



LPJ9975

D20 MODERN



A d20 Modern Advanced Class

reality hacker

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

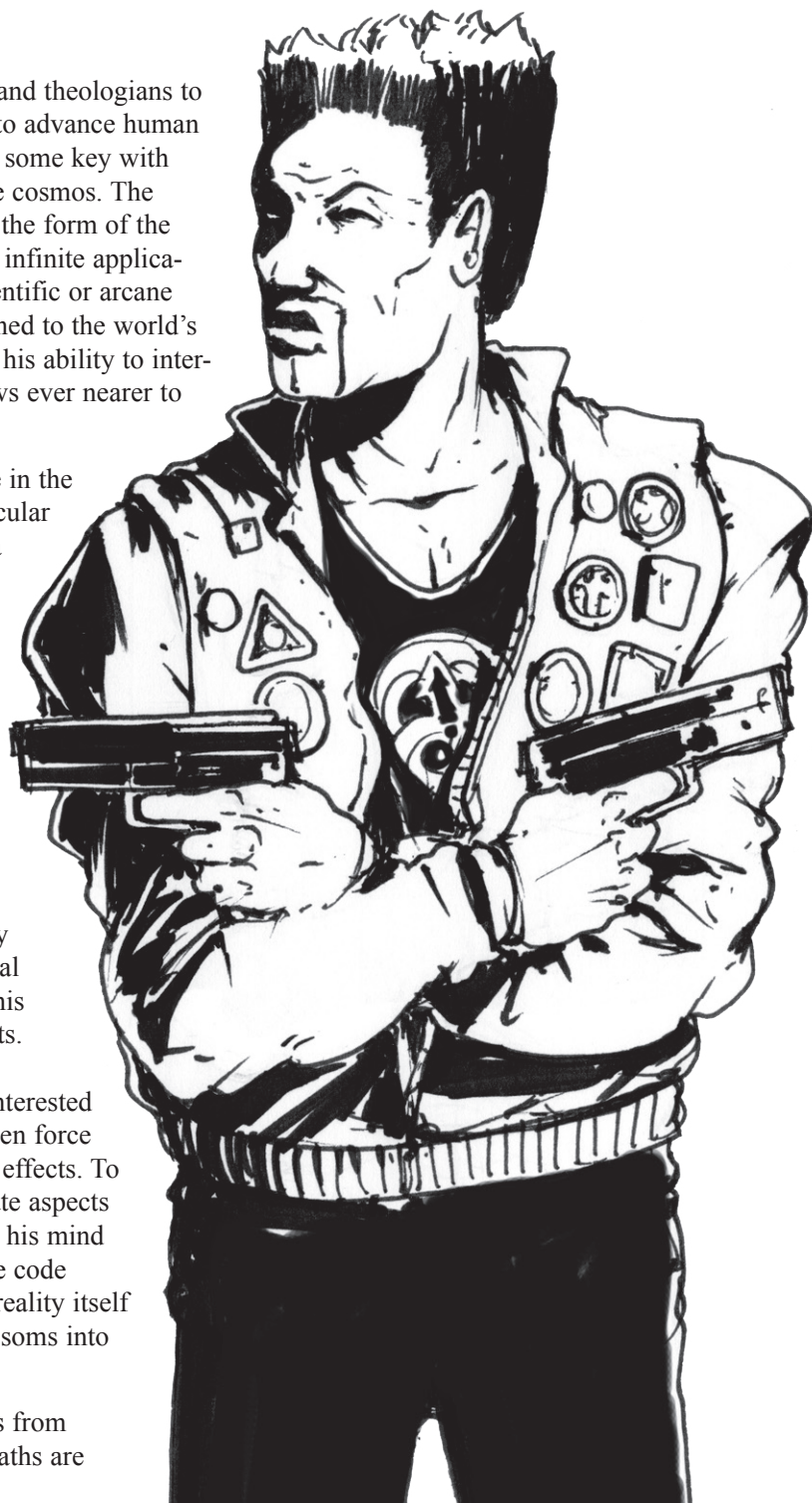
Background

Scholars of all stripes, from philosophers and theologians to mathematicians, have long been working to advance human understanding in the hopes of discovering some key with which they might unlock the secrets of the cosmos. The Reality Hacker has discovered this key in the form of the Transcendent Code, a universal truth with infinite applicability. In pursuing a particular field of scientific or arcane study, the Reality Hacker has been awakened to the world's deep, underlying structure. And in honing his ability to interpret and manipulate that structure, he draws ever nearer to his goal of ultimate understanding.

No two Reality Hackers interpret the code in the same way, and each individual has a particular way of perceiving it. To some, it may be a primordial progenitor language written in all matter, while others might perceive it as a complex mathematical equation found, in some form or another, everywhere. All agree, however, that it is only visible to those who know how to look.

Whatever a Reality Hacker's interpretation, the Transcendent Code is generally recognized as a pattern simultaneously comprised of and inherent in all things. By learning to interpret this code, an individual can develop a preternatural awareness of his surroundings and intuitive skills and talents. Although the Reality Hacker's focus is on increasing his own understanding, those interested in stealing or hindering his discoveries often force him to develop more substantial, physical effects. To this end, he learns to psionically manipulate aspects of the coding of his own body. Eventually his mind becomes capable of drastically altering the code threaded through all things. At this level, reality itself becomes malleable, and the character blossoms into something more than human.

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



Written by Leon Collins II

Profile of a Reality Hacker

It was past midnight, but the empty streets were awash with golden light from the high, aluminum lampposts on the corners. The man in the black coat stood alone on the sidewalk, smoking a thin, bright cigarette in the long shadow of the traffic light. He watched the shimmering arcane characters flutter in the chill wind and contemplated.

Several months ago, the bright piss-yellow lights, the cold air, the sound of traffic in the distance, might have stirred some emotion in him. But now, it was not these things he watched; it was the words splayed across them like some glittering, ethereal graffiti. It was the language of God, and it was telling him something. If only he could have a moment's peace, he could unravel its secret and know everything.

A lonely black sedan eased past, and through the tinted windows, he saw the distinctive swirling sign for "child" intertwined with several characters representing her current mood. She was jubilant. Beside her, he read a woman, bitter and lonely and practically draped in lines of exhaustion. The man in the black coat sighed. He'd had a family once, a pretty, red-haired wife and son with strong, broad shoulders. He'd forgotten their names. He'd forgotten his own name. But he called himself Vsynin. It meant "pursuer" in the Divine language, the code he'd discovered while working at the institute. He would pursue the truth to the ends of the Earth, if necessary. And he knew he would find it if he could have just one moment of peace.

His senses, attuned to the code, alerted him to the arrival of the dark-clad men in sunglasses. Though their movements were stealthy, he could hear the characters their point black shoes scribbled on the pavement. There were well over two-dozen of them, converging on his street corner from the mouths of alleys and closed shops. These were the men employed by the mysterious Renn, a woman who wanted the secret for herself. They were here to take him prisoner. They did not seem to understand that they would only delay his research. He sighed again and leaped high into the air. Landing lightly at the top of the nearest lamppost, the man in the black coat, Vsynin, the Pursuer, watched the men and the ghostly silver calligraphy filter out onto the street.

There was truth hidden somewhere in this beauty. And he aimed to find it.

Requirements

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

Skills: Decipher Script 8 ranks, Knowledge (*one of the following: arcane lore, earth and life sciences, physical sciences, or theology and philosophy*) 8 ranks, Research 8 ranks.

Feats: Studious.

Smart Hero Talent: Savant (*any single skill required for advanced class*).

Class Information

The following information pertains to the Reality Hacker the advanced class.

Hit Die

The Reality Hacker gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Reality Hacker gains a number of action points equal to 6 plus one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Reality Hacker's class skills are as follows.

Balance (*Dex*), Computer Use (*Int*), Concentration (*Con*), Craft (*electronic, mechanical, structural, writing*) (*Int*), Decipher Script (*Int*), Investigate (*Int*), Jump (*Str*), Knowledge (*all, chosen individually*) (*Int*), Listen (*Wis*), Profession (*Wis*), Read/Write Language (*none*), Research (*Int*), Search (*Int*), Sense Motive (*Wis*), Speak Language (*none*), Spot (*Wis*).

Skill Points at Each Level: 7 + Int modifier.

Class Features

Intuitive Combat: A Reality Hacker can instinctively use his enhanced perceptions to determine proper reactions and techniques in melee combat. At 1st level, he may choose either Combat Martial Arts or Defensive Martial Arts as a bonus feat. If he already has both feats, he gains no benefit from Intuitive Combat.

Free Mind: Over time, the Reality Hacker learns to open his mind to certain aspects of the Transcendent Code. He can choose one of the following abilities at 1st, 4th, and 7th levels.

- **Adaptive Learning:** By spending an action point and succeeding at a DC 20 Concentration check, the Reality Hacker may use this ability to temporarily acquire any feat that does not have an external or socio-economic component (*such as Renown or Wealth*). Activating this class ability requires a full-round action, and its effects last for 1 minute per class level.
- **Crash Course:** The Reality Hacker's insight into the underlying structure of all things allows him to intuitively increase his skill proficiency for a short time. After concentrating as a full-round action, the character may

reality hacker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Intuitive Combat, Free Mind	+1	+0
2	+1	+0	+2	+2	Hack Gravity	+1	+0
3	+2	+1	+2	+2	Persona Hack	+2	+1
4	+3	+1	+2	+2	Free Mind	+2	+1
5	+3	+1	+3	+3	Lesser Enlightenment	+3	+1
6	+4	+2	+3	+3	Persona Hack	+3	+2
7	+5	+2	+4	+4	Free Mind	+4	+2
8	+6	+2	+4	+4	Believer	+4	+2
9	+6	+3	+4	+4	Persona Hack	+5	+3
10	+7	+3	+5	+5	Enlightenment	+5	+3

attempt a DC 15 Concentration check to add 4 temporary ranks to one skill of choice. He adds four ranks regardless of whether he currently has training (*1 or more ranks*) or whether the skill is a class skill or a cross-class skill. These temporary skill ranks may increase the total beyond the normal limitations (*class level +3 for class skills, or half that for cross-class skills*). Crash Course can be used a number of times per day equal to the Reality Hacker's Intelligence modifier, and each use lasts for 1 minute per class level.

- **Defensive Coding:** The Reality Hacker learns to perceive and counter the subtle indicators in the Transcendent Code that represent aggression. He may apply his Intelligence bonus and Dexterity bonus to his Defense. Any situation that would deny the Reality Hacker his Dexterity bonus to Defense also denies the Intelligence bonus.
- **Uncanny Dodge X:** The Reality Hacker gains the Uncanny Dodge ability or, if he already has it, increases its potency. If he does not have Uncanny Dodge 1, he gains Uncanny Dodge 1: He retains his Dexterity bonus to Defense (*if any*) regardless of being caught flat-footed or struck by a hidden attacker (*though he still loses his Dexterity bonus to Defense if immobilized*). If the Reality Hacker already has Uncanny Dodge 1, he gains Uncanny Dodge 2: He can no longer be flanked; he can react to opponents on opposite sites of himself as easily as he can react to a single attacker.

Hack Gravity: The Reality Hacker discovers that gravity is one of the most flexible laws of nature. He no longer suffers a Jump DC penalty for not taking a 20-foot move before leaping (*normally the Jump DC is doubled*), and he is not limited by a maximum jumping distance (*normally, a character cannot jump a distance greater than his speed*). Also,

the Tumble skill is now a permanent class skill for the character.

Persona Hack: Over time, the Reality Hacker learns new ways to make alterations to his own code. At 3rd, 6th, and 9th levels, he may select one ability from the following.

- **Bonus Feat:** The Reality Hacker internalizes some new knowledge or training method. He may choose a bonus feat from the following list, but he must meet all the prerequisites of the feat to select it.
Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Attentive, Combat Expertise, Combat Reflexes, Combat Throw, Educated, Exotic Melee Weapon Proficiency, Gearhead, Improved Combat Martial Arts, Personal Firearms Proficiency, Surface Vehicle Operation, Unbalance Opponent.
- **Combat Coding:** The Reality Hacker modifies his code so as to enhance the damaging effect of his melee attacks. As a free action, he may spend 1 action point to increase the damage of a melee attack by the action point roll result. The intent to use Combat Coding must be expressed before the attack roll is made.
- **Magic Hands:** The Reality Hacker learns to use his hands to manipulate coding in the same way a technician might use a set of tools. Each time this ability is chosen, he may choose a skill from the following list: Disable Device, Repair, or Treat Injury. He may use this skill without tools or kits (*though some repairs may require replacement parts*).
- **Mind Over Body:** The Reality Hacker can make subtle physical alterations to his own code, redefining his body's capabilities. This class ability may be taken multiple times. Each time it is taken, the Reality Hacker chooses one physical ability score (*Strength, Dexterity,*

or Constitution). The character can substitute Intelligence for this score as a key ability for skill checks.

this list as appropriate to maintain a preferred campaign tone.

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Lesser Enlightenment: The Reality Hacker learns to make a single overt change to the code around him. He may attempt to duplicate the effects of a single psionic power of up to 3rd level chosen from the Reality Hacker Enlightened Effects list. The selection cannot be changed afterward until the character reaches 10th level in this advanced class. The power can be used a number of times per day equal to the Reality Hacker's class level. Activating the power requires a full-round action (*that provokes an attack of opportunity*) and a successful Concentration check with a DC equal to 20 + the effect's power level. All powers are considered to have Intelligence as the key ability and a caster level equal to one-half the Reality Hacker class level.

Believer: At 8th level, the Reality Hacker begins to truly believe in himself and what he's capable of. He may add his Reputation bonus to the die result whenever he spends an action point to modify an attack or damage roll, ability check, skill check, or saving throw.

Enlightenment: At 10th level, the Reality Hacker can make alterations to his world at will. At any time, he may, as a free action, spend an action point to trade the psionic ability granted by Lesser Enlightenment to another power from the Reality Hacker Enlightened Effects list. The maximum Enlightened Effect power level increases to 4th, and the caster level increases to the character's full class level. A power functions exactly as described in Lesser Enlightenment, only it can be activated as a standard action. Any combination of Enlightened Effects may be used up to a total of 10 times per day (*so a character can use Inertial Barrier 10 times, or he can use Fly 4 times, Prowess 3 times, and Feather Fall 3 times*).

Reality Hacker Enlightened Effects*

0-level: Burst, Far Hand, Telepathic Projection.

1st-level: Biofeedback, Combat Precognition, Conceal Thoughts, Control Object, Feather Fall (*free action, still requires Concentration check*), Lesser Body Adjustment, Object Reading.

2nd-level: Clairaudience/Clairvoyance, Combat Focus, Combat Prescience, Darkvision, Detect Thoughts, Levitate, Sensitivity to Psychic Impressions.

3rd-level: Fly, Improved Biofeedback, Metaphysical Weapon, Mindlink, Prowess, Ubiquitous Vision.

4th-level: Fate of One, Freedom of Movement, Immovability, Inertial Barrier, Natural Armor, Psychofeedback, Steadfast Perception.

* These psionic powers can be found in the *Modern and Arcana SRDs*. GMs should feel free to add to or subtract from

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