+4	+1	Total Proficiency, Enhanced Stealth +2
5	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6
6	+4	+2	+5	+2	Death Chemist, Enhanced Stealth +3
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6	+2	+6	+2	Hide in plain sight, Enhanced Stealth +4
9	+6	+3	+6	+3	Sneak attack +5d6, Political Stealth
10	+7	+3	+7	+3	Master Death Chemist, Enhanced Stealth +5

## Class Features

**Weapon and Armor Proficiency:** House Assassin is proficient with the Simple and Martial Weapons. House Assassin is proficient with light and medium armor.

**House Affiliation:** If the character does not already have a house affiliation, he may have one now. All House Assassins affiliate to a certain royal house.

**Alternate Identity:** In order to cover the true nature of his work, the House Assassin gains the Alternate Identity feat to signify his cover within the House Court.

**Sneak attack (Ex):** If a House Assassin can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The House Assassin's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the House Assassin flanks her target. The extra damage dealt increases by +1d6 every other level (2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup>). If a house assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Should the House Assassin score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a blunt attack or an unarmed strike, a House Assassin can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A House Assassin can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The House Assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A House Assassin cannot sneak attack while striking a creature with

concealment or striking the limbs of a creature whose vitals are beyond reach.

**Death Attack (Ex):** If a house assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (House Assassin's choice). While studying the victim, the House Assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the House Assassin or recognize the House Assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the House Assassin's class level + the House Assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the House Assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the House Assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the House Assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Uncanny dodge (Ex):** Starting at 2<sup>nd</sup> level, a house assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

**Enhanced Stealth (Ex):** At 2<sup>nd</sup> level and every other level after that, the house assassin gains a competence bonus to Move Silently and Hide skill checks. (see class table for bonus amount).

**Total Proficiency (Ex):** Though the average house assassin is skilled in a number of weapons and extremely adept at concealing all manner of weapons on his person, he knows he can not always rely on having one of those weapons available at all times. With Total Proficiency, the house assassin may pick up and use any weapon without incurring a non-proficiency penalty. This is only applicable to weapons that the house assassin is physically and mentally able to handle normally.

**Improved uncanny dodge (Ex):** At 5<sup>th</sup> level, a house assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the house assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

**Death Chemist (Ex):** The house assassin has training in a variety of poisons, bio-agents, and chemical toxins, as well as other pharmaceuticals that help his profession accomplish its goals. With this ability, the house assassin can use his class level as a bonus to knowledge (chemistry) while trying to make a specific poison, toxin or agent.

**Hide in plain sight (Ex):** At 8<sup>th</sup> level, a house assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a house assassin can hide himself from view in the open without having anything to actually hide behind.

**Political Stealth (Ex):** With Political Stealth, the house assassin can easily snake in and out of politically volatile situations without causing too much of a stir. When on the job, hunting down a target for assassination, the house assassin can gain information about him, track him down, and use contacts and most people will forget they even talked to him. When Gathering Information and further researching a target, word will not reach the target through the “grape-vine” as easily as it normally would.

**Master Death Chemist (Ex):** With Master Death Chemist, the house assassin can take 10 even at times under stress, when using Death Chemist ability.

## House Psychic

The House Psychics are psychics under the protection of a Royal house. The houses have a number of uses for psychics and found it in their best interest to protect any talented individual that appeared within their sphere of influence. They are used in the court as spies, truth detectors and sometimes assassins. They are given a role within the house which defines their authority and need. In exchange for protection from the Church Penitent inquisitors, the Psychic serves the house unquestionably.

It is inevitable that the psychics of a particular house ban together, although it is discouraged by many of the mundanes within the House. However, House Psychics have formed small covens within the houses they serve. Some fear these covens. So their numbers are kept small within the house and they are constantly reminded of the inquisition. Most Psychics remain loyal to their house as long as the favors, good treatment and privileges continue to flow.

There are even some that believe conspiratorially that all the House Psi could be working together to manipulate the houses. Fortunately for most, these are very few and usually silenced before they can make any noise that the Church could hear.

House Psychics have a certain role they are expected to play. The primary roles are:

- Negotiator
- Intelligence Agent
- Thought Cop
- Assassin
- Councilor

There are others, but these are the primary ones most houses use Psychics for. Of course, in most cases, the true nature of these psychics are kept secret. When two parties come to negotiate, neither side ever knows if there is a psychic among them or not.

### Requirements

To qualify to be a House Psychic, a character must fulfill all the following criteria:

- **Class:** Psychic 1+
- **Alignment:** Any
- **Abilities:** key ability of Primary Path 13+
- **Skills:** Sense Motive 4+, Diplomacy 4+, Primary 1<sup>st</sup> Degree power 4+
- **Special:** Must have no more than 1 Urge

**Hit Die:** d6

## Class Skills

A House Psychic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Knowledge (Arcana) (Int), Occultcraft (Int), Psi skills (by power, see below), Sense Motive (Wis), and Speak Language.

Skill Points at Additional Level: 6 + Int modifier.

**Weapon and Armor Proficiency:** House Psychic is proficient with the Simple Weapons. House Psychic is proficient with light armor.

### House Psychic

Level	BAB	Fort Save	Ref Save	Will Save	Wyrd Bonus	Special
1	+0	+0	+0	+2	+0	Wyrd, House Affiliation, House Role
2	+1	+0	+0	+2	+0	House Path, Primary House 1 <sup>st</sup> Degree power or Spell Focus
3	+1	+1	+1	+3	+1	Primary House 2 <sup>nd</sup> Degree power or Spell Focus, Psychic Exertion
4	+2	+1	+1	+3	+1	Primary House 3 <sup>rd</sup> Degree power or Spell Focus
5	+2	+2	+2	+4	+0	Psychic Synergy, Bonus Feat
6	+1	+2	+2	+4	+0	Secondary House 1 <sup>st</sup> Degree power or Spell Focus, <i>Option:</i> House Role
7	+1	+3	+3	+5	+1	Secondary House 2 <sup>nd</sup> Degree power or Spell Focus
8	+2	+3	+3	+5	+1	Secondary House 3 <sup>rd</sup> Degree power or Spell Focus
9	+2	+4	+4	+6	+0	Closed Mind, Bonus Feat
10	+2	+4	+4	+6	+0	Extreme Psychic Exertion

## Class Features

**Wyrd:** The House Psychic is an occult class and gains an amount of Wyrd points equal to its primary house path key ability. In addition, he gains a certain amount of Wyrd at certain levels (see table above). They are gained in addition to the key ability modifier at that level.

**House Affiliation:** If the character does not already have a house affiliation, he may have one now. All House Psychic affiliate to a certain royal house. Each house have their own House Psychic coven and the Church carefully watches these groups for any heresy.

**House Role:** Once the Psychic has joined a House as a House Psychic, he must choose a role. This role defines the area of focus his psychic ability will be used in service of the House. If the character does not already have the Path related to this role, he will enter this path by choosing his Role. If he already has chosen the Path, he may choose another.

### **Negotiator**

**Paths:** Sixth Sense, Psyche, Turning

House Psychic Negotiators occasionally accompany house attachés on negotiation with other parties, sometimes secretly. They ensure honesty within the negotiations, and sometime counter the other side's

psychic. Noble houses play a kind of feint and volley game when negotiating. Neither side never really knows if there exists a psychic in the negotiating party. So in reality, unless the house leaders are truly paranoid, the number of psychic negotiators in a house is usually small.

***Intelligence Agent***

**Paths:** Omen, Psyche, Cloaking

Psychic spies are very common among all the houses. They are the best kept secret among them also. Their life expectancy is also very short, so their numbers aren't as high as they houses would like. They commonly fall prey to the House Psychic assassin.

**Role Exit:** Thought Police, Special Ops

***Thought Cop***

**Paths:** Psyche, Sixth Sense, Turning

Thought Cops are the internal affairs police of the house. They work closely with internal enforcement agents and intelligence agents to route our spies and traitors.

**Role Exit:** Intelligence Agent, Councilor

***Assassin***

**Paths:** Farhand, Psyche, Cloaking, Soma

Psychic House assassins are the dark dealers of psychic death. They most commonly work separately from the house assassin guilds because in most cases the house assassin guilds treat psychic assassin with mistrust and disdain.

**Role Exit:** Special Ops, Intelligence Agent

***Councilor***

**Paths:** Sixth Sense, Psyche, Omen

Psychic House Councilors are the soothers and encourager of the high royalty. They promise future success, ease worries, and empathically raise the spirits of their leaders with their abilities.

**Role Exit:** Thought Police, Intelligence Agent

***Special Ops Agent***

**Paths:** Farhand, Viscraft, Soma, Turning

The House Psychic Special Ops agent role is a catch-all for the more unorthodox uses of the House Psychic. They are sent on special missions, ranging from black ops, infiltration, thievery, and sabotage.

**Role Exit:** Any

Additionally, they gain a Specialty bonus. They gain a Spell Focus feat for one power.

At 6<sup>th</sup> level, the House Psychic has option to choose a second house role that is closely linked to his original. See the Role Exits in the Role above for the House Psychic options for a second role. This is an option, the House Psychic does not have to choose it. If he does, he gains an additional Psell Focus in one power within the Paths of his new role. In choosing a new Role, as his second path, he must choose one from the new role.

**House Path Powers:** – House Psychic can choose a primary house psychic path from the Role List and gains a Power at 2<sup>nd</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> level. At 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> level, the House Psychic can choose power from his secondary house path. If you already have the power in question, you may choose instead to take the Spell Focus feat for that power.

**Bonus Feat:** At 5<sup>th</sup>, and 9<sup>th</sup> level, the house psychic can either choose from the following feat list: any occult feat (see Psychic bonus feat list, pg 74 or the additional occult feats), Alertness, Deceitful, Diligent, Iron Will, Negotiator, Open Minded, Persuasive, *Psychic Impression\**, Spell Focus and *any Wyrdblade feats*.

Alternatively, if there is a 4<sup>th</sup> Degree power for the primary (at 5<sup>th</sup> level) or secondary path (at 9<sup>th</sup> level), the character can choose that power instead of a feat.

**Psychic Exertion (Su):** At 3<sup>rd</sup> level with this ability, the House Psychic can sacrifice up to 5 points of subdual (nonlethal) to gain a +1 bonus to any psychic power per point of subdual (nonlethal) spent. This can only be used once per day.

**Psychic Synergy (Su):** At 4<sup>th</sup> level, the House Psychic can use his psychic connection to reinforce his interaction skills. The House Psychic can add his class levels as a bonus to any of these skills: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha) and Sense Motive (Wis).

**Closed Mind (Su):** The House Psychic's mind is better able to resist psi than normal. You get a +2 bonus on all saving throws to resist powers.

**Extreme Psychic Exertion (Su):** At 10<sup>th</sup> level, the House Psychic can sacrifice up to 10 points of subdual (nonlethal) to gain a +1 bonus to any psychic power per point of subdual (nonlethal) spent. This can only be used once per day.

## Imperial/Royal House Attaché

Imperial Attachés are representatives of the Emperor. They have limited Imperial Authority and have made it to this position through prowess and skill. They are among an elite group of specialists in their field. The Emperor has a vast staff of people that he accesses when he needs to. This staff can be used for diplomatic missions, intelligence missions or other tasks where the Emperor needs a representative present.

An Imperial Attaché knows his way around the Imperial and noble courts, has an virtually endless amount of information on nobles vying for Imperial notice, and the inside story of many of the rumors making headlines.

### Requirements

To qualify to be an Imperial Attaché, a character must fulfill all the following criteria:

- **Alignment:** Any
- **Abilities:** Cha 14+
- **Skills:** Academia 6+, Diplomacy 8+, Sense Motive 6+
- **Feats:** Persuasive, Etiquette

**Hit Die:** d4

**Skill Points** at Each Level: 6 + Int modifier.

**Class Skills:** Academia (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

### **Imperial Favor [Social]**

*The character performed some action, which has resulted in achieving favorable notice by the Emperor.*

**Prerequisite:** Noble Title 1+

**Benefit:** This Feat can be obtained multiple times to increase the level of favor the character has received or the number of separate favors. This must be worked out between the GM and the Player, as well as the circumstances behind the favor.

Having this feat does not mean the character can get away with murder; however, it does indicate that any petitions for Imperial assistance or intervention will be more warmly received than without Imperial Favor. **Special:** Multiple Feats results in the following

*1<sup>st</sup> Feat – The character knows someone in the lower ranks of the Imperial Guard or the Emperor’s Court.*

*2<sup>nd</sup> Feat – The character knows a distinguished member of the Imperial Court.*

*3<sup>rd</sup> Feat – The character knows one of the Emperor’s higher ranked officials.*

*4<sup>th</sup> Feat – The character knows someone in the Imperial Family.*

*The make a Petition for favor, a player must make a favor check - d20 + character level + Cha bonus. Members of House Hawkwood receive a +4 bonus, while members of House Decados receive a –4. If successful, the Imperial favor was well received and results are up to the GM.*

### Imperial Attaché

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Imperial Authority, Imperial Favor
2	+1	+0	+0	+3	Bonus Social Feat, Imperial Favor
3	+2	+1	+1	+3	Noble Synergy
4	+3	+1	+1	+4	Bonus Social Feat, Imperial Favor
5	+3	+1	+1	+4	Information Access
6	+4	+2	+2	+5	Restricted Access
7	+4	+2	+2	+5	Bonus Social Feat, Imperial Favor
8	+5	+2	+2	+6	Select Consuls
9	+5	+3	+3	+6	Bonus Social Feat
10	+6	+3	+3	+7	Imperial Diplomat

**Special: Royal House Attaché:** There is very little difference between a Royal House Attaché and his Imperial counter part except in level of authority on certain worlds. For purpose of the prestige class, anytime you see the word “Imperial” in the class features, substitute “Noble House” or the name of the character’s house, and everything else would be the same. For example, the Imperial Favor feat is changed Noble House Favor Feat and the scope of the favour would be reduced to the circle of influence of the particular house.

### **Class Features**

**Weapon and Armor Proficiency:** Imperial Attaché is proficient with the Simple Weapons.

**Imperial Authority:** Imperial Attaché are given limited Imperial Authority. This includes Diplomatic Immunity in major worlds of the Realm (capitals and major hubs), as well as some authority with local noble militia, questing knights and Imperial administrators. The Imperial Attaché gains Diplomatic Immunity feat (Fading Suns d20 page 95)

**Imperial Favor:** At 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> level, the Imperial Attaché gains the Imperial Favor Feat.

**Bonus Social Feat:** At 2<sup>nd</sup>, 4<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> Levels, the Imperial Attaché gains any Social Feat.

**Noble Synergy (Ex):** At 3<sup>rd</sup> level, the Imperial Attaché can use his Imperial connections to reinforce his interaction skills. The Imperial Attaché can add his Class levels as a bonus to any of these skills: Bluff (Cha), Diplomacy (Cha), Gather Information (Cha) and Sense Motive (Wis).

**Information Access (Ex):** At 5<sup>th</sup> level, the Imperial Attaché can make Gather Information checks without spending money, provided he is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward him or the Empire. Dealing with individuals or organizations that are hostile requires the Imperial Attaché to spend money as usual when using the Gather Information skill.

**Restricted Access (Ex):** At 6<sup>th</sup> level, the Imperial Attaché gains clearance to access restricted files or classified information from any source that recognizes his authority and the Empire. He gains a +5 bonus on Use Think Machine to retrieve information and a +5 bonus on Academia checks.

**Select Consuls (Ex):** At 8<sup>th</sup> level, the Imperial Attaché may appoint a number of individuals equal to his Charisma bonus as “consuls” or “attachés.” These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features. The Imperial Attaché may revoke these privileges at any time and appoint replacement consuls as he sees fit. It takes 1d4 hours for an Imperial Attaché to invoke or revoke a consul or attaché’s privileges.

**Imperial Diplomat (Ex):** At 10<sup>th</sup> level, the Imperial Attaché gains the title Imperial diplomatic authority. This gives the Diplomat residence at any Imperial Embassy, access to Imperial resources including Imperial ships.

## **Incarinate Praetor**

The Incarnate Praetors are the deacons to the bishops, warrior priests in search of Annunaki tech and missionaries spreading the True word of the Pancreator. They act as agents, hunters, warriors and workers for the Incarnate leaders. (see PotCS pg 129 for the Incarnates)

The Incarnate Praetors are in the forefront of the battle against their oppression. They have a deep passionate hatred of the Orthodox Church and traditionally a violent reaction to the Avestites. They were informally organized by individual bishops from their flock as bodyguards and messengers. As the Incarnate movement grew, the Praetors grew more organized and unified. Not an official knighthood order because of the Incarnates aversion to the hierarchical roles, the Praetors are treated as such regardless.

Most Praetors honor the four noble truths of Zarek – Right Understanding, Right Action, Right Faith, and Right Striving. Because the Praetors are less united than other orders of its kind, some focus more on one truth than the others, and some are very fanatical. In fact, some Praetors have resorted to terrorist methods against the Church.

**Hit Die:** d8

### **Requirements**

To qualify to become an Incarnate Praetor, a character must fulfill all the following criteria:

- **Alignment:** Any non-evil
- **Base Attack Bonus:** +5
- **Skills:** Use Artifact 5+, Knowledge (Religion) 5+, Knowledge (Wilderness) 5+ or Craft (any high tech) 5+
- **Feats:** Incarnate Doctrine

***Incarinate Doctrine [Social]***

**Benefit:** With this Feat, you are learned in the Incarnate theology and canon. This feat is the prerequisite for any Incarnate Prestige Class. This Feat gains you the +2 to Knowledge (Religion).

**Class Skills**

The Incarnate Praetor class skills (and the key ability for each) are: Climb (Str), Craft (Int), Drive (aircraft, landcraft, watercraft) (Dex), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Knowledge (Religion) (Int), Literacy, Ride(Dex), Sense Motive (Wis), and Swim (Str).

Skill Points per level: 3 +Int modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Words of the Prophet, Incarnate Spirit
2	+2	+0	+0	+3	Sword of Righteousness+1d6 once per day
3	+3	+1	+1	+3	Church Occult Resistance +2
4	+4	+1	+1	+4	Sword of Righteousness +2d6 once per day
5	+5	+2	+2	+4	Clear Path, Church Occult Resistance +4
6	+6	+2	+2	+5	Sword of Righteousness +3d6 twice/day
7	+7	+3	+3	+5	Church Occult Resistance +6
8	+8	+3	+3	+6	Sword of Righteousness +4d6 twice/day
9	+9	+4	+4	+6	Church Occult Resistance +8
10	+10	+4	+4	+7	Sword of Righteousness +6d6 three times/day

**Class Features**

**Weapon and Armor Proficiency:** The Incarnate Praetor is proficient with the use of all simple and martial weapons and with all armor or shields.

**Incarnate Spirit (Su):** At first level and every level after, the Incarnate Praetor gains an additional Wyrd per level, for using with the class abilities (or regular Wyrd if using Advanced Wyrd rules).

**Words of the Prophet (Ex):** When reading aloud the words of Zebulon or pertinent passages from the Omega Gospels, the words have a deeper effect on the listeners than normal. Read to serfs, and highlighting those sections which give credence to Incarnate belief (the personal relationship between the Pancreator and the individual soul or Incarnate), this ritual reading helps spread the Incarnate word and make it intelligent and deeply significant to the audience.

Allies receive a +2 morale bonus to saving throws, attack rolls and weapon damage rolls. Only allies who believe in the teachings of the Prophet according to the Incarnate ways gain this bonus, although they don't have to follow a particular sect or order's teaching. Also, members of the Orthodox and Avestites must succeed at a Will save vs. DC 10 plus your Cha bonus or suffer a penalty -2 to the same checks. **Wyrd Cost: 1**

**Church Occult Resistance (Ex):** At 3<sup>rd</sup> level, the Incarnate Praetor gains a bonus against Church theurgic attacks and extraordinary abilities. This can be used in saves or armor class. At 3<sup>rd</sup> level, he gains a +2, and it increases by 2 at every other level after that.

**Clear Path (Su):** This allows the Incarnate Praetor to see through a multitude of problems and come to a correct conclusion. It is useful when confronting Church authorities about their mission, as members of the Church try to put Incarnates into verbal theological traps. It is also useful when confronting an involved issue or problem in daily life. This is similar to the theurgic rite Divine Revelation (using Prestige Class level as rank and Cha bonus) although used for more mundane reasons (usually). **Wyrd Cost:** 2

**Sword of Righteousness (Su):** At 2nd level an Incarnate Praetor can call upon the power of Cycle of the Soul to imbue his next armed melee attack with holy power once per day. The very next armed melee attack gains a holy bonus to hit equal to the level attained in this prestige class. On a successful hit, the holy power deals +1d6 damage. This damage increases by another +1d6 every two levels of Incarnate Praetor. Calling upon this power is a standard action and applies only to the very next attack made. If the attack misses or three rounds pass without making an attack, the power wanes and is wasted for the day. As the Incarnate Praetor goes up in levels of this class, he gains the ability to use this ability more times per day, as indicated by the chart. **Wyrd Cost:** 3 to use.

## Kalinthi Investigator

The most strange and misunderstood agents of the Church, the agent of Kalinthi are a special breed of investigator. They delve into the darkest reaches of the dying soul of the universe and find things that would wretch normal human psyches. They are at the same time respected and pitied for the life expectancy of the average Kalinthi is very short. Known for their erudition and courage, it is rare one sees a veteran Kalinthi. It is almost as though there are forces actively hunting them while they hunt demons.

Kalinthi Investigators are the pre-eminent sleuths, bringing their keen senses and powers of deduction to bear in solving cases or thwarting the plans of demonic enemies of the church. As such, they are often sought for their talents and charged with the unravelling of mysterious occurrences and the finding of lost arcane items or people.

### Requirements

To qualify to be a Kalinthi Investigator, a character must fulfill all the following criteria:

- **Alignment:** Lawful
- **Skills:** Academia 4 ranks or more, Gather Information 4 ranks or more, Knowledge (Demon Lore or arcane lore) 4 or more, Knowledge (Religion) 4 or more, Occultcraft 4 or more
- **Feats** Church Ordination (Canon), Investigator, Skill Focus (Occultcraft), Gifted (Theurgy)

Note: For all references to this class, the Occult is defined as any creature that is supernatural creature or any other creature deemed by the GM. These creatures may or may not be Evil. Any creature deemed by the DM to be the Occult is treated as such for the Occult Killer

**Hit Die:** d6

### Class Skills

The Kalinthi Investigator's class skills (and the key ability for each skill) are Academia (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Occultcraft (Int), Spot (Wis), and Use Think Machine (Int).

**Skill Points** at Each Level: 6 + Int modifier.

**Kalinthi Investigator**

<u>Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>
1 <sup>st</sup>	+0	+0	+0	+2	Wyrd, Language (Kalos Logos), Occult Sense
2 <sup>nd</sup>	+1	+0	+0	+3	Occult Killer +1
3 <sup>rd</sup>	+1	+1	+1	+3	Archivio Segreto (Secret Archive)
4 <sup>th</sup>	+2	+1	+1	+4	Occult Killer +2
5 <sup>th</sup>	+2	+1	+1	+4	Discern Lies
6 <sup>th</sup>	+3	+2	+2	+5	Occult Killer +3
7 <sup>th</sup>	+3	+2	+2	+5	Leap of Faith and Logic
8 <sup>th</sup>	+4	+2	+2	+6	Occult Killer +4
9 <sup>th</sup>	+4	+3	+3	+6	True Seeing
10 <sup>th</sup>	+5	+3	+3	+7	Kalinthi Maester, Occult Killer +5

**Class Features**

**Weapon and Armor Proficiency:** Kalinthi Investigators are proficient with the Simple Weapons. Kalinthi Investigators are also proficient in Light Armor and Shields.

**Wyrd:** At 1<sup>st</sup> level, a Wyrd pool equal to his Int bonus. Each time the character raises his Kalinthi Investigator level, he gains an amount of Wyrd points equal to this bonus as well.

**Language (Kalos Logos) (Ex):** The secret language of the Kalinthi. At 1<sup>st</sup> level, a Kalinthia agent is required to learn it. The Kalinthi Investigators gains Speak Language (Kalos Logos).

**Occult Sense (Su):** At first level, this ability makes the Investigator's eyes glow blue and allows him to see arcane and occult auras within 120 feet of you. The effect is similar to that of a *detect magic* spell (see SRD), but Occult Sense does not require concentration and discerns aura location and power more quickly.

The Investigator knows the general location, relative power as well as the general nature of of all occult or arcane auras within the range of the ability (see page FS d20 148 for Auras). An aura's power depends on a power's functioning degree or an item's caster level. If the items or creatures bearing the auras are in line of sight, you can make Occultcraft skill checks to determine the nature of the target. (Make one check per aura; DC 15 + degree level)

If the investigator concentrates on a specific creature (DC 10 vs. Concentration check) within 120 feet of him as a standard action, he can determine whether it has any occult abilities, whether these are psychic, theurgic, changed, demonic or other, and the strength of the most powerful power or ability the creature currently has available for use.

Also with this ability, the Kalinthi Investigator is also never flat-footed against an occult threat.

**Occult Killer (Ex):** Occult Killer allows the Kalinithi Investigator to add the listed bonus against all attack rolls and damage rolls against the Occult.

**Archivio Segreto (Secret Archive) (Ex):** At 3<sup>rd</sup> level, the Kalinithi Investigator gains access to the Church's Secret Archive. The Church maintains several archives through out the known worlds where the Kalinithi Investigator can research and load their Think Machine with tomes of arcane knowledge few have access too. This access gains the Kalinithi Investigator a +6 research bonus to Academia and Knowledge checks vs. arcane and occult subjects, as well as +4 to Occulcraft checks.

**Discern Lies (Su):** An Kalinithi Investigator of 5th level gains an ability similar to The Knowing the False Heart ability of the Theurgic Rite Scent of Deception (FS d20 p160). Treat the number of ranks equal to the class level, and there is no Wyrd cost for this ability. It can be used once per day on one target. This increase to one use per day at 10<sup>th</sup> level. If the Kalinithi actually has the Theurgic Rite, then he may perform it at one less Wyrd to the cost.

**Leap of Faith and Logic (Sp):** At 7<sup>th</sup> level, a Kalinithi Investigator gains an ability equivalent to Divine Revelation Theurgic Rite (FS d20 pp162-163). The Wyrd cost does apply. If the Kalinithi Investigator already knows the Rite, he can perform it at 1 less the Wyrd Cost.

**True Seeing (Su):** At 9<sup>th</sup> level the Kalinithi Investigator may use true seeing ability once per day. He has the ability to see all things as they actually are. The subject sees through normal and occult-natured darkness or gaseous forms (fog or smoke), notices secret doors hidden by occult power, sees the exact locations of creatures or objects under occult illusional effects, sees invisible creatures or objects normally (like hidden demons, demons within the possessed or ghosts), sees through illusions, sees the true form of polymorphed or shape-shifters, changed, or transmuted things, and sees hidden rune-wards or hidden occult powered markings. The range of True seeing is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known occult power, so one cannot use True seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

**Kalinithi Maester (Ex):** At 10<sup>th</sup> level, the Kalinithi Agent earns the title of Kalinithi Maester. This title gives him authority in all places to investigate demonic and heretical cases, even into most Imperial areas. There are certain Imperial areas that the Emperor only allows in special cases, however. The Kalinithi Maester gains a +8 to Diplomacy and Intimidate checks to gain access to these areas. If this fails, the Kalinithi can obtain a Church Order to gain access within 20 hours, gain an additional +8 and try again.

## League Specialist

The League Specialists are those talented individuals that have focuses their skill within their Guild to a more finer aspect. They are called upon quite often by outside clients because they are the best at these particular fields. Specialists have access to specialty technology and research material that no one else does. Their specialty can be of any Guild-related field. League Specialist have already spent a considerable amount of time in the general field and as time went on, they became more and more specialized in a particular field.

### Requirements

To qualify to become a League Specialist, a character must fulfill all the following criteria:

- **Abilities:** Int or Wis 14+
- **Skills:** Knowledge (specific field) +6 or more, Profession (specific field) +6 or more
- **Feats:** Skill Focus (a skill pertaining to the specialty), Guild Commission

**Hit Die:** d4

### Class Skills

The League Specialist may choose any 15 skills as his class skills.

**Skill Points** at Each Level: 8 + Int modifier.

#### League Specialist

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Specialty Field,
2	+1	+0	+0	+3	Skill Artistry, Skill Mastery
3	+2	+1	+1	+3	Lend Talent (one half penalty)
4	+3	+1	+1	+4	Skill Artistry
5	+3	+1	+1	+4	Sustaining Presence
6	+4	+2	+2	+5	Bonus Feat, Persuasive Performance
7	+5	+2	+2	+5	Skill Artistry
8	+6	+2	+2	+6	Intellectual Agility
9	+6	+3	+3	+6	Lend Talent (equal to penalty), Bonus Feat
10	+7	+3	+3	+7	Skill Artistry, Legendary Specialist

### Class Features

**Weapon and Armor Proficiency:** League Specialist gain no proficiency with any weapon or armor.

**Specialty Field (Ex):** At 1<sup>st</sup> level, the Specialist chooses a specialty field. A specialty field gains the player access to specialty tools and resources for that field that the Guild has. He also gains a +4 specialty bonus to Gather Information and Academia checks in that field.

<u>Specialty Fields</u>	<u>Specialty Field Skills</u>
Technical	Appraise, Craft (Mechanical), Craft (Volt), Craft (High Tech), Disable Device, Knowledge (technical area), Open Locks, Profession (technical field), Use Artifact, Use Think Machine,
Legal/Bureaucracy	Academia, Arts, Bluff, Concentration, Decipher Script, Diplomacy, Forgery, Gather Information, Intimidate, Knowledge (legal or administrative areas), Profession (legal or administrative field), Search, Sense Motive, Speak Language, Spot, Use Think Machine
Aerospace	Balance, Climb, Concentration, Drive, Gather Information, Handle Animal, Jump, Knowledge (aerospace areas, navigation, astrogation), Listen, Profession (aerospace fields), Ride, Search, Starship Gunnery, Survival, Tumble, Use Think Machine
Exploration	Appraise, Balance, Climb, Decipher Script, Disable Device, Escape Artist, Gather Information, Handle Animal, Heal, Hide, Jump, Knowledge (social sciences, certain worlds), Move Silently, Ride, Search, Speak Language, Spot, Survival, Swim, Tumble, Use Artifact, Use Rope
Enforcement	Balance, Bluff, Climb, Diplomacy, Disguise, Drive, Escape Artist, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (military or law enforcement areas), Listen, Move Silently, Open Lock, Profession (military or law enforcement areas), Ride, Search, Starship Gunnery, Swim, Tumble
Knavery	Appraise, Balance, Bluff, Climb, Concentration, Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (streetwise), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spot, Tumble, Use Rope
Biomedical	Academia, Autohypnosis, Balance, Drive, Concentration, Craft, Decipher Script, Diplomacy, Gather Information, Heal, Knowledge, Listen, Profession, Search, Sense Motive, Speak Language, Spot (Wis), Use Think Machine
Scholar	Academia, Arts, Appraise, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Forgery, Gather Information, Knowledge, Occultcraft, Perform, Profession, Search, Sense Motive, Speak Language, Use Artifact, Use Think Machine

**Skill Artistry (Ex):** At 2<sup>nd</sup> level, a League Specialist is particularly talented in the use of one of his skills. Choose one skill in which the League Specialist has at least 8 ranks. He gains a +4 Competence bonus on all checks involving that skill. These skills must fall within his specialty

At 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> levels, an League Specialist gains this ability again. Each time he Selects a different skill to receive the +4 competence bonus, provided he has at least 10 ranks in that skill that he has not yet chosen to benefit from this ability. If not, he gains no benefit from the ability until he has 10 ranks in another skill. He can then immediately apply the benefit of skill artistry to that skill.

**Skill Mastery (Ex):** A League Specialist is so confident in the use of certain skills that he can use them reliably even under adverse conditions. He selects a number skills equal to 1 + Class level (the skills must fall under his specialty). When making a check with one of these skills, he can take 10 even if stress and distractions would normally prevent him from doing so. Each time a League Specialist gains a class level, he can add another skill to the list of skills with which he has mastery.

**Lend Talent (Ex):** Starting 3<sup>rd</sup> level, a League Specialist can lend some of his skill Artistry to allies allowing them to exceed their normal talents. By accepting a penalty on checks using a skill for which he has selected skill artistry, a League Specialist grants a competence bonus on checks with that skill to all allies within 10 loot. The penalty can be any number that does not exceed the League Specialist's class level, and the competence bonus

is equal to one-half the penalty. Activating this ability is a full-round action, and the effect lasts for as long as the League Specialist remains conscious and within range.

For example, a 4th-level League Specialist who has selected skill artistry with Craft (armorsmithing) can accept a -4 penalty on Craft (armorsmithing) checks to grant all allies within 30 feet a +2 competence bonus on Craft (armorsmithing) checks for as long as he remains nearby.

At 9<sup>th</sup> level, the competence bonus granted by the ability becomes equal to the penalty accepted by the League Specialist.

**Bonus Feat:** At 6<sup>th</sup>, and 9<sup>th</sup> levels, a League Specialist gains a bonus feat which must be selected from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Expertise, Deceitful, Deft Hands, Diligent, Improved Initiative, Improved Swimming, Investigator, Negotiator, Nimble Fingers, Open Minded, Persuasive, Self-Sufficient, Skill Focus, Stealthy, or Track. The League Specialist must meet all the prerequisites for the chosen feat.

**Sustaining Presence (Su):** Starting at 5<sup>th</sup> level, a League Specialist knows how to call upon his force personality to help keep himself alive in tense or dangerous. He adds his Charisma bonus if any to his Concentration checks and Fortitude saves.

**Persuasive Performance (Ex):** Starting at 6<sup>th</sup> level, a League Specialist can use his skill artistry to improve the attitudes of NPC. To do this, the NPCs must observe his using one of the skills to which he has applied skill artistry. Treat this as a Diplomacy check made to influence NPC attitudes see pages 71-72 of the Player's Handbook, but replace the Diplomacy check with a check using the chosen skill.

The demonstration must be non-threatening and intended to entertain, impress or amuse the onlookers. Viewers must be within 30 feet of the League Specialist must be able to see his clearly, and must willingly pay attention to his actions. This ability requires at least 1 minute to perform, and it can affect a particular creature only once every 24 hours.

**Intellectual Agility (Su):** Starting at 8th level, a League Specialist can channel his intellect to more physical needs. He adds his Intelligence bonus (if any) to her initiative checks and Reflex saves.

**Legendary Specialist:** A 10<sup>th</sup>-level League Specialist has become very well known within his field. Establishments with needs for his specialty seek out his service. Once per day, the League Specialist can add his class level to any Charisma based skill, using his notoriety to enhance it.

## Marabout Ranger

For some individuals, the Sirocco on Pentateuch is a life-changing experience. It is profound, personal, and utterly transforms the recipient. Among these individuals are the Marabout — men and women who, because of the Sirocco, have felt a true kinship with the worlds Doramos and his apprentices (as well as other terraformed worlds) have touched and all living creatures upon them. These individuals have taken on the role of planetary stewards for Doramos's most prized worlds..

At first they were only peaceful guardians, but with the Orthodox occupation of Pentateuch that changed, and they took on the role of guerrilla fighters. Now that peace has been restored, they seek to cure Pentateuch and many worlds like it of the many ills inflicted upon it since the collapse. Some Marabout work in tandem with the government, as advisors or scouts while others work in secret for fear of Avestite retribution.

The Marabout care for the land, and for those who travel upon it. Some live sedentary lives (usually away from larger cities), but others roam the known worlds, traveling as they feel called. They do not have an established community or organization, but occasionally meet to share experiences and observations. Leadership is nominal, and earned by respect. In order to be formally recognized as a Marabout, one must be sponsored by a senior representative; a potential Marabout is recognized by his commitment and conviction, and ultimately by his deeds.

The Marabout believe that the Sirocco is indeed a manifestation of the Holy Flame, and each person is ultimately touched differently by the World Fire (as they call it), as it mingles with the person's own indwelling Flame. Most Marabout have some psychic ability, which is often awakened or enhanced because of the World Fire. Some have theurgic powers, particularly those who were once priests. Elders may tutor newer Marabout in the use of their powers, but there is hardly an organized system of instruction.

The Orthodox tried sending spies to join the Marabout, but these impostors were discerned immediately.

### Requirements

To qualify to Marabout Ranger, a character must fulfill all the following criteria:

- **Special:** An experience with the Sirocco, on Pentateuch.
- **Ability Score:** Int or Wis 13+
- **Skills:** knowledge (terraforming) 4+ or knowledge (Engineering ) 6+ or knowledge (any other technical field) 8+, knowledge (known worlds) 6+

**Hit Die:** d6

**Skill Points at Each Level:** 6 + Int modifier.

### Class Skills

The Marabout Ranger class skills (and the key ability for each skill) are: Academia (Int), Bluff (Cha), Balance (Dex), Concentration (Con), Decipher Script(Int), Handle Animal (Cha), Heal (Wis), Knowledge (engineering,

terraforming, geology, astronomy, known worlds), Listen (Wis), Occultcraft (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Use Artifact (Int)

**Marabout Ranger**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Marabout Way, Gifted (Psi or Theurgy), Wyrd
2	+1	+3	+0	+3	Ley Line Sense, Geo-Sync
3	+2	+3	+1	+3	Stone Throw
4	+3	+4	+1	+4	All Terrain
5	+3	+4	+1	+4	Persuade Native
6	+4	+5	+2	+5	Tap Ley Line Power
7	+5	+5	+2	+5	Geokinesis
8	+6	+6	+2	+6	Call World Spirit
9	+6	+6	+3	+6	Circle of Doramos
10	+7	+7	+3	+7	World Fire, Marabout Geo-master

**Class Features**

**Weapon and Armour Proficiency:** A Marabout Ranger is proficient with all simple weapons but gains no proficiency with armor or shields.

**Gifted (Theurgy or Psu ) and Wyrd:** At 1<sup>st</sup> level, the Marabout gains the Gifted (Psi or Theurgy) feat (player’s choice), if they do not already have it. They also gain a Wyrd Pool equal his Charisma bonus. At each level, he gains a number of Wyrd equal to that bonus.

**Marabout Way (Ex):** At 1<sup>st</sup> level, the Marabout gains the knowledge of the Marabout Way. This allows the Marabout access to Marabout resources, including some heretical knowledge, and lost knowledge of Doramos. This also marks the beginning of the Marabout training into known Goemantic magics. It also gives the Marabout Ranger knowledge in the secret runic language of the Marabouts – *Forma-Perfectus* – the Language of Perfect Patterns. The Marabout gains Speak Language (Forma-Perfectus).

**Ley Lines Sense (Sp):** With a simple concentration and one Wyrd, the Marabout Ranger is able to detect whether the world is natural or terraformed and any immediate alterations of world energies through the ley lines. This allow him to detect in a 60ft area the presence of symbiots or their servants, the casting of powers affecting plants or earth, and the presence of Urge or Hubris. This power allows him to know the location and approximate aura but not the exact nature of the creature/effect. This only applies to his native world (given that it is a terraformed world) until he obtains the Geo-Sync ability.

<b>Terraformed Worlds</b>
Absolution
Byzantium Secundus
Chernobog
Daishan*
De Moley
Heaven's Ridge
Leagueheim
Leminkainen
Penteteuch
Pandemonium
Rampart
Revenna
Stigmata
Tethys
.
(under construction)

**Geo-Sync (Ex):** At 2<sup>nd</sup> level, the Marabout Ranger can synchronize his essence with the energy of the new world he has arrived on. He must do this before attempting any other of his abilities on any world that is not his homeworld. To do this, the Marabout Ranger must make a Concentration check and spend one Wyrd. The DC upon arrival is 20. If the world is terraformed, the Marabout gains a +6 bonus to the Concentration check. It can be reduced by spending additional Wyrd or spending time on the world. For every additional Wyrd spent, the DC can be reduced by 1. Up to 5 Wyrd can be spent that way. For every day spent on the world, up to 5, the DC can be reduced by 2.

**Stone Throw (Sp):** At 3<sup>rd</sup> level, a Marabout Ranger can perform this ability once per level. With this ability, he can spend a Wyrd and point his finger at an earthen object or stone. In doing this, he can lift it and move it at will from a distance. As a move action, he can propel the object as far as 12 + class level + Wis Bonus feet in any direction, though the ability ends if the distance between him and the object ever exceeds the ability's range. The marabout ranger can lift up to 22 + class level + Wis bonus in pounds (lb). He can lift one stone per use and move or throw it, dealing 1d4 + class level damage if it hits an enemy. *Duration:* Concentration up to an hour. The Marabout Ranger can also extend the range of this ability 5 feet per Wyrd. The Marabout must still make an attack roll to see if he hits his target. If the world is terraformed, the Marabout gains a +4 bonus to the attack roll.

**All Terrain (Ex):** At 4<sup>th</sup> Level, the Marabout Ranger has a base swim and climb speed equal to his base walk speed. Armor and distraction do not affect this, so if he has a walk speed of 30ft, you may go 30ft regardless. He may roll Swim or Climb check to move at double speed, but this counts as a full action, much as running would. On a world that is not his own homeworld, Geo-Sybc is required. No Wyrd expenditure is required.

**Persuade Native (Sp):** On a world that is not his own homeworld, Geo-Sybc is required. A number of times per day equal to half his Marabout Ranger level, the Marabout Ranger can try to alter the reaction of any native being from the world he is Geo-Sync'ed with. This person must have spent a majority of his life on this world. The Marabout ranger may spend a Wyrd and add to his Class level to his Diplomacy roll to change attitudes of his target. Anyone from the world is automatically one level attitude friendlier.

**Geokinesis (Sp):** At 7<sup>th</sup> Level, the Marabout Ranger Stone Throw ability is extended to Geokinesis. This allows as a single action, to spend a Wyrd and to throw multiple stones within Close range. He can throw up to 20 rocks, and 200 lb +100 lb/level Instantaneously. He can lift 200 lb +100 lb/level of stones. He may instead lift up to 10 +1/level (maximum 20) rocks for offensive purposes. The rocks may be split into 2 10d6 rocks, 10 2d6 rocks, 20 1d6 rocks, 1 20d6 rock, 4 5d6 rocks, or 5 4d6 rocks. The telekinesis is done instantaneously rather than by turn, so targets must be chosen on the use of the ability. He can use this to push, pull, or lift stones that are nearby. Rocks must be counted evenly, if you have 17 rocks that he may lift, he have 8 2d6 or 2 8d6 rocks plus an extra 1d6. The Geo-Sync is required. Targets may perform a Reflex to half the damage..

**Call World Spirit (Sp):** At 8<sup>th</sup> level, a number of times equal to his Wis modifier times a day, a Marabout Ranger

can call one World Spirit in a 100ft radius around him. A World Spirit is a semi-sentient manifestation of the world's energies. The HD of the creature is up to the Geomancer's level, though such HD may not be divided to call more than one elemental. (Use Earth Elemental stats)

**Circle of Doramos(sp):** At 9<sup>th</sup> level, the Marabout can spend a Wyrd and create a geomancy circle written in the ground. The circle is static, so it will not move with the party, but will stay where it was first placed. The circle has two effects. First, the circle protects as circular wall of force (impervious to all damage, duration 1 round per class level, may extend 1 round per wyrd). Second, one person at a time resting in the field receives a mixture of regenerate light wounds (1d8 + class level hit points, duration 10 minutes per class level) and either remove disease, remove curse, or neutralize poison. The healing effects will only affect one person at a time starting with the weakest and moving to stronger targets (unless the Marabout Ranger specifies otherwise), until the duration is expended. Leaving the circle causes the circle to no longer protect you, and anyone entering the circle is surrounded by it, gaining the benefits of the effect. Anyone may enter or exit despite the wall of force, but anything aimed from range that is blocked by wall of force normally will still be blocked. The Geo-Sync is required.

**World Fire (Sp):** At 10<sup>th</sup> level, the Marabout ranger can tap the World Fire itself. The Geo-Sync is required for this ability. He can summon a small manifestation of the Sirocco. This can manifest in one of three ways: Windwall, Flamewind or Soul Sirocco.

**Windwall:** With this ability, he can cast a wall of wind. In doing, an invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save vs. DC 10 + class level of Marabout allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows, bolts and other low velocity, archaic or thrown weapons are deflected upward and miss automatically, while any other normal ranged (ballistic or slug throwing) weapon passing through the wall has a 30% miss chance, including ballistic weapons. Energy weapons that have a plasma or semi-solid nature have a 15% miss chance. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall. While the wall must be vertical, the Marabout can shape it in any continuous path along the ground that he likes. It is possible to create cylindrical or square wind walls to enclose specific points. **Components:** L, G. **Activation:** 1 full action. **Range:** (100 ft. + 10 ft./level). **Duration:** 1 round per level. **Saving Throws:** None; see text. **Wyrd Cost:** 3

**Flamewind:** With this ability, he can cast a wind of flame with in a certain range at his enemies. This flame damages only those that want to harm the Marabout. The damage of the flame is ½ the Marabouts class level in d6 + his Cha bonus (can be enhanced further with more Wyrd). **Components:** L, G. **Activation:** 1 full round. **Range:** 20 plus class level in feet, cone. **Target:** Living creature or object. **Duration:** Instantaneous. **Saving Throws:** Reflex save to half. **Wyrd Cost:** 2 + 1 Wyrd (up to class level) per addition die of damage.

**Soul Sirocco:** Soul sirocco creates a hot, stifling wind that tears across the landscape, kicking up clouds of dust,

earth and sand and moving in the direction the Marabout is facing. The force of the Soul sirocco automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area of this severe wind may be affected (see Dungeon Master's Guide for details about severe wind effects on creatures). Any creature is entitled a saving throw each round to ignore the effects of the Soul sirocco.

Those who fail to save against the stifling winds of a Soul sirocco quickly becomes dazed and can take no actions for 1 round as the supernatural winds blow through their bodies, leaching away the bodies soulfire. Each round an affected creature remains in the area of effect and fails a Fortitude saving throw, this leaching causes 1d6 points of damage and 1 point of temporary Strength damage. This can be negated by expending a Wyrd. He can defend himself from attack. If used on Penteteuch, the Soul sirocco's duration increases by a number of rounds equal to the caster's Wisdom bonus. **Components:** L, G. **Activation:** 1 action **Range:** Medium (100 ft. + 10 ft./level) Cone. **Target:** Living creature or object. **Duration:** 1 round/level. **Saving Throws:** Fortitude negates **Wyrd Cost:** 4 + 1 Wyrd (up to class level) per additional die of damage.

**Marabout Geo-Master:** At 10<sup>th</sup> level, the Marabout has achieved the highest level of prestige amongst the mysterious group. This is a position of authority and power, but few really know just how much power. It gives him access too any and all of the terraforming machines under Marabout control, as well as the knowledge behind them.

## Rogue Psychic

Some psychics escape church detection and the servitude of a house to fall in the ranks of rogue psychics. They lead a dangerous life, dodging the church and their hired hunters. Some end up joining covens and live under their refuge, while others remain independent. Either way, they completely divorce themselves from any major faction.

In this life, most Rogue Psychics learn lesser-known and somewhat unorthodox psychic techniques. Some can be dangerous if misused. It is not uncommon to find Rogue Psychic plagued with a Dark Twin.

### Requirements

To qualify to become a Rogue Psychic, a character must fulfill all the following criteria:

- **Class:** Psychic 1+
- **Abilities:** Primary Path ability score 13+
- **Skills:** At least one Primary Path Power 4+
- **Feats:** One of the following: Extend Psi, Enlarge Psi or Multiple Psi

**Hit Die:** d6.

### Class Skills

A Rogue Psychic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Gather Information (Cha), Hide (Dex), Knowledge (Arcana) (Int), Move Silently (Dex), Occultcraft (Int), Psi skills (by power, see below), Sense Motive (Wis), Speak Language.

Skill Points at Each Level: 6 + Int modifier.

#### Rogue Psychic

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Ally: Psychic Underground or Coven Membership, Body Wyrd I
2	+1	+0	+3	+0	Bonus Occult Feat
3	+2	+1	+3	+1	Mind Vault, Opportunity Power feat
4	+3	+1	+4	+1	Body Wyrd II
5	+3	+1	+4	+1	Psychic Initiative
6	+4	+2	+5	+2	Bonus Occult Feat
7	+5	+2	+5	+2	Body Wyrd III
8	+6	+2	+6	+2	Psychic Opportunity, Improved Psychic Initiative
9	+6	+3	+6	+3	Mind Vault II
10	+7	+3	+7	+3	Psychic Stealth

## Class Features

**Weapon and Armor Proficiency:** A Rogue Psychic is proficient with the use of all simple weapons and light armor.

**Ally or Coven Membership:** Upon entering the Rogue Psychic, the character must choose whether to be independent or a member of a coven. Based on that, they receive one or the other above feats. If they choose the independent path, they receive a Ally feat and that Ally is within the Psychic Underground. See Coven Membership feat for information on Psychic Covens.

**Bonus Occult Feat:** At 2<sup>nd</sup> and 6<sup>th</sup> level, the Rogue Psychic can choose from the following Occult Feats: Attune Fetish, Combat Casting (Psi), Coven Membership, Craft Psicrystal\*, Imbue Tabernacle, Enlarge Psi, Extend Psi, Multiply Psi, Psychic Impression\*, Spell Focus (Psi), Spell Power Penetration (Psi) and any Wyrdblade feat (*and any Psychic feat listed in the new Psychic Feat list*).

**Body Wyrd (Su):** At 1<sup>st</sup> level, the character can recover 2 Wyrd points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution. This can be performed multiple times to recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your Wyrd point reserve as if you had gained them by resting overnight.

At 4<sup>th</sup> level, this ability changes to allow the Rogue Psychic to use Hit points. Instead of using Ability Score points, the Rogue Psychic now uses Hit Points at a ratio of 2 Wyrd for 3 Hit Points but limited to a total of 10 Wyrd.

At 7<sup>th</sup> level, the Rogue Psychic Body Wyrd ability instead expends nonlethal points at a ratio 1 to 1.

**Mind Vault (Su):** At 3<sup>rd</sup> level, the Rogue Psychic learns the ability to create a place in his mind that other occult users have a hard time accessing. The Mind Vault has a resistance value of 3 + the class level + Will save bonus. If there is something that the psychic wishes to keep from other occult users, he can store it in the Mind Vault. At 9<sup>th</sup> level, the Mind Value Resistance value increases to 5 + class level + Will save bonus. This resistance value is added to any DC or Will save to resist an occult power.

**Opportunity Power:** At 3<sup>rd</sup> level, the Psychic gains the Psychic Opportunity feat.

### **OPPORTUNITY POWER [OCCULT]**

You can make power-enhanced attacks of opportunity.

**Prerequisites:** Occult level 1+

**Benefit:** To use this feat, you expend Wyrd Focused. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free. Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the Wyrd point cost of the power by 3. The power's total cost cannot exceed your Occult level.

**Normal:** Attacks of opportunity can be made only with melee weapons.

**Psychic Initiative:** At 5<sup>th</sup> level, the Psychic Rogue can expend 1 Wyrd to increase his initiative +2. Only 1 point can be spent in this way at 5<sup>th</sup> level.

**Psychic Opportunity (Su):** In addition to the normal circumstances during which the Psychic Rogue gain a Attack of Opportunity, he is also able to make one whenever the target makes a melee attack and misses. The target must be within melee range and he may not exceed the normal allowable number of attacks of opportunity. This ability cost 1 Wyrd.

**Improved Psychic Initiative (Su)::** At 8<sup>th</sup> level, the Psychic Rogue can expend 1 Wyrd to increase his initiative +4. Only 1 point can be spent in this way at 8<sup>th</sup> level and this power does not stack with Psychic Initiative, but instead replaces the ability.

**Psychic Stealth (Su):** At 10<sup>th</sup> level, the Rogue Psychic has become very adept at hiding his abilities. He has developed a bonus value to resist any Psychic' attempt to detect him, if actively seeking him. The Resistance bonus is equal to +2 + the character's Cha bonus + Wis bonus + 1 per Wyrd he'd like to invest into this ability. This is added to either the Will save or the DC of the power or skill to detect.

## **Sanhedrin Agent**

Policing the Eskatonics is quite a feat; forbidden teachings, Antinomism, occult dangers all threaten to tempt and seduce Eskatonics questing for divine insight. Outsiders mutter that the whole lot is suspect, but in truth only a few drift into blatantly diabolical studies. One of the Sanhedrin Agent's jobs is to keep that kind of drift down to a minimum.

Eskatonic teachings lead one close to occult dangers, and more than one Eskatonic has strayed into dark territories. The Sanhedrin Agents are Eskatonics called into investigate cases before the Inquisition is alerted: priest found guilty of such offenses are counselled against their sin and sometimes forced to undergo rigorous penance.

A few rogue Eskatonics are deemed corrupt enough to actually necessitate being surrendered to the Inquisition. The Eskatonics know all too well the dangers of Hubris, and realize that in spite of the Inquisition's many excesses, it does have a valid role to fill. Sanhedrin are often called in to locate and round up rogue Eskatonics, and theirs is a dangerous task: Their culprits are often versed in dark and deadly ways, and will think nothing of slaying a Sanhedrin investigator.

A Sanhedrin is easily identified (by other Eskatonics) by his black hooded cloak and gold pin with the Eskatonic emblem, and by his Staff of Censure - a meter-long gold-toned rod engraved with symbols marking his legislative authority, which can be used as a mace if things get messy. Some Sanhedrin are believed to have magically augmented staves which serve as Wyrd tabernacles or aid in theurgic practice.

The Sanhedrin have the authority - and the ability - to act as necessary to fulfill their office. They are equally investigator, bounty-hunter, marshal, and judge, as the case demands.

### **Requirements**

To qualify to become a Sanhedrin Agent, a character must fulfill all the following criteria:

- **Class:** Theurgist 2+
- **Abilities:** Cha 13+
- **Skills:** Knowledge (arcane) 4+, Occultcraft 4+
- **Feats:** Sanhedrin Commission, Incite Passion

**Hit Die:** d6

**Class Skills**

The Sanhedrin Agent 's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcane, Religion, Known Worlds, Astronomy, Biology, Chemistry, Genetics, Geology, Terraforming) (Int), Occultcraft (Int), Profession (Wis), Search (Int). Sense Motive (Wis), Spot (Wis), Use Artifact (Wis)

**Sanhedrin Commision [Social]**

The character is a member of the Sanhedrin

**Prerequisites:** Church Ordination (Eskatonic Order) 3+

This is an additional Church Ordination option that allows the character to become a member of the Sanhedrin. This gives the character the authority of the Eskatonic order and the Inquisition will not question any items or knowledge the character may possess. All members of the Eskatonic order are expected to cooperate with the character.

**Skill Points at Each Level:** 4 + Int modifier.

**Sanhedrin Agent**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Sense Hubris, Mandate
2	+1	+0	+0	+3	Favored Enemy: Eskatonic Heretic +1
3	+1	+1	+1	+3	Occult Resistance +3, Bonus Occult Feat
4	+2	+1	+1	+4	Holy Zeal 1/day
5	+2	+1	+1	+4	Favored Enemy: Eskatonic Heretic +2
6	+3	+2	+2	+5	Occult Resistance +4, Bonus Occult Feat
7	+3	+2	+2	+5	Holy Zeal 2/day
8	+4	+2	+2	+6	Favored Enemy: Eskatonic Heretic +3
9	+4	+3	+3	+6	Occult Resistance +5, Bonus Occult Feat
10	+5	+3	+3	+7	Holy Zeal 3/day, Sanhedrin High Inspector

**Class Features**

**Weapon and Armor Proficiency:** A Sanhedrin Agent is proficient with the use of all simple weapons, light armor, and shields.

**Sense Hubris (Sp):** At first level, the Sanhedrin Agent has the ability similar to the Theurgic power Scent of Deception: Scent of Evil, but focused only on Hubris. The Sanhedrin Agent must make a Concentration check and DC is 20 – the highest level of Hubris within 120ft. He detects all Hubris within that range.

**Mandate (Ex):** Earning the title of Sanhedrin gains the character an important mandate: To rid the Eskatonic order of Hubris and Heresy. Some interpret that differently however. There are those that believe the mandates means that one must find a “cure” for the scourge that is Hubris, while others believe that it is a matter of protecting the Eskatonic order from the Avestites. Regardless, the mandate holds the Sanhedrin agent to a specific code of conduct that the Agent is held to. First and foremost is the commitment to protect the Eskatonic order from any questioning eyes, especially the Avestites and their allies within the church. Some interpret this

portion of the mandate very loosely, and most believe that it is worded in such a way so it can be. Mandate gives you +2 confidence bonus to Diplomacy and Intimidate checks when dealing with Sanhedrin matters.

**Favored Enemy: Eskatonic Heretic (Ex):** At 2<sup>nd</sup>, 5<sup>th</sup> and 8<sup>th</sup>, the Sanhedrin Agent gains a Favored Enemy bonus against heretical Eskatonics. This bonus not only adds to attack and damage, but also to skills checks while investigating a case involving one.

**Occult Resistance (Sp):** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Sanhedrin Agent develops a resistance bonus to Occult powers. This bonus is added to saves or DCs to resist any occult power.

**Bonus Occult Feat:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, the Sanhedrin Agent gains a Occult Feat: any from the Theurgist class list, any from the additional Occult Feats, any Wyrdblade feats.

**Holy Zeal (Su):** At 4<sup>th</sup> level, the Sanhedrin Agent can summon his Holy Zeal to help him hunt heretics and hubris within his order. At 4<sup>th</sup> level, once per day, he can spend a Wyrd and gain a +2 bonus to any skill, save or attack roll that helps him route out hubris or heretical activity in the Eskatonic Order. At 7<sup>th</sup> level, the bonus increases to +4 and he can perform the action twice per day. At 10<sup>th</sup> level, the bonus increases to +6 and he can perform the action three times per day.

**Sanhedrin High Inspector (Ex):** At 10<sup>th</sup> level, the Sanhedrin Agent has reached the pinnacle of his profession and is given the title of High Inspector. This gives his the ability to issue warrants against suspected heretics within his Order (subject to review by a Sanhedrin Judge). He also can call up a tribunal when warranted to try a heretic Eskatonic if he deems necessary. This process involves calling local officials to jury duty (all local factions are required to be present, including the church), and delivering the subpoenas. He has arrest authority as well and any church official below his station must obey to the best of his ability.

## **Soldier of Fortune**

In a universe as dangerous as that of the Fading Suns, the need for armed protection is at an all-time high. The Muster would like to meet all these needs, but quite frankly it doesn't have the means. As a result, a class of freelance mercenaries have stepped into the void. These Soldiers of Fortune differ from their Muster counterparts in a number of obvious, and some less than obvious, ways. They may be true loners — working as individual hired gunmen or bounty hunters — following their own code. Others belong to regional guilds, hiring agencies or even small freelance armies who wander a region or the Empire, looking for a cause in which to fight. If working for the Muster is arduous and dangerous, work as a Soldier of Fortune can be ten times as hard. Many Soldiers of Fortune have suffered some sort of social or financial dislocation in their lives and many were on the margins of society to begin with. This leaves the freelance profession far more open to aliens than any given house, guild or sect could ever be. Indeed, as fellow outcasts, there is often far more camaraderie between humans and aliens of this class than almost any other strata of society.

As one would expect, Soldiers of Fortune and freelance mercenaries are a varied group and come to the profession for a wide variety of reasons. Individual motives may include the good, the bad and the very ugly. While simple profit is a common incentive, it is far from the only reason. Some mercenaries practice their craft because of a love of adventure, desire for vengeance or an addiction to the adrenaline rush that comes with putting one's life on the line. Many were formerly soldiers in other groups (the Muster, house companies or the Imperial Levy) and simply can't see returning to their farms.

Others are sadists who revel in the pain they cause and the heady feeling that comes with holding power over someone's life. Still others seek a higher justice and can only fulfill this role by lending their efforts to causes they deem worthy. Such soldiers of fortune may accept pay for their services, but often only enough to cover their expenses. If there is one common code shared by all freelancers, it is that of rendering the service that one is contracted for. While those who betray this sacred code are not, perhaps, as uncommon as most mercenaries would prefer, such activities damage the reputation of the profession as a whole and are discouraged.

Even more than their Muster counterparts, freelance mercenaries must live by their wits and realize that there are no guarantees. It takes a special sort of madness to go it alone and focusing on mere survival takes up much of their careers. This may mean scrounging for food, working odd-jobs between conflicts or taking personally-distasteful assignments. Many mercenaries find that they must compromise their personal code somewhere along the line. Survival also means honing one's fighting skills, whether that means practicing with a sword or performing zero-G maneuvers while traveling between worlds on that tramp starship. As is the case with many Muster mercenaries, freelancers often display a love of weapons gadgetry, a techno-fetishism bordering on the Church sin of technosophy. While mercenaries do not command the scientific mastery of the Engineers, many exhibit a remarkable knack for scavenging parts to customize their guns, jury-rig traps and invent other impromptu instruments of mayhem.

## Requirements

To qualify to become a Soldier of Fortune, a character must fulfill all the following criteria:

- **Alignment:** Any Neutral
- **Base Attack Bonus:** 4+
- **Skills:** Craft (demolitions) 4 or more, Drive (one craft) 4 or more, Knowledge (tactics) 4 or more
- **Feats:** Weapons Focus (any), Martial Weapons Proficiency, Simple Weapons Proficiency, Light Armor Proficiency, Freeman feat (see below)

**Hit Die:** d10

## Class Skills

A Soldier of Fortune 's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Int), Drive (Aircraft, Landcraft, Spacecraft, Watercraft) (Dex), Escape Artist (Dex), Handle Animal (Cha), Jump (Str), Hide (Dex), Knowledge (Int), Spot (Wis), Swim (Str), Tumble (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

### Soldier of Fortune

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Consummate Professional I, Armed to the Teeth
2	+2	+3	+0	+0	Sneak Attack +1d6
3	+3	+3	+1	+1	Improvised Weapons
4	+4	+4	+1	+1	Customize I, Bonus Feat
5	+5	+4	+2	+2	Consummate Professional II
6	+6	+5	+2	+2	Sneak Attack +2d6
7	+7	+5	+2	+2	Takedown, Bonus Feat
8	+8	+6	+3	+3	Sneak Attack +3d6
9	+9	+6	+3	+3	Improved Improvised Weapons, Customize II
10	+10	+7	+3	+3	Consummate Professional III, Reputation

## Class Features

**Weapon and Armor Proficiency:** The Soldier of Fortune are proficient with all simple and martial weapons, all types of armor, and shields.

**Consummate Professional:** The Soldier of Fortune does what he does for money, nothing else. He is not involved in the politics or feuds of the Known Worlds. He

is dispassionate and emotionless when performing his mission. At 1<sup>st</sup> level, while on a job, the Soldier of Fortune gains a +1 circumstance bonus to all saving throws made in the course of the mission. This bonus is increased at each level of Consummate Professional, at levels 5 and 10.

**Armed to the Teeth:** At level 1, the Soldier of Fortune gains the Armed to the Teeth feat.

**Sneak Attack:** If a Soldier of Fortune can catch an opponent when he is unable to defend himself effectively from

### **Freeman [Social]**

*With this feat, you are given the title of Freeman, and have no official ties to any factions of the Known Worlds.*

**Benefit:** *This title can only be granted by any Major Noble House Court or the Church. You are given the freedoms of a freeman.*

his attack, he can strike a vital spot for extra damage.

The Soldier of Fortune's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Soldier of Fortune flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 at 6<sup>th</sup> level and an additional 1d6 at 8<sup>th</sup> level. Should the Soldier of Fortune score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

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

A Soldier of Fortune can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Soldier of Fortune must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Soldier of Fortune cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Improvised Weapons:** At 3<sup>rd</sup> level, the Soldier of Fortune may lower the non-proficiency penalty of weapons. When he uses a weapon that he is not proficient with, or an improvised weapon for which no proficiency is possible, he suffers only a -2 penalty to hit. The normal penalty in this situation is -4.

**Customize:** At 4<sup>th</sup> level, the Soldier of Fortune is adept at customizing his weapons. He gains a +2 competence bonus to Craft checks involved customizing and improving his weapons. At 9<sup>th</sup> level, that bonus is increased to +4.

**Bonus Feat:** At 4<sup>th</sup> and 7<sup>th</sup> Level, the Soldiers of Fortune gain a bonus feat from the Soldier bonus feat list, Fading Suns d20 p74)

**Takedown:** At 7<sup>th</sup> Level, the Soldier of Fortune's Takedown ability acts the same as Cleave for ranged weapons. If he deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), he gets an immediate, extra ranged attack against another creature within range. He cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. He can use this ability once per round.

**Improved Improvised Weapons:** At 8<sup>th</sup> level, the Soldier of Fortune's Improvised Weapons benefit is increased by 2, negating any penalties for weapons he has not proficiency for.

**Reputation:** At 10<sup>th</sup> level, the Soldier of Fortune gains the Reputation feat once. (see Fading Suns d20 p 103).

## **Sen-shih**

The Sen-Shih are the masters and teachers of the living weapon traditions. They study many different styles and draw from different cultures to perfect their arts, creating highbred styles along the way. They are masters of merging styles and exploiting their synergies. These martial arts masters devote themselves not only to perfecting a single style of fighting, but also to expanding their knowledge to encompass several martial arts forms and how they complement themselves. They learn not only the individual techniques but also the philosophy and history behind the styles. They can switch styles quickly in the middle of combat and can improvise new styles by seamlessly combining elements of several forms into one.

Some masters are so skilled at their chosen styles that they can execute the moves as second nature, making them among the fastest combatants alive. True masters hone their reflexes to such an extent that they can execute practiced motions almost by instinct. Martial arts masters are among the most deadly warriors in the galaxy. They are blindingly fast and need no weapons beyond their own hands, feet, tentacles, hooves, or whatever.

They also have tapped the power of their Chi (Wyrd) and know how to use it to enhance their ability.

### **Requirements**

To qualify to become Sen-shih, a character must fulfill the following criteria:

- **Base Attack Bonus:** +8 or more
- **Feats:** Improved Unarmed Strike, Improved Grapple, Stunning Fist
- **Special:** At least two Martial arts style

**Hit Die:** d8

### **Class Skills**

A Sen-shih's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

## Sen-shih

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+1	Uncanny Dodge, Wyrd
2	+2	+2	+3	+2	Evasion
3	+3	+2	+3	+2	Bonus feat or Martial Art
4	+4	+2	+4	+2	Power Fist
5	+5	+3	+4	+3	Improvisation
6	+6	+3	+5	+3	Bonus feat or Martial Art
7	+7	+4	+5	+4	Improved Uncanny dodge
8	+8	+4	+6	+4	Chi Strike
9	+9	+4	+6	+4	Bonus feat or Martial Art
10	+10	+5	+7	+5	Grand Sen-shih

## Class Features

**Weapon and Armor Proficiency:** The Sen-shih are proficient with all simple, light armor, and shields.

**Uncanny Dodge (Ex):** At 1st level, a Sen-shih can react to danger before he senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a Sen-Shih already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

**Wyrd (Su):** At 1<sup>st</sup> Level, if the Sen-shih does not already have a Wyrd pool through any other means ( a class or the alternative Wyrd rule), he gains a Wyrd pool equal to his character level plus his Wis bonus. Each class level, he gains 1 plus his Wis bonus. This Wyrd pool can only be used for Martial Feats (unless the character has levels in an occult class).

**Evasion (Ex):** At 2nd level and higher, a Sen-shih can avoid even occultic and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless Sen-shih does not gain the benefit of evasion.

**Power Fist:** At 4<sup>th</sup> level, the Sen-shih gains the Power Fist feat, ignoring the prerequisites. If he already has the feat, he gains an additional +1d3 to the effect.

**Bonus Feat:** At 3rd, 6th, and 9th levels, the Sen-shih gains a bonus feat that compliments the martial 'arts talents. The bonus feat must be drawn from the following list, provided she meets the prerequisites: Combat Expertise, Combat Reflexes; Improved Critical (unarmed), Improved Disarm, Improved Trip, Power Attack, Weapon Finesse (unarmed), Weapon Focus

**Power Fist [General]**

**Prerequisites:** Gifted feat, Martial Fist

**Benefit:** With this Feat, you can use Wyrd to add additional damage to an unarmed strike. For every Wyrd you spend, add an additional die, up to 3 maximum.

**Special:** A Living Weapon and Soldier may select this feat as one of his class bonus feats, if they have access to Wyrd or have the Gifted feat. This damage stacks with any bonus damage dice from other Martial Arts feats.

(unarmed), Whirlwind Attack, *any of the additional martial arts feats*. Alternatively, the Sen-shih can choose a new Martial arts style (see Living Weapons side bar).

**Improved Uncanny Dodge (Ex):** A Sen-shih of 7th level or higher can no longer be flanked. This defense denies another Sen-shih the ability to sneak attack the character by flanking him, unless the attacker has at least four more Sen-shih levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum Sen-shih level required to flank the character.

**Chi Strike (Sp):** At 8<sup>th</sup> level, the Sen-shih can spend a Wyrd and make any of his unarmed strike to anyone within 30ft. This include Power Fist but he must spend the Wyrd Cost for the feat on top of the cost for this ability. He may also spend additional Wyrd to increase the range – 10ft per Wyrd up to 3 Wyrd (6 at 10<sup>th</sup> level).

**Improvisation (Ex):** A Sen-shih becomes adept at creating his own unique fighting style-based on the training he has gained over the course of her studies. Starting at 5th level, the Sen-shih may improvise attacks by combining the effects of two martial arts feats in the same round. This ability causes effects and/or damage granted by martial arts feats to unarmed attacks to stack.

**Grand Master (Ex):** Beginning at 10th level, a Sen-shih is considered a Grand Master. For any martial arts feat that is limited to a certain number of uses over a certain time period (per day, per gaming session, or other limit), he gains a single additional use of that feat during the given time period.

## Zodiacs (Psi) / Alembic Monk (Theurgy)

Many houses utilized special psychic forces during the Emperor Wars and continue to do so. The populace remains largely ignorant of the extent to which these forces were fielded, but it slowly becoming more well-known as time goes on. While the Hazat Dervishes is becoming known to most houses and will soon surely be known to the common folk at large, their fellow star-faring brethren are as yet still secret. The Zodiacs, the special psychic corps trained to wield their powers aboard starships, sending their wills across the vast distances of space through the aid of the mysterious Focus Rings, relics left to us by the Second Republic. It is said that even the directors of the Phavian Institute did not know to what ends the secret military R&D branches were putting their research, but Emperor Vladimir knew.

It was he who rediscovered the Focus Rings, strange amalgams of Anunnaki Soul Shards and Second Republic high technology. Unispatial Field Physics was among the many theoretical sciences that made breakthroughs just before the Fall, although most records of these advanced, expensive and often secret programs are now lost. Project Zodiac saw the creation of the Focus Rings, items that allowed psychics to radically boost their powers when used away from planetary gravity wells. Placed upon special starships, these Rings promised to give the Republican military supreme space power - but it was already too late. They could not be mass produced, for they required Soul Shards in their construction, and their invention came only a scant few years before the Rogue Worlds took Byzantium Secundus.

The few ships fitted with these experimental devices disappeared when the Ten took power and sought to control the remnants of the Republican navy. Unknown and unseen, their very existence was forgotten. Until Vladimir. How, where and just when he found the *Bellerophon* is still unknown. This small stealth ship was equipped with a Focus Ring, one that allowed its psychics to seek out the other ships in the fleet. Soon, Vladimir had three such ships. He did not use them, however, in his campaign against the barbarians. Even before attaining victory there, he turned these ships upon his allies and rivals, spying out their positions and tactics, preparing for his inevitable bid for power. He had the *Bellerophon's* Focus Ring removed and placed on his flagship. It now resides as scattered atoms in the stellar void around Byzantium Secundus's sun, fallen into that fiery body when the houses turned on Vladimir's fleet following his own fiery death.

Various houses soon seized the other ships; the Decades gained one of them (the *Morpheus*) while the al-Malik had the other (the *Prometheus*). It took centuries, but the Harbingers of the Engineers guild eventually unlocked the Rings' technological secrets during the Emperor Wars. The Focus Rings could be recreated with other Soul Shards and special manufacturing techniques, utilizing rare compounds and elements. The guild then began offering such technology to other houses in an attempt not only at detente, but to make a small fortune. Soon, most houses had at least one ship with a Focus Ring. Some had more.

It is not exactly known just how many of these items exist today. Some of the ships bearing them suffered irreparable battle damage, but a number survived the Emperor Wars. The Decados have at least five such Rings, although they make it a habit to refit them into different ships so that rivals cannot guess where they are at any

one time. The Hazat have nearly as many, as do the al-Malik. The Li Halan have fewer, for they prefer to rely on *Seraphic Alembics* to counter the Rings. House Hawkwood has the least, for its Rings were appropriated by Alexius, who now has the most - seven Rings.

Efforts to scry into Engineer affairs concerning the manufacture of such Rings have gone badly. Agents from the Church and other houses were discovered and neutralized. It is still not known if they are still able to manufacture these and who among the guild knows the technology.

Even if Focus Rings became more readily available, their use still requires specialized training. To focus their powers through such relics, psychics must practically learn them anew. It is the difference between carving wood and sculpting stone - both activities produce a desired product, but the process used behind each is vastly different. However, if one knows the principles of sculpting, one can still apply it to both.

Vladimir called his trained psychic corps the Zodiacs, after the Second Republic project that had created the Focus Rings. The name has stuck, although it is rarely used, for each house has kept the existence of its space psychics secret from all but the other factions' intelligence services. Their use came late in the Emperor Wars, and so most common folk have yet to hear of their exploits. Indeed, they would be just as nervous of them as they are the rumors of Dervishes. Decommissioned Zodiacs have less freedom than decommissioned Dervishes; they are kept in distant estates, maintained comfortably but unable to communicate with the public. They are expected to train new generations of Zodiacs. Once their existence becomes known, the Church will surely make an issue of it, demanding their release into Penitency. While this will provide them more freedom to travel, they will still be watched - this time by those who do not necessarily respect their skills. While there are many Zodiacs who were first trained as Dervishes, it is rare to see the reverse, for shipboard life does not lend itself well to the physical regimens required of the Dervish warrior.

***The Seraphic Alembic:*** In response to the obvious threat of the Focus Rings, which not only give houses an immense imbalance of space power but allows them to justify the training of psychics, the Church formulated its own version of such a device, but one built on sacred principles and geometries rather than technology.

In fact, it was a near-heretical member of the Eskatonic Order, Philosophus Ehrlak Monar, who devised the Seraphic Alembic. Initially working in secret without Church knowledge, aided by a small fleet of ships manned by faithful merchants and free traders, Monar built the first Alembic using a Soul Shard taken from an Anunnaki ruin. He had somehow gained a close look at the workings of a Focus Ring (perhaps with Preceptor aid) and used some of its basic principles. But he veered away in the material components and their ordering.

However, the Alembic is not a technological device but a thing of faith. It is manufactured and given its power by a theurgic ritual performed during construction. I cannot begin to fathom such things. I recommend that you choose an agent who is more familiar with such miracles and set him on the mission of discerning more clearly what these things do and how they work. Regardless, the Church accepted the device as a hallmark of faith, freeing

Monar from some of the charges he was bound to face for his previous heterodox ways. He now works in a secret location to perfect the Alembic. I have reason to believe he is on Holy Terra, or within its system.

The Alembic allowed the Church fleet a new line of defense during the end of the Emperor Wars. Suffering from the same lack of materials (this time theurgic know-how more than material components), Alembics are as yet more rare than Focus Rings. House Li Halan has at least three in its fleet, but we suspect its shipyards are building more.

**Hit Die:** d8

**Requirements**

To qualify to become a Zodiac, a character must fulfill all the following criteria:

- o **Base Attack:** +4 or higher
- o **Abilities:** Primary Path key ability score 13+ (Psi) or Primary Canon key ability score 13+ (Theurgy)
- o **Skills:** Starship Gunnery 4 ranks or more, Use Artifact 4 ranks or more
- o **Occult:** 3rd-degree powers in a primary psychic path (Bedlam, Far Hand, Omen, Psyche, Sixth Sense, Turning, Viscraft, Visioning), and 2nd degree powers in a secondary path (choose from the same seven paths)  
 - or -  
 3rd-degree rites in a primary canon (Battle Sense, Mystery, Wrath, Restoration, Rule of Battle, Sendings, Zealotry), and 2nd degree rites in a secondary canon (choose from the same canons)
- o **Feats:** Combat Casting (Psi or Theurgy), Gifted (Psi or Theurgy), Spell Focus (at least one power within the above paths or canons).
- o **Special:** The character must have been accepted into a shipboard psychic or theurgist training program run by a noble house or a similar organization.

**Class Skills**

A Zodiac/Alembic Monk’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Drive (Dex), Knowledge (Arcana) (Int), Occultcraft (Int), Occult skills (by power), Sense Motive (Wis), Ship Gunnery (Dex), Speak Language, Use Artifact (Int), Use Think Machine (Int).

**Zodiacs (Psi) / Alembic Monk (Theurgy)**

Level	BAB	Fort Save	Ref Save	Will Save	Wyrd Bonus	Special
1	+0	+0	+0	+2	+1	Ship-wide link, Unify crew +2
2	+1	+0	+0	+3	+1	Occult Targeting +2
3	+2	+1	+1	+3	+1	Unify crew +3, Running Silent
4	+3	+1	+1	+4	+0	Occult Targeting +4
5	+4	+1	+1	+4	+0	Improved Running Silent
6	+5	+2	+2	+5	+0	Unify crew +4, Occult Targeting +6
7	+6	+2	+2	+5	+1	Occult Sensors, Occult -Cloak
8	+7	+2	+2	+6	+1	Occult Targeting +8
9	+8	+3	+3	+6	+1	Unify crew +6, Long Range Occult Sensors
10	+9	+3	+3	+7	+0	Occult Targeting +10, Improved Occult Cloak

## Class Features

**Special:** All abilities below require a Focus Ring or Seraphic Alembic (or similar technology) installed on board the ship. This technology is very rare and only found in major house fleets or church fleets.

Ship DC Modifiers & Extra Wyrd Point cost					
Size	Max Length	Ship Examples	DC Modifier	Defensive Wyrd Cost	Offensive Wyrd Cost
Huge	32 ft.	Fighter/Shuttle	+0	1	2
Gargantuan	64 ft.	Explorer	+0	1	2
Colossal	128 ft.	Raider/Escort/Freighter/Lander	+2	2	4
Colossal II	254, ft.	Gunship/Frigate	+5	2	5
Colossal III	512. ft.	Galliot/Troopship	+10	3	6
Colossal IV	1024 ft.	Destroyer/Assault Lander	+15	4	8
Colossal V	2048 ft.	Cruiser/Carrier	+20	4	10
Colossal VI	4096 ft.+	Heavy Cruiser/Battleship	+25	5	12
Colossal VII	8192 ft. +	Dreadnoughts	+30	6	14

**Weapon and Armor Proficiency:** A Zodiac/Alembic Monk is proficient with all simple and martial weapons, light armor, medium armor and shields. Note that armor check penalties for armor heavier than synthsilks apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

**Wyrd:** The Zodiac/Alembic Monk is an occult character class. Zodiac/Alembic Monk gain an amount of Wyrd points per level equal to their primary path's or canon's key ability modifier. In addition, Zodiac/Alembic Monk gain bonus points at certain levels. These points are added to the character's previous total and are in addition to those gained based on the key ability modifier for his primary path or canon.

**Ship-wide link (Su):** The first thing that a Zodiac/Alembic Monk must do is make a link with the ship's Focus Ring or Seraphic Alembic (respectively). This can be done alone or with a group around the device. Alone, the Concentration DC is 20. Reduce the DC by 5 to a minimum of 5 for every Zodiac or Alembic Monk involved in the link. Modifiers are added based on the ship size (see table above). All abilities of the Zodiac/Alembic Monk require this link. If the link is interrupted or the Zodiac/Alembic Monk consciously removes himself from the link, then any ability benefits are dispelled and no longer effect the ship.

**Unify crew (Su):** Once the Ship-wide link is made, the Zodiac/Alembic Monk can boost the crews abilities while in combat for an entire combat session. This cost all those connected to the Focus Ring/Seraphic Alembic a certain amount of Wyrd depending on the size of the ship. (See above, using Offensive Cost). At 1<sup>st</sup> level, that bonus is a +2, at 3<sup>rd</sup> level it increases to +3 and ever third level after that, it increases to +4 and then +6. These bonuses apply to skill checks and saves.

**Occult Targeting (Su):** The Focus Ring/Seraphic Alembic is also linked up to the targeting systems of the ship, while at the same time enables the Zodiacs/Alembic Monks linked to it to establish a connection to the gunners onboard. At 2<sup>nd</sup> level, the bonus begins at +2, and it increases by 2 every two levels. The Wyrd Cost for this depend on the ship size (see above, using the Offensive Wyrd Cost)

**Running Silent (Su):** At 3<sup>rd</sup> level, the Zodiacs/Alembic Monks linked to a Focus Ring/Seraphic Alembic can increase the ships ability to hide from enemy sensors for the rest of the combat session. At 3<sup>rd</sup> level, the Zodiacs/Alembic Monks can add his Wis bonus as a stealth bonus to any check or DC involved in hiding the ships electromagnetic signature from the enemy. The Wyrd Cost is equal to the cost lists above for Defensive Wyrd Cost.

**Improved Running Silent(Su):** At 5<sup>th</sup> level, the Running Silent ability increases by how many Wyrd the Zodiacs/Alembic Monks spends on the power. The entire group around the Focus Ring/Seraphic Alembic must invest the Wyrd. For every Wyrd amount spent (table above) the group increases the stealth bonus by +2. The Wyrd Cost is equal to the cost lists above for Defensive Wyrd Cost.

**Occult-Cloak (Su):** At 7<sup>th</sup> level, the Zodiacs/Alembic Monks can envelope the entire ship in an occult-natured cloak that obscures the ship's physical and electromagnetic signature from sensors and sight. This hinders the ability for enemy ships to actually lock weapons and fire for a number of round equal to the average class level of those connect to the Focus Ring/Seraphic Alembic. For every attack while this effect is engaged, there is a 25% miss chance to the attack. The Wyrd Cost is equal to the cost lists above for Defensive Wyrd Cost.

**Improved Occult Cloak (Su):** At 10<sup>th</sup> level, the Occult cloak duration increases by 1 point per Wyrd Cost spent in addition to the base cost (by all linked to the Focus Ring/Seraphic Alembic). It also increases the miss chance to 50%.