



THE GAME MECHANICS™

FUTURE PLAYER'S COMPANION

TOMORROW'S FOUNDATION



d20
system™

FUTURE PLAYER'S COMPANION: TOMORROWS' FOUNDATION

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THE GAME MECHANICS

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Introduction

“The only way to discover the limits of the possible is to go beyond them into the impossible.”

—Arthur C. Clarke

If there is only one adage that can be applied to science fiction roleplaying, it is this: The future is a place of limitless possibilities. By definition, a roleplaying game is a series of opportunities and possibilities defined by the people playing it. Like fantasy, science fiction multiplies these to the point that one is no longer limited by what is plausible or what is probable: If you can imagine it, science fiction can come up with some technology to explain it.

Thus, the challenge of every science fiction roleplaying game is born. How does one create a rules system for a game that has limitless possibilities? How can one create a complete rules set to cover every conceivable story, character, or bit of technology when those ideas are literally limitless? This problem has challenged players, Gamemasters, and authors alike ever since roleplaying games were invented. The simple answer is that one cannot ever, under any circumstances, write a complete science fiction roleplaying game. Were it possible, no one would ever publish another sourcebook or rules system.

Futuristic roleplaying in the d20 System continues this trend of placing the options before the Gamemaster and giving the GM and players everything they need to get started. Yet there is always room for more: more occupations, more feats, more pieces of technology, more aliens, more time travelers. Thus, the *Future Player's Companion* is born.

Like its spiritual predecessor, the *Modern Player's Companion*, this book focuses on the material used in character creation and game play designed for use by players but also valuable for Gamemasters. After all, the same material that applies to a player character can just as easily apply to an NPC. Not every item in the book will apply to your character or your campaign, but that's all right—because enough will that we know you will be pleased with the result.

Within you will find new character options and all manner of new feats, skill uses, and races for your perusal. More than that, though, you will find inspiration and imagination. A character's stat block doesn't make it interesting or exciting; the way you play him or her does. It is with this concept in mind that this book was designed, allowing you to match mechanics to your abstract concepts in a way that makes logical sense. Each page is filled with a plethora of ideas, just waiting for you to pick one out and take it for a spin.

What's in This Book?

The *Future Player's Companion* is all about building characters in a science fiction setting and providing players and Gamemasters alike with ideas to make every character unique. Chapter One contains six new alien species, new human subraces, and environment packages for enhancing your character right from the start. Additionally, the chapter presents new talent trees for each core class, new talents for existing trees, and several brand-new starting occupations for various science fiction settings. Chapter Two continues the character creation process with new uses for dozens of skills as well as feats associated with every genre and character archetype. Chapter Three covers character story arcs, which are designed to give players and Gamemasters a clear idea of how to develop a character over the course of the campaign.

How to Use This Book

First, check with your Gamemaster to be sure that he approves of the material presented here. Then take out the *Future Player's Companion* and use it whenever you use the *d20 Modern Roleplaying Game* and *d20 Future*. You can use this book when creating new characters, leveling them up, or simply in deciding what options your character will pursue as he or she gains experience. This book presents options that will expand the possibilities for your character and open up some venues not accessible through any other product.

For the Gamemaster

The big question on your lips is almost certainly: What will this material do to my campaign?

The answer is: nothing—except broaden the possibilities for your players to exercise their imaginations. The *Future Player's Companion* does not present new rules, power-ups, or optional reinterpretations of the modern and future d20 System games. It is designed with the same principles, decisions, and guidelines that the original designers used. We know this because it is written, edited, and produced by people who were involved in creating both the *d20 Modern Roleplaying Game* and *d20 Future*. This is material that might have even gone in the original products if size, cost, time, and other practical matters were not an issue.

Remember: The future is a place of limitless possibilities. Anything that's possible for a player character is possible for a GM character as well!



Chapter One: Future Heroes

Heroes in the future greatly resemble the heroes of modern times in their personality and attitudes. When advancing technology, space travel, cybernetics, time travel, and other futuristic items are thrown into the mix, they can make a hero look very different. This chapter provides players with many new options for the basic aspects of character creation, with new races and subraces, talent trees, and starting occupations for heroes in all kinds of science fiction and modern roleplaying games.

Character Building

When building a character using a race other than baseline human, there are some changes to character creation and advancement. These changes apply to all heroic alien species.

Feats

Baseline humans get a bonus feat at first level, plus a first-level feat and any bonus feats granted by their occupation and first class level. Other characters do not get the bonus feat at first level. When creating such a character, choose only one feat in addition to any granted by occupation and first class level.

Skills

Baseline humans gain skill points as described in the various rules and source books. Other races get fewer skill points, as shown on Table 1-1: Skill Points/Level for Races Other than Baseline Human. As with human characters, multiply these skill points by four when creating a 1st-level character of any race.

New Races

Not every character in future roleplaying is going to be a human, and the same goes for player characters. This section presents six new character races that represent some of the most basic and recognized archetypes in the world of science fiction.

Khel-thirad

The Khel-thirad are a dangerous warrior race that is both aggressive and violent. Resembling large, bipedal saurian creatures, the Khel-thirad have carved an empire out of the various planets near their homeworld. Though the Khel-thirad are natural hunters and warriors, they are intelligent beings who make alliances and enemies just the same as anyone else. Though not officially allied with humanity, the Khel-thirad do have an uneasy peace treaty that prevents the forces of the Khel-thirad Empire from raiding human outposts and settlements. The Khel-thirad are quite independent and fear no one, but are not foolish enough to risk open war against a superior opponent.

Khel-thirad have deep, baritone voices and large, watchful eyes that constantly scan the immediate area for threats. Most Khel-thirad have mottled and scaly skin, which can range from browns to greens and even some other dark colors (such as crimson or dark blue) depending on their unique heritage. All Khel-thirad possess a curved beak similar to that of a parrot or macaw, though they do have a relatively thick accent when

Table 1-1: Skill Points/Level for Races Other than Baseline Human

| Class | Skill Points/Level |
|------------------------------------|--------------------|
| <i>d20 Modern Roleplaying Game</i> | |
| Basic Class | |
| Strong | 2+ Int modifier |
| Fast | 4+ Int modifier |
| Tough | 2+ Int modifier |
| Smart | 8+ Int modifier |
| Dedicated | 4+ Int modifier |
| Charismatic | 6+ Int modifier |
| Advanced Class | |
| Soldier | 4+ Int modifier |
| Martial Artist | 2+ Int modifier |
| Gunslinger | 4+ Int modifier |
| Infiltrator | 6+ Int modifier |
| Daredevil | 4+ Int modifier |
| Bodyguard | 2+ Int modifier |
| Field Scientist | 6+ Int modifier |
| Techie | 6+ Int modifier |
| Field Medic | 4+ Int modifier |
| Investigator | 4+ Int modifier |
| Personality | 4+ Int modifier |
| <i>d20 Future</i> | |
| Advanced Class | |
| Ambassador | 4+ Int modifier |
| Dogfighter | 4+ Int modifier |
| Dreadnought | 2+ Int modifier |
| Engineer | 6+ Int modifier |
| Explorer | 6+ Int modifier |
| Field Officer | 4+ Int modifier |
| Helix Warrior | 2+ Int modifier |
| Space Monkey | 4+ Int modifier |
| Swindler | 6+ Int modifier |
| Technosavant | 6+ Int modifier |
| Tracer | 4+ Int modifier |
| Xenophile | 6+ Int modifier |



Chapter One: Future Heroes

speaking human languages. The Khel-thirad are capable of using all human technology, as their scaled hands resemble human hands quite closely.

The Khel-thirad live in a society dominated by their religious beliefs, convinced that it is their divine right to rule the entire universe some day. Though their religion allows for other species to be members of the Khel-thirad Empire, typically these other species tend to chafe under the harsh rules of the Khel-thirad government. A Khel-thirad warrior can be a powerful ally, but many consider them untrustworthy—and rare reports of a Khel-thirad warrior turning on human allies make their way through the colonies each day. The true nature of the Khel-thirad reliability largely depends on the individual member of the species: While some see other races as the stepping blocks upon which they will ascend to greatness, others believe that their holy texts instruct them to build strong relationships so they might dominate the galaxy as a conglomeration of races.

All Khel-thirad speak their own language, and many learn to speak an older form of Khel-thirad used primarily in religious ceremonies. Further, Khel-thirad have communities on a number of planets, and tend to acquire local languages.

Home Planet: Khel

Species Traits

Size: Large. Khel-thirad take a -1 size penalty to Defense and a -1 size penalty on attack rolls. They gain a $+4$ size bonus on grapple checks and suffer a -4 size penalty on Hide checks.

Ability Modifiers: $+4$ Strength, -2 Dexterity, -2 Wisdom, -2 Charisma.

Base Speed: The Khel-thirad base speed is 30 feet.

Fighting Space: As Large creatures, Khel-thirad occupy a 10-foot-by-10-foot fighting space.

Reach: As Large creatures, Khel-thirad have a 10-foot reach.

Claws: The Khel-thirad possess a single, razor-sharp claw that extends from under each forearm, granting the character two natural claw attacks that deal $1d6 +$ Strength modifier damage.

Impulsive: The Khel-thirad are rarely able to control their emotions and are often goaded into action. Whenever a Khel-thirad is unfriendly or hostile toward a character (as defined under the Diplomacy skill), the Khel-thirad suffers a -4 racial penalty to all Wisdom and Charisma-based skill checks against that character.

Free Language Skills: Speak Khel-thirad.

Other Languages: High Holy Khel-thirad, local languages.

Level Adjustment: $+1$

Liandren

Though much about the Liandren remains a mystery, one thing that is known is that they value their privacy more than almost anything else. Hailing from a remote corner of space and with but a few colonies of their own, the Liandren maintain good relationships with the other species of the galaxy but are something of a puzzle to anyone but their own kind. In fact, the Liandren value their privacy so much so that the true

location of their homeworld is a mystery; those fortunate few outsiders who have been taken to the homeworld by Liandren vessels describe it as a heavily-guarded fortress world. Though the Liandren are peaceful on the whole, anyone who dares to try to discern the secrets of their civilization is dealt with swiftly and violently. Despite this secrecy, Liandren can be quite open in their personal relationships. Once they bond with a person or group, they accept their friends and allies into their families in an elaborate ceremony. From that point on, the individual Liandren's personal life is open to his friends, though no Liandren will share the secrets of their civilization with any outsider under any circumstances.

The Liandren resemble slender humans with angular features and purple-gray skin. Their hair, worn long by both males and females, is always stark black even through old age. Most Liandren stand at a height equal to humans, though some grow quite tall depending on the planet of their origin; particularly, Liandren colonists grow slightly taller than their home world kin, leading some scientists to speculate that the Liandren home planet has higher than normal gravity. In addition to their skin tone and lithe physique, Liandren also possess curved fangs, which appear only when the Liandren open their mouths. These fangs are indicative of the Liandren's serpentine heritage.

Though Liandren society remains a mystery, it is known that the Liandren prize order and organization over chaos. Most Liandren operate under a caste system and their military has a perfectly clear chain of command: There is no mutiny in the Liandren Armada. Liandren family groups are close-knit, and most Liandren would rather die than betray another member of their family, even if they knew their relative had broken the law. Most Liandren that venture out into the universe do so in order to protect themselves or their family by learning more about their allies and enemies.

In addition to their native language, Liandren have two languages they use only amongst themselves: Thessilese and Corvian. Because these languages derived from cultural divisions, Liandren who speak one often do not speak the other; only a handful of Liandren—generally diplomats and scholars—bother to learn both.

Home Planet: Unknown

Species Traits

Size: Medium. Liandren have no special bonuses or penalties due to their size.

Ability Modifiers: $+2$ Dexterity, -2 Constitution.

Base Speed: The Liandren base speed is 30 feet.

Mental Shielding: Liandren are particularly adept at preserving the secrets of their kind and have developed a mental resistance to mind probes over millennia of evolution. All Liandren gain a $+4$ bonus to Will saves made to resist mind-reading devices and psionic powers.

Fangs: Liandren possess two large fangs, granting the Liandren a natural bite attack that deals $1d4$ points of damage.

Suspicious: The Liandren tendency to treat everyone as a potential threat to their civilization makes them reluctant to trust anyone. They suffer a -2 racial penalty to all Bluff,



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Diplomacy, and Sense Motive checks due to their occasional inability to gauge friend from foe.

Free Language Skills: Speak Liandren.

Other Languages: Local languages, Thessilese, Corvian.

Level Adjustment: +0

Grandrite

Hailing from a harsh world that still boils with geothermic activity, the Grandrites are a hardy and durable people with toughness to spare. Unlike many other alien species, Grandrites have a reputation for being jovial and humorous, at the very least coming across as likeable. The Grandrites occupy a relatively small sector of space compared to humans and the Khel-thirad Empire, though they can be found at almost every common spaceport and station. The Grandrites forged a strong relationship with humans and became their allies very quickly after their first encounters, making them some of Earth's oldest allies. Most Grandrites would regard humans as their friendly, if more fragile, cousins who can be trusted and dealt with as if they were from the same world.

Grandrites are hulking beings who stand almost a head taller than most humans. Though not quite as large as the Khel-thirad, the Grandrites typically tower over shorter species and have a reputation for being oafish. Grandrites have gray and brown skin, covered in small chitinous plates around the shoulders, neck, hands, chest, and feet. Additionally, most Grandrites have small, bony protrusions that stick out of their knuckles, elbows, shoulders, and knees, giving them a jagged and harsh

appearance. Grandrites are completely bald and have wide mouths that display an impressive number of blunted teeth when they smile. Most Grandrites are broad across the chest and shoulders, giving them a rather large profile.

Grandrites learned long ago that survival is a matter of being tougher than one's environment. One of the most common Grandrite beliefs is that one's will determines one's existence, and so in order to endure, one must have a stronger force of will than the environment. As such, most Grandrites value integrity and dedication as well as a devotion to protecting others. They believe that anyone not strong enough to exist on their own should be protected from harm whenever possible, meaning that most Grandrites are somewhat altruistic at heart. Though certainly not all Grandrites share this view, and some of their kind actually subscribe to a "survival of the fittest" attitude, more often than not the Grandrites prefer to use their superior durability to help others or make themselves useful in some way.

Home Planet: Grandros

Species Traits

Size: Medium. Grandrites have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Con, -2 Wis, -2 Cha.

Base Speed: Grandrite base speed is 30 feet.

Damage Reduction: Grandrites possess hard, chitinous plates that cover essential body parts and organs, making it appear as though they have stones grafted into their skin. These provide the Grandrite with natural DR 3/-.



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Calcium Spurs: Grandrites have several sharp bone spurs that jut out from their knuckles and other joints. This grants them two natural claw attacks that deal 1d4 + Strength modifier damage.

Bonus Feat: Planetary Adaptation (hot world).

Conspicuous: Grandrites tend to stand out in a crowd and cannot be easily disguised. They suffer a -4 racial penalty to all Disguise checks meant to disguise them as a member of another species.

Susceptibility to Cold: Grandrites naturally come from a hot world and do not handle cold weather very well. They suffer a -4 penalty to all Fortitude checks made to resist cold-weather conditions.

Free Language Skills: Speak Grandrosian.

Other Languages: Local languages.

Level Adjustment: +1

Okulan

A diminutive race that has been roaming the stars since before humanity learned to use stone tools, the Okulan are the oldest and most advanced race to roam the stars. Their patience and ability to see the bigger picture makes them easy to get along with, though any aggressors are dealt with promptly and through vastly superior technological means. The Okulans tend to be cool and seemingly indifferent to the affairs of the rest of the galaxy, though they are willing to trade with other species for resources and technology. Aware of the fact that even less advanced races can be innovative, the Okulans maintain open communication channels with all the races of the galaxy, but consider themselves allied with none.

Okulans are short humanoid aliens with four slender arms and a very slight build. Okulans have fair skin, usually white, gray, or pink, though when they get flustered or upset their green or blue veins swell up and give their skin a faint, colored tint. Okulans are incredibly intelligent and have expanded their own mental capacity over the years through technological and genetic engineering, resulting in a slightly bulbous shape to the backs of their heads. Many male Okulans keep well-trimmed facial hair in a variety of styles, while the female Okulans wear their hair wild and shaggy, shot through with a variety of colors. Okulans move with the grace of a more delicate creature and tend to be considered somewhat frail by human standards. Their emphasis on science and technology has reduced many of their physical attributes to a less impressive state.

Okulan society is much like many human societies in that they believe in the freedom to choose your own path. Okulans on the whole value knowledge and learning, and as such the Okulan planets are rife with universities, libraries, and scientific research facilities. Most Okulans prefer peace, quiet, and serenity to the fast-paced life of adventuring, but there are many Okulans who travel the stars in search of new knowledge. In fact, the Okulan belief in making one's own destiny allows Okulans to fit into all walks of life. Though they usually gravitate towards professions that make use of their massive intellects, Okulans appear in many professions. One of the more popular professions is pilot or navigator aboard starships; Okulans are able to make complex astronavigational calculations in

their heads. Okulans have a reputation for being withdrawn emotionally that comes from their difficulty in dealing with less advanced races, though many Okulans specifically seek to remedy this by traveling throughout the universe.

Home Planet: Kotomaru III

Species Traits

Size: Small. Okulans gain a +1 size bonus to Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They suffer a -4 penalty on grapple checks. Okulans must use smaller weapons and equipment than humans use, and their lifting and carrying limits are three-quarters those of a Medium character.

Ability Modifiers: -2 Strength, +2 Intelligence.

Base Speed: Okulan base speed is 20 feet.

Four Arms: Okulans possess 4 arms and hands, each of which may be used to hold an item or perform some task. Okulans begin with the benefits of the Extra Arms mutation.

Space Navigation: Okulans are particularly adept at navigating while in space and can make complicated calculations involving speed and trajectory in their heads. They gain a +4 racial bonus to Navigate checks while calculating space travel routes.

Free Language Skills: Speak Kotomarese.

Other Languages: Local languages.

Level Adjustment: +0

Pernocian

The Pernocian species is one of the most drastically different alien races in the entire universe. Evolved from some form of insect life on their home planet, Pernocians resemble large insects more than humans. Most humanoid species are somewhat put off by the Pernocians, both for their appearance and their strange habits. Pernocians mastered space travel roughly around the same time as humans and remain on equal footing technologically, and when they can be communicated with they often work together with humans to share their knowledge and abilities. Unfortunately, the Pernocian government frequently cuts off all communication with the outside universe, sometimes for months at a time, and then will reemerge as though nothing had happened. Though no one truly knows what causes the brief periods of silence, most Pernocians still out among the stars behave as though these episodes are not in the least unusual.

Pernocians are thin and wiry, with segmented arms that bend in several different directions, giving them a truly alien look. They are covered with a slightly reflective black chitin, giving the appearance of armor to their bodies. Their pearly black eyes have no pupils or eyelids, giving them a piercing gaze that many find unsettling. Additionally, most Pernocians emit a faint clicking sound when irritated, something that can be quite distracting in situations where silence is prized. Most Pernocians speak in strange, fragmented sentences that sound more like snippets or prophecy or wisdom than anything else. Their culture values metaphor and symbolism over most other forms of communication, leading them to speak strangely and to decorate their exoskeletons with paint and lacquer.



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Pernocians are quite confusing, and their society makes little sense to someone from the outside. They follow a caste system of social organization, but their caste system is not based on wealth, heredity, profession, or physical stature. Though xenobiologists and anthropologists remain puzzled, many suspect that the Pernocians govern themselves based on an individual's ability to interpret ancient Pernocian wisdom and to communicate it in their own unique way. The leaders of the Pernocian people are those that have the greatest grasp of their forefathers' teachings and who are able to use those teachings to achieve success. As such, many Pernocians travel the space lanes not only in search of new ways to apply the ancient texts to life and the rest of the universe, but also in search of new experiences that translate well into metaphor.

Home Planet: Pernos

Species Traits

Size: Medium. Pernocians have no special bonuses or penalties due to their size.

Ability Modifiers: -2 Dexterity, +2 Wisdom, +2 Charisma.

Base Speed: Pernocian base speed is 30 feet.

Chitin: All Pernocians have a thick black exoskeleton that protects them from harm. This chitin grants Pernocians a +2 natural armor bonus.

Cryptic: Though most of the time Pernocians have little trouble communicating raw information, they occasionally have difficulty communicating with other species in social situations. They suffer a -4 racial penalty to all Diplomacy and Gather Information checks as a result.

Free Language Skills: Pernese.

Other Languages: Old Pernese, local languages.

Level Adjustment: +0

Vios

The Vios are a strange people who have wandered the stars for many years without a place to call home. Ancient Vios writings tell of a great catastrophe that befell their home world, forcing the Vios into the stars, though none know where this planet once was or what exactly happened to it. The Vios have scattered to all corners of the universe and declare ultimate neutrality in all things; they claim simply to be citizens of the stars and care little for the conflicts and dealings of big governments. Without a central organization of their own, the Vios come and go as they please. Some planets have banned Vios from their worlds, but many others accept them as just another part of universal civilization. Despite the fact that the Vios lack any kind of central organization, they do operate an information network that is unparalleled: Passing information constantly back and forth, the Vios are always willing to provide information to those who seek it. They see themselves as the very lines of communication that are necessary to keep the universe from being torn apart.

The Vios are roughly human in size and have a faintly green tint to their skin. They have large, almond-shaped eyes with two sets of eyelids, one on top of the other, which shields their eyes from dust and other toxins. Their noses are little more than ridges with two holes at the bottom, giving their faces a very smooth and nearly featureless appearance. The Vios may

have originally evolved from some kind of plant life, or they may have been genetically engineered, because each Vios is capable of limited photosynthesis, allowing them to survive without food for slightly longer than many other beings.

Vios society, if it can be called such, is basically a loose collection of rules that deal with communication between settlements. The Vios come and go as they please, choosing professions depending on their whims and abandoning them just as quickly. Pirates and smugglers like having Vios in their crews for the variety of roles they can fulfill: Legitimate organizations prize Vios for the extensive information resources they provide. Most Vios have no code except to get along with whoever is around them; when one has no home world, one must depend on the hospitality of others, which makes them both gracious guests and devoted allies.

Home Planet: None.

Species Traits

Size: Medium. Vios have no special bonuses or penalties due to their size.

Ability Modifiers: -2 Constitution, -2 Wisdom, +4 Charisma.

Base Speed: Vios base speed is 30 feet.

Information Network: All Vios have access to an information network spanning the stars. As such, they gain a +2 racial bonus to all Gather Information checks.

Photosynthetic: The Vios ability to process small amounts of energy through photosynthesis gives them a slight advantage over other creatures that must eat and drink. All Vios may go twice as long without food and water provided they can obtain at least eight hours' exposure to natural sunlight; if they have less exposure to natural sunlight than this, they must eat and drink as per normal. Heavy clothing covering most of the body prevents the Vios from using this ability.

Stellar Orphans: The lack of a home world and their reliance on other planets' hospitality for a place to live has reduced the Vios ability to make their way on their own. All Vios suffer a -4 racial penalty to Survival checks.

Free Language Skills: Speak Viosian.

Other Languages: Local languages.

Level Adjustment: +0

Sol Colonials

As humankind leaves Earth and begins exploring the stars, their first stops are the planets in their own solar system. With each successive generation, these planetary colonists develop physical traits that enable them to better cope with their environments. Drugs, medical procedures, and genetic engineering accelerate the evolutionary process, creating subraces of humanity specifically tailored for life on other worlds.

Just as occupations define a character based on what they did professionally, a subrace can define a character based on the environment in which they grew up. The following options for humans, which can be considered subraces rather than whole new races, reflect the changes that occur as a result of alien environments within the Sol system. Though not all the



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changes are biological (some are quite social and depend on their upbringing) each set of changes can be applied to any human character at the time of character creation. Any given character may have only one such subrace.

With a little imagination, these rules can apply to countless worlds and environments. A space station over a planet

orbiting Alpha Centauri produces orbital colonists who look much like the orbital colonists from the Sol system, after all.

Asteroid Colonist

Several mining colonies in the asteroid belt between Mars and Jupiter sprang up in the early days of space exploration. Though some flourished and some were abandoned, all those that survived became relatively stable outposts

between the inner planets and the wilder outer worlds. The largest colonies in the belt reside on Ceres, the biggest and most well-known asteroid, though many smaller colonies (which are really mostly homesteads for small mining communities) still persist despite relative isolation.

Dangerous Pilot: Though the asteroid belt is spaced widely enough that starships can pass through it with little difficulty, the inhabitants of the asteroid belt colonies have become incredibly adept at landing ships on moving surfaces. All asteroid colonists gain a +2 bonus to Pilot checks in space.

Backwater Colonists: Most asteroid colonists are considered slightly behind the times, and with good reason; the colonies are frequently the last place that goods and cutting-edge technologies arrive due to the scattered nature of the settlements. They suffer a -2 penalty on all Knowledge (technology) and Knowledge (popular culture) checks.

Recommended 1st Level Feat: Salvage

Jovian

Though no actual colonies exist on the gas giant of Jupiter, its largest moon was terraformed shortly after the successful transformation of the planet Mars. Ganymede was chosen because it was larger than both Pluto and Mercury and had many planetary traits that made the process go smoothly: a molten core, magnetic fields, and ice to provide water for the planet. Over time, Ganymede became an outpost for criminals and a haven for those seeking to skirt the law, as the colony rests beyond the inner planets but remains hospitable for human life without the need for controlled environment cities.

Outside the Law: Jovians live beyond the reach of the governments of the inner planets and have come to rely upon their independence over time. They gain a +2 bonus to all Charisma-based skill checks against criminals and those that operate outside the law, but suffer a -2 penalty to all Charisma-based skill checks against law enforcement and government officials.

Recommended 1st Level Feat: Black Marketeer

Lunar Colonist

The first permanent colonies on a stellar body besides Earth sprang up on the surface of the planet's moon, Luna, as soon as sealed environment colonies became technologically and financially viable. However, unlike other terraforming projects, Luna's core mass could not be increased to provide natural gravity without endangering the Earth's tidal processes, and so colonies were created with lighter than normal standard gravity. Most citizens learned to adapt, but for some the colony on Luna is an awkward place to move around.

Resources at Hand: Close to Earth, Luna is frequently capable of obtaining rare or valuable items quickly and without too great an expense. Lunar colonists get a +2 bonus on all Wealth checks made to obtain items from Earth.

Gravity Weakness: Lunar colonists go their whole lives bouncing around their world with ease, but on other planets with gravity closer to standard they have difficulty. Lunar colonists suffer the conditions of high-gravity when on normal gravity worlds, or double penalties to movement and skill checks when on high-gravity worlds.

Recommended 1st Level Feat: Planetary Adaptation (low-g world)

Martian

One of the first planets to be permanently colonized by humanity, Mars remains the closest to Earth with regards to gravity and environment. Massive terraforming efforts on behalf of human scientists and governments restore water and breathable atmosphere to Mars. The introduction of greenhouse gases thicken the atmosphere and cause the planet to hold more heat at night, though average temperatures still drop down below 0 degrees Celsius.

Wealthy World: As a wealthy world and one of the first human colonies, Mars often produces heroes from a more prominent background. All Martians gain a +2 bonus to their initial Wealth bonus at the time of character creation.

Culturally Stagnant: Though Mars boasts wealth and healthy living, the culture of its colonists comes largely from other worlds. Martians suffer a -2 penalty on all Craft (visual arts or writing) and all Perform checks.

Recommended 1st Level Feat: Spacer

Mercurian

Life on the planet Mercury is harsh and difficult, and even the best-adapted humans cannot survive outside the biospheres built by the first colonists. Since the surface of Mercury is blazing hot and bright, few colonists dare to venture outside, except for a handful of scientists, engineers and miners who must—and even then, they only do so garbed in heat-resistant environment suits.

Dimmed Lenses: Mercurians are capable of maintaining their vision even when confronted with bright lights or flashes. Any time a normal character would be blinded by bright light (such as from flash-bang grenades) the duration that the Mercurian is blinded for is halved; if the effect normally only blinds for one round, the Mercurian is not blinded at all.

Assumptions

The rules for Sol Colonials assume not only a setting in which intelligent beings have expanded to worlds beyond their home. They also assume that these beings have occupied those worlds long enough to have evolved enough to adapt to life on that world, often at a genetic level. If your own campaign doesn't incorporate such assumptions, these rules may not apply.

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Nocturnal Deficiency: After decades enduring the brightness of the sun up close, Mercurians have developed difficulties seeing at night and in the dark. A Mercurian can see half as far as normal humans under low-light and dark conditions.

Recommended 1st Level Feat: Planetary Adaptation (barren world)

Neptunian (Orbital Colonist)

Neptune is the only planet in the solar system that does not have a colony on its surface or on any of its moons. Instead, Neptune's only colony exists aboard an orbital space station. This station, and countless others like it scattered throughout the solar system, give short-range shuttles access to the gas giant while still maintaining distance and a livable environment. These orbital colonies even exist around planets with pleasant atmospheres, such as Earth and Mars, and breed a people that are very technologically dependent.

Everyday Tech: Orbital colonists interact with technology every day and have learned to work with computers as second nature. They gain a +2 bonus on Computer Use and Repair checks.

Technodependence: Orbital colonists, particularly Neptunians, depend on the space station for every aspect of their lives. They suffer a -4 penalty on Survival checks made outside of urban or developed settings.

Recommended 1st Level Feat: Spacer.

Plutonian

It is appropriate that the solar system's most distant and harshest penal colony should reside on a planet named for the mythical ruler of Hades. The single colony on Pluto's barren surface serves as a prison for humanity's worst criminals. Those few colonists who live on Pluto and are not associated with this penal colony are usually outcasts of society—rugged individualists who seek the solitude of this remote planet. Cold, barren, and dark, Pluto breeds humans that can survive even the most hellish environments.

Independent: Plutonians are capable of surviving on a minimal amount of resources and have come to depend on no one for their survival. Plutonians require half as much food and water as normal humans in order to survive.

Isolated: Plutonians are unused to normal interaction with people from civilization and are often harsh and abrupt. They suffer a -2 penalty to all Bluff and Diplomacy checks.

Recommended 1st Level Feat: Planetary Adaptation (dark world)

Saturnite

Though extensive terraforming was necessary to convert Saturn's moon Titan into a livable environment, over vast amounts of time it eventually came to be one of the most hospitable planets. Though the moon is not as close to Earth's environment as Mars or Ganymede, the colonies on Titan are able to survive despite the occasional methane storm. Most colonists on Titan are used to harsh weather that comes from



an unpredictable and thick atmosphere, though for the most part the terraforming process made the surface livable.

Storm Rider: Saturnites are accustomed to frequent and unpredictable methane storms, giving them an advantage when facing inclement weather. They gain a +2 bonus to all Fortitude saves and Survival checks involving severe weather conditions.

High-Pressure: The atmospheric pressure on Titan is 60% higher than that of Earth, and adapting to it means that Saturnites are less well-adapted to less dense atmospheres. Saturnites suffer a -4 penalty on Constitution checks involving endurance (such as checks to continue running, or hold their breath) when in Earthlike atmospheres.

Recommended 1st Level Feat: Great Fortitude

Uranian

Uranus is one of the few planets in the solar system to have colonies both on the surface of the planet as well as in orbit. Uranian colonies exist and flourish on the moons of Titania and Oberon, and are in fact more heavily populated than the colony that floats on the planet's liquid hydrogen surface. Uranian colonists are a hardy folk who prefer to be left alone to govern themselves, explaining why they choose to live on a planet so far from what many would call civilization. Though the colonies on the moons resemble large cities both in form and population, the colony on Uranus itself is small by comparison.

Iron Determination: Most Uranians come from a background of fighting for their ability to remain autonomous. The DC for changing the attitude of a Uranian increases by +5.



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Rare Resources: The distance from civilization and the standoffish attitude the Uranians have toward the rest of the solar system often makes it difficult to obtain rare goods and services from other worlds. The black market purchase DC of any licensed, restricted, military, or illegal items is increased by +1.

Recommended 1st Level Feat: Planetary Adaptation (cold world)

Venusian

The abundance of greenhouse gases and the incredibly corrosive atmosphere of Venus are a constant danger to colonists on this toxic world. Most Venusians actually live in colonies built on huge platforms that float in the upper atmosphere, but a few have taken up residence in environmentally sealed cities on the surface. Despite the advanced air filtering technology installed in these cities, the Venusian colonists are often exposed to harsh gases and have become immune to some toxins.

Toxic Filters: All Venusians gain a +4 bonus to Fortitude saves made to resist the effects of inhaled poisons or toxins.

Acid Resistance: The atmosphere of Venus, even at high altitude, is suffused with evaporated sulfuric acid. Venusians are more resistant to acid environments; a Venusian ignores an amount of acid damage equal to his Constitution modifier. This ability is not cumulative with the Tough hero's Acid Resistance talent.

Recommended 1st Level Feat: Energy Aligned (fire).

Environment Packages

Most of the time, describing the environmental effects on a character born on alien worlds is as simple as giving the character the Planetary Adaptation feat (see Chapter One: Characters in *d20 Future*). However, sometimes it is not such a simple matter. Environment packages are groupings of ability and skill bonuses, feats, mutations and scientific engineering that are applied to a character to reflect more complex biological changes. A character normally takes an environment package at character creation as though choosing a race, but environment packages can also be applied through extensive gene therapy and forced mutations (rules for which will appear in *Future Player's Companion: Tomorrows' Hero*).

Desert Crawler

A desert crawler comes from a world covered in vast, sandy deserts with little moisture available at any given time. Desert crawlers have the ability to survive in such harsh conditions for long periods of time and develop societies that grow and thrive in conditions that many others would consider inhospitable. The desert crawler makes his home in any place that is arid and hot, making them excellent explorers or worlds close to their suns.

- Desert crawlers gain the benefits of the Planetary Adaptation (hot world) feat.
- Desert crawlers gain the benefits of the following mutations: cold susceptibility, energy diffusion (fire, sonic), scaly armor, unnatural eyes.
- **Camelback:** Desert crawlers can go five times as long as a normal character without water.

- **Aquatic Phobia:** Swim is always considered a cross-class skill for desert crawlers.
- Level Adjustment +2

Eclipse Chaser

An eclipse chaser is a character that hails from a planet that always has one side facing the sun. This leaves one side of the planet blazing hot, while the other side is freezing cold, and life only thrives in the twilight zones between nightside and dayside. Eclipse chasers live a tentative life on the edge, where the slightest shift in a planet's rotation can devastate huge swathes of civilization.

- Eclipse chasers gain the benefits of the following mutations: Claws (minor), darkvision, hypersensitivity, light sensitivity, ultraviolet allergy, x-ray vision.
- **Survivors:** Eclipse chasers gain a +4 bonus to all Survival checks.
- **Burrow:** Eclipse dwellers are experts at burying themselves in the ground to hide from harsh sunlight. They gain a burrow movement rate of 10 feet per round.
- **Paranoid:** Eclipse chasers are extremely paranoid due to their delicate situation on their homeworld. The DC of a Diplomacy check to change the attitude of an eclipse chaser increases by +5.
- Level Adjustment +2

Greenhouse Dweller

A greenhouse dweller has adapted to life on an extraordinarily hot planet. They are capable of withstanding the intense, smothering heat of a thick atmosphere rich with greenhouse gases and can process airborne toxins like normal people process air. Greenhouse dwellers are tough beings that can survive on worlds that are extremely toxic to other forms of life.

- Greenhouse dwellers gain the benefits of the Great Fortitude feat.
- Greenhouse dwellers gain the benefits of the following mutations: Energy diffusion (acid, fire), pheromone repulsion, poisonous blood, ultra immune system, unnatural voice.
- **Cold Vulnerability:** A greenhouse dweller suffers half again as much (+50%) damage from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- **Lung Filters:** Greenhouse dwellers are immune to all inhaled poisons, toxins, and diseases.
- Level Adjustment +2

Soultech

The soultech comes from a world that depends so much on technology that their very lives are maintained by it. Soultechs rely constantly on nanocolonies in their bloodstreams merely to survive. These nanocolonies are self-replicating and are passed on from one generation to the next when the mother shares blood with her child in the womb. The nanotechnology possessed by a soultech is absolutely vital to their survival and takes control of most of the body's functions away from the brain.



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- The soultech gains the benefits of the Nanotaker and Nanoimmunity feats (see Chapter Two).
- The soultech gains a +6 bonus to all saves and skill checks made to resist the effects of all mind-affecting devices and psionic powers.
- **Nanodependence:** Any soultech that is successfully infected with a nanohunter colony (see Chapter Five: Scientific Engineering in *d20 Future*) immediately falls unconscious and suffers 1d4 points of Constitution damage. Each day thereafter, the soultech suffers an additional 1d4 points of Constitution damage; if the character's Constitution score reaches 0, the character dies. A character may be healed only by a blood transfusion from another soultech, which allows the character to recover one point of Constitution damage per day of bed rest. Once the character's Constitution score reaches its original value, the character awakens and may function as normal.
- **EMP Susceptibility:** Any weapon or object that emits an electromagnetic pulse (EMP) may affect the soultech as though he possessed cybernetic enhancements, even if he does not.
- Level Adjustment +1

Submortals

Born and raised deep below the surface of an uninhabitable planet, submortals are completely unfamiliar with the world above their heads. Most submortals cannot even fathom a journey to the surface, much less into space, and as a result they remain planet-bound until an outside group intervenes. Most submortals have no concept of a sun or sky, though they may be technologically advanced, despite making their homes deep underground.

- The submortal gains the benefit of the Planetary Adaptation (dark world) feat.
- The submortal gains the benefit of the following mutations: Darkvision, echolocator, light sensitivity, unnatural eyes, unnatural skin.



- **Cave Sense:** The submortal gains a +4 bonus to all Navigate and Survival checks while underground.
- **Earth-bound:** Submortals may not take the following feats at first level: Aircraft Operation, Spacer, or Starship Operation. Additionally, the following occupations are off-limits to the submortal: Astronaut Trainee, Colonist, Terraformer, or Universal Vagabond.
- Level Adjustment +1



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Tectonic Shambler

Not all planets are as geologically stable as Earth, as the tectonic shambler well knows. Tectonic shamblers come from volcanically and geologically active low-gravity worlds where earthquakes and volcanoes are as common as snow and floods on Earth. The tectonic shambler has developed natural means of avoiding these hazards and has managed to thrive despite the constant threat of geological disaster; as a result of the constant looming threat, tectonic shamblers learned long ago to live life to its fullest and have little use for violence or conflict. Most tectonic shamblers learn how to move over an unstable patch of terrain at an early age and by adulthood glide across even the most violent upheaval with ease.

- The tectonic shambler gains the benefit of the Planetary Adaptation (low-g world) feat.
- The tectonic shambler gains the benefit of the following mutations: Brittle bones, energy diffusion (fire, sonic), leaper.
- **Surefooted:** The tectonic shambler gains a +6 bonus on all Balance checks made to maintain equilibrium on or travel across violently moving terrain.
- **Passive:** Tectonic shamblers are culturally opposed to the use of weapons. They may not take any weapon or armor proficiencies at first level, except for Simple Weapons Proficiency.
- **Claustrophobic:** When a tectonic shambler is denied the ability to move freely or is stuck in an enclosed space (such as aboard a starship) he suffers a -1 penalty to all attack rolls and skill checks.
- Level Adjustment +1

New Talent Trees

Talent trees make up the bulk of the core classes' appeal to almost every character. By expanding the roster of talent trees, the core classes become even more valuable and versatile for almost all characters. Below are two new talent trees for each of the six core classes, one of which can be applied to future roleplaying games, and another that can be applied to almost any roleplaying game using the d20 System.

Strong

Heroes with levels of the Strong core class can take these talent trees.

Feats of Strength Talent Tree

A Strong hero can use his brute strength and overwhelming physical advantage to overcome almost any obstacle. The talents in the Feats of Strength Talent Tree allow the Strong

Table 1-2: Mecha Talents Multipliers

| Mecha Size | Talent Multiplier |
|------------|-------------------|
| Large | × 2 |
| Huge | × 3 |
| Gargantuan | × 4 |
| Colossal | × 5 |

hero to gain the most out of his own strength and make him more useful than simply participating in melee combat.

Combined Strength: Whenever the Strong hero successfully uses the Aid Another action on a Strength check, he adds his Strength modifier to the target's check result, as opposed to the normal +2 bonus.

Incredible Lifting: The Strong hero may spend one action point to use this talent. For one round, the Strong hero's lifting capacity (i.e. his maximum heavy load) is increased by a factor of 1.5.

Miraculous Lifting: The Strong hero may spend one action point to use this talent. For one round, the Strong hero's lifting capacity (i.e. his maximum heavy load) is doubled. This talent does not stack with the Incredible Lifting talent, but instead replaces it.

Prerequisites: Incredible Lifting.

Man & Machine Talent Tree

In ages of technological wonder, the Strong hero finds himself in demand as powered armors and mecha augment his already impressive strength. The miracles of future technology make it possible for the Strong hero to perform even more unbelievable stunts than ever before, and through proper training and preparation the Strong hero can make the most of the machinery at his disposal.

Mecha Talents: Whenever the Strong hero is piloting a mecha of any size, he gains greater benefit from the Extreme Effort, Ignore Hardness, and Melee Smash Talent Trees. The bonuses from these talents are multiplied as described in Table 1-2: Mecha Talents Multipliers.

For example, a character with Improved Melee Smash would normally gain a +2 bonus on melee damage; in a Huge mecha, the Strong hero would gain a +6 bonus ($2 \times 3 = 6$) to melee damage.

Mecha Strength: Whenever a Strong hero is piloting a mecha of any size, the Strong hero's total Strength is increased by +4 in addition to any bonus provided by the mecha itself.

Prerequisites: Mecha Talents.

Mecha Brawl: When piloting a mecha, the Strong hero may spend one action point to increase the damage for his next melee attack by one die. Thus, a mecha melee attack that would normally deal 1d10 points of damage would now deal 2d10 points of damage.

Fast

Heroes with levels of the Fast core class can take these talent trees.

Efficiency Talent Tree

The Fast hero is not only able to move and react more quickly than other types of heroes, he is also more efficient with his time. The Fast hero learns how to act even when performing numerous other tasks and to accomplish those tasks in the shortest time possible.

Tactical Action: The Fast hero may spend one action point to use this talent. At the beginning of any round,



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the Fast hero may raise her Initiative by +2. This must be declared before the combatant with the highest initiative begins his action.

Surge of Speed: The Fast hero may spend one action point to use this talent. At the beginning or end of the Fast hero's round, the Fast hero gains an additional move action to be used at his or her discretion.

Burst of Speed: The Fast hero may spend one action point to use this talent. At the beginning or end of the Fast hero's round, the Fast hero gains an additional attack action to be used at his or her discretion.

Prerequisites: Surge of Speed, Increased Speed.

Starship Pilot Talent Tree

Fast heroes in the future make some of the best starship pilots in the galaxy. Their quick reflexes make them deadly enemies and valuable allies, and every hot hand on the flight stick has at least a few talents from this tree. Almost every starship pilot to earn the distinguished moniker of Ace is a Fast hero, and it shows.

Precision Shot: The Fast hero may forego dealing actual damage with a starship weapon and may instead target a specific ship system. When the Fast hero scores a successful critical hit against another starship while piloting a ship of his own, he may declare the use of this talent; the attack then deals no actual damage, but instead the ship suffers a Damaged System as though the attacking Fast hero had scored a critical hit on the starship. The Fast hero chooses which ship system is damaged.

Snap Maneuvers: The Fast hero may spend one action point to use this talent. For the remainder of the round, the Fast hero's Dexterity modifier is doubled for the purposes of calculating a starship's Defense score.

Impossible Stunt: The Fast hero may spend one action point to use this talent. When piloting a starship, the Fast hero may move out of a threatened square at the ship's normal movement rate without provoking an attack of opportunity. If the square is threatened by multiple starships, none of those ships gain attacks of opportunity, but if the ship leaves another threatened square other than the one in which it originated it provokes attacks of opportunity as normal. Any other actions that would normally distract the pilot provoke attacks of opportunity as normal.

Prerequisites: Snap Maneuvers

Tough

Heroes with levels of the Tough core class can take these talent trees.

Death's Door Talent Tree

Though the Tough hero excels at soaking up damage without going down, sometimes even the most talented hero succumbs to the rigors of adventuring life. Tough heroes with talents from this tree have learned to roll with the punches and are extremely hard to kill. In fact, many heroes with these talents seem to reject the notion of death even when a normal man or woman would be killed outright.

Linger On: Whenever the Tough hero is reduced to negative hit points, he loses one hit point every other round until stabilized, as opposed to the normal one hit point per round.

Cling to Life: The Tough hero is able to sustain more damage than other heroes and continues to live on when others would die. The Tough hero is considered to be dying from -1 to -14 hit points, and dead at -15 hit points or lower.

Prerequisites: Linger On.

Stable Status: The Tough hero may spend one action point to use this talent. Whenever the Tough hero is reduced to negative hit points, he stabilizes automatically.

Prerequisites: Linger On, Cling to Life

Body Enhancement Talent Tree

The Tough hero prides himself on his ability to maintain the integrity of his body, but sometimes he is able to enhance his own durability through artificial means. The talents in this tree grant the Tough hero the ability to make use of powerful new technologies while still maintaining his own innate strength. The Tough hero with these talents is more than a man, but not quite a machine.

Cyber-Removal: Whenever a cybernetic enhancement or replacement is removed from the Tough hero without the proper surgery, the Constitution damage dealt by the removal is considered temporary and heals at the same rate as normal ability damage. The Tough hero otherwise still suffers this Constitution damage as usual.

Durable Cybernetics: The Tough hero may spend one action point to use this talent. Whenever the Tough hero fails a Massive Damage save, he automatically suffers the normal effect of the failed Fortitude save and his cybernetic parts remain undamaged.

Tougher than Ever: Whenever a Tough hero has more cybernetic parts than his Constitution modifier and suffers the effects of a negative level, the penalties to skill and ability checks do not apply to the Tough hero's Constitution checks and Constitution-based checks. All other effects of negative levels still apply.

Smart

Heroes with levels of the Smart core class can take these talent trees.

Skill Enhancement Talent Tree

The Smart hero is one of the most skilled adventurers around, and his ability to apply his knowledge and talents in all situations makes him a valuable addition to the team. Smart heroes with talents from this tree, however, are able to use their skills and manipulate their own abilities to the point where they are not only able but flexible as well.

Competitive Edge: When taking this talent, the Smart hero must select one class skill. The Smart hero's maximum ranks with that skill are increased by +2. Note that this does not increase the Smart hero's actual ranks in the skill, only adding to the number of skill points he may invest in any chosen class skill. This talent can be taken multiple times, but only once for any given class skill.



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Expanded Knowledge Base: The Smart hero gains an additional 2 skill points per level.

Prerequisites: Competitive Edge.

Applied Knowledge: When taking this talent, the Smart hero must select one skill (either class or cross-class). That skill's relevant ability modifier is replaced by the Smart hero's Intelligence modifier, allowing the Smart hero to apply his intellect to even the most physical tasks. Note that any situation that would normally cause the Smart hero to lose his ability bonus to that score does not affect his ability to add his Intelligence modifier to the skill check, unless the situation causes him to lose his Intelligence bonus to skill checks. So, in a situation where a Smart hero might normally be denied his Dexterity bonus to the Pilot skill, he may still use his Intelligence score as the relevant ability for the Pilot skill provided he selected Pilot as the target of this talent.

Prerequisites: Competitive Edge, Expanded Knowledge Base.

Advanced Engineering Talent Tree

In future settings, the Smart hero is highly valued due to his inherent ability to use technology of all kinds. In fact, since most engineers, scientists, and craftsmen are Smart heroes, they are in many ways the very people that keep the world moving forward. Smart heroes with talents from this tree stand out in their fields as pioneers and brilliant minds at the forefront of their expertise.

Progressive Design: The Smart hero may select one gadget that is one PL higher than his own. He then may apply this gadget as normal to a weapon, armor, or piece of

equipment as though he had access to it in his own PL. The gadget's cost modifier affects the cost of raw materials as normal, and the Craft DC and crafting time are treated as being one step higher on the type chart; simple type items become moderate type items, complex type items become advanced type items, and so on for the purposes of determining Craft DC and crafting time.

Top Shelf Parts: The Smart hero may use superior parts in the construction of his designs, increasing the hardness of any items by +4 and increasing the purchase DC of the raw materials by +2.

Master Craftsman: The Smart hero should select one of his Craft skills. Any item the Smart hero crafts using this skill is automatically considered a mastercraft (+1) item, but does not increase the Purchase DC to acquire the raw materials. The time to create the item does not increase. When the Smart hero creates mastercraft items with a greater bonus (+2 or +3), subtract 3 from the Purchase DC to acquire the raw materials.

Prerequisites: Progressive Design, Top Shelf Parts.

Dedicated

Heroes with levels of the Dedicated core class can take these talent trees.

Lore Talent Tree

The Dedicated hero always has her ear to the ground, picking up scattered bits of information and lore throughout the world that may yet come in handy some day. As one of the most practical heroes in any adventuring party, a Dedicated hero with a talent from this tree is a fountain of information on many subjects, and much of what she knows comes from everyday knowledge rather than from a textbook.

Fragmented Legend: The Dedicated hero may make Knowledge skill checks untrained. This represents the fragmented pieces of information picked up during the Dedicated hero's adventures and not any education or formal learning.

Character Assessment: The Dedicated hero learns about a person simply by looking at them. The character makes a Wisdom check, adding the target character's Reputation modifier to determine the final result. The amount that the Dedicated hero knows about that person is based on the result of their Wisdom check. Consult Table 1-3: Character Assessment Results to determine how much information the Dedicated hero gleans from using this talent.

Prerequisites: Fragmented Legend.

Table 1-3: Character Assessment Results

| Result | Knowledge |
|------------|--|
| 16-20 | Target's general residence (Earth, Venus, etc.) or place of origin |
| 21-25 | As above, plus target's starting occupation |
| 26-30 | As above, plus target's personality and interests |
| 31 or more | As above, plus target's personal history and misdeeds |

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Starhopper Talent Tree

Since the Dedicated hero is the adventurer most likely to get her hands dirty in any situation, it is no surprise that, once mankind takes to the stars, it is the Dedicated heroes who first beat a worn path through the stars. Most Dedicated heroes with talents from this tree are well traveled in the space lanes and find themselves at home almost anywhere.

Backup Cash: Whenever the chips are down, the Dedicated hero is always able to conjure up just enough money to get by. Whenever the Dedicated hero's Wealth bonus is +5 or less, she may gain a +4 bonus to one Wealth check. If she elects to do so, once the purchase is complete she loses one additional Wealth point; this Wealth loss is in addition to any reduction in Wealth that would normally result from the purchase.

Fringe Benefits: The Dedicated hero knows his way around the outer edges of space and can turn even the dustiest border town into a palatial resort. Whenever the Dedicated hero purchases any lifestyle items (including meals, lodging, and entertainment items) the purchase DC for that item drops by -4, to a minimum of 1. Thus, a meal at an upscale restaurant (normally DC 7) can be purchased at a DC 3 price.

Never Lost: When making a Navigate check to plot a course of travel through space, the Dedicated hero may add her Dedicated class level to the check. Additionally, whenever she fails a Navigate check by more than 5 (and thus becomes lost), she automatically finds her way, though the trip still takes twice as long. However, Gamemasters may wish to rule that characters in unknown or frontier space may not make use of this talent due to their unfamiliarity with the area.

Charismatic

Heroes with levels of the Charismatic core class can take these talent trees.

Know Your Enemy Talent Tree

One of the most important parts of the Charismatic hero's life is that he always knows who is who in any given social situation. This comes in handy in other situations as well, and Charismatic heroes with talents from this tree know this for a fact. Characters with these talents are able to use their wealth of knowledge gleaned from the reputations of their opponents in order to better understand who or what they are up against.

Skill Set: The Charismatic hero may spend one action point to use this talent. When encountering another character, the Charismatic hero may spend one minute determining the target's skill set. The Charismatic hero then learns which three skills in which the target character has the most skill ranks. Note that the Charismatic hero does not learn how many ranks the target has in those skills, rather only that those three are the skills in which he excels. If the target character has more than three skills with the same number of ranks as the highest number, the Gamemaster chooses which three to reveal to the player.

Power Players: The Charismatic hero may spend one action point to use this talent. When encountering another character, the Charismatic hero may spend one minute determining the target's relative experience and power. The Charismatic hero then learns the target character's total character level. Note that the Charismatic hero does not learn which specific class levels make up the target's character levels, only the overall total. In addition, the Charismatic hero gains the benefits of the Strengths and Weaknesses talent against the target character.

Prerequisites: Skill Set.

Target Acquired: The Charismatic hero may spend one action point to use this talent. When encountering another character, the Charismatic hero may spend one minute determining the target's combat capability. The Charismatic hero then learns the target's base Defense score, not including any bonuses provided by feats or talents. In addition, the Charismatic hero gains the benefits of the Skill Set talent and the Power Players talent against the target character.

Prerequisites: Skill Set, Power Players.

Instruction Talent Tree [Charismatic]

As a master of social skills, the Charismatic hero is one of the best instructors in the world. In settings where the advancement of technology demands ever-increasing levels of technical knowledge, unprepared adventurers can find themselves quickly overwhelmed. Fortunately, Charismatic heroes with talents from this tree can step in and provide a crash course in almost any subject, keeping their allies up to speed in a rapidly changing galaxy.

Each target character can benefit from only one talent from the Instruction Talent Tree at a time, so if an ally is the target of the Teach Skill target he may not be targeted by any other talent in the tree. Use of this talent requires one hour of uninterrupted time with the target characters.

Duration: The following talents each allow the Charismatic to impart some knowledge on his allies for a short period of time. For each talent, the number of characters that can be taught is equal to the character's Charisma modifier, and the duration that the target characters benefit from the talent is equal to five minutes per the Charismatic hero's class level.

Teach Skill: The Charismatic hero can provide a small amount of education in one skill. The Charismatic hero chooses one skill in which he has placed 4 or more ranks; each target of the Teach Skill talent gains a +2 competence bonus to checks made with that skill. Additionally, the bonus provided by this feat counts as skill ranks for the purposes of determining whether or not the character is considered trained in the skill.

Teach Feat: The Charismatic hero can provide instruction in the use of one feat. The Charismatic hero chooses one feat he possesses; each target of the Teach Feat talent gains the temporary use of that feat, provided that they could normally qualify for that feat. Any characters that cannot qualify for the feat being taught gain no benefit from this talent.

Prerequisites: Teach Skill.



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Teach Talent: The Charismatic hero can provide instruction in the use of one talent. The Charismatic hero chooses one feat he possesses; each target of the Teach Talent ability gains the temporary use of that talent, provided that they could normally qualify for that feat. A character who cannot qualify for the talent being taught gains no benefit from this talent. Additionally, Teach Talent may not be used to impart the use of any talent from the Instruction Talent Tree on the targets.

Prerequisites: Teach Skill, Teach Feat.

Teach Class Feature: The Charismatic hero can provide instruction in the use of one class feature (from an advanced class or prestige class). The Charismatic hero chooses one class feature he possesses; each target of the Teach Class Feature talent gains the temporary use of that class feature, provided that they could normally qualify for that feature (assuming the class feature has any other prerequisites). Any characters that cannot qualify for the class feature being taught gain no benefit from this talent.

Prerequisites: Teach Skill, Teach Feat, Teach Talent.

New Talents for Existing Talent Trees

The existing talent trees still have several options open to them, and the following list of new talents is meant to supplement all the existing talent trees. Some of the options below are geared toward all settings, while others provide setting-specific benefits depending on their application.

Strong Hero

The Quick Extreme Effort talent is a part of the Extreme Effort Talent Tree, allowing him to perform amazing feats of strength in a short amount of time. The Extreme Melee Smash talent belongs to the Melee Smash Talent Tree.

Quick Extreme Effort: Whenever the Strong hero makes use of any talent from the Extreme Effort Talent Tree, that use requires only an attack action instead of a full-round action.

Prerequisites: One talent from the Extreme Effort Talent Tree.

Extreme Melee Smash: The Strong hero may spend one action point to use this talent. Whenever the Strong hero makes use of any talent from the Melee Smash Talent Tree, the bonus to melee damage is doubled.

Prerequisites: One talent from the Melee Smash Talent Tree.

Fast Hero

The Short Dash talent belongs to the Increased Speed Talent Tree and allows the character to use her increased movement rate to provide a quick burst of speed during combat.

Short Dash: The Fast hero may spend one Action Point to use this talent. For one round, the Fast hero doubles the movement bonus provided by one other talent in the Increased Speed Talent Tree. (For example, character with Improved Increased Speed normally gains an extra 10 feet of movement from that talent. With this talent, he may spend an Action Point to increase that bonus to 20 feet for one round).

Prerequisites: One talent from the Increased Speed Talent Tree.

Tough Hero

The Unvanquished talent belongs to the Unbreakable Talent Tree and allows the tough hero to remain at full combat capacity even when disabled.

Unvanquished: The tough hero may spend one action point to use this talent. Whenever the tough hero is disabled (only able to take a move action or an attack action), he may use this talent to act normally (granting the ability to take both a move action and an attack action).

Prerequisites: Remain Conscious, Second Wind.

Smart Hero

The Paced Plan talent belongs to the Strategy Talent Tree and allows the character to use his planning abilities in non-combat situations.

Paced Plan: Whenever the Smart hero uses the Plan talent to organize a task that will take several hours (such as repairing a starship or searching a warehouse for a particular crate), the bonus provided by the plan ability lasts for the first three hours and degrades as normal each hour after that. Note that this ability cannot be used to Plan for combat scenarios or dramatic scenes (such as skill checks or other quick tasks) and may only be applied to tasks that consume at least three hours worth of work, such as Craft checks or certain Research checks.

Prerequisites: Plan.

Dedicated Hero

The Advanced Aid Another talent belongs to the Empathic Talent Tree, expanding on another talent and making the Dedicated hero more useful in almost all situations.

Advanced Aid Another: The Dedicated hero may attempt to make an aid another check on skills that she has no ranks in, even if that skill is normally Trained Only. The aid another check is made using the Dedicated hero's ability modifier, and is otherwise treated like a normal aid another check.

Prerequisites: Improved Aid Another.

Charismatic Hero

The Crew Commander talent belongs to the Leadership Talent Tree and allows the character to use his natural leadership abilities aboard starships and other vehicles.

Crew Commander: Whenever the Charismatic hero occupies the commander, pilot or copilot position on a starship (or on any other vehicle or vessel that has such positions), the hero may take one Aid Another action as a free action, provided that he is employing Aid Another on another character under his command that round. The Aid Another check is made as normal, and the Charismatic hero may not use this ability on more than one Aid Another action using the same skill in any round.

Prerequisites: Coordinate.



Chapter One: Future Heroes

New Occupations

Though the *d20 Modern Roleplaying Game* and the future roleplaying sourcebook provide several options for characters in a science fiction game, the list of occupations is far from complete. Since the options for science fiction campaigns are nearly limitless, there are almost as many possible backgrounds for the characters in such settings. Even in modern settings with some science fiction elements there are characters who do not fit into the standard occupations; what occupation do you use for an alien sent to observe the planet Earth, or for the last surviving member of an entire species? The following occupations are intended for use in any future campaign (or modern, where applicable). Be sure and check with your Gamemaster for approval before using any such occupation during character creation.

Alien Visitor

An alien visitor is any character that lives among members of an alien species, whether overtly or in secret. This can include members of alien species from distant stars who have come to the planet Earth to observe, or it could mean humans sent to live on an alien planet as part of an intergalactic exchange program. An alien visitor often has little knowledge of the world around him and is just doing his best to fit in without attracting too much attention.

Skills: Bluff and Disguise are always class skills for this character. If one of these skills is already a class skill for this character, you receive a +1 competence bonus on Bluff and Disguise.

Bonus Feat: Select one from Alien Weapons Proficiency, Culturally Adapted, Low Profile, Xenodiplomat (see Chapter 2), or Xenomedic.

Wealth Bonus Increase: +1

Dimensional Outsider

A dimensional outsider is a character that comes from a different dimension but is somehow stranded (or chooses to stay) in another dimension for an extended period of time. Since the rules, laws, and history for different dimensions can differ greatly, they are almost as out of place as an alien. Most dimensional outsiders carry with them basic knowledge from their home dimension and technological information on how to get around, even if they do not possess the means to do so on their own. Most dimensional outsiders try to hide the fact that they come from a world that differs drastically from our own.

Prerequisites: Age 18+

Skills: Choose two skills from the following list: Bluff, Disguise, Gather Information, Navigate, or Survival. That skill permanently becomes a class skill for you if one or both skills are already class skills you receive a +1 competence bonus to the relevant skill.

Bonus Feat: Select one from Culturally Adapted, Dimensional Vagabond, Low Profile, or Othersense (see Chapter 2).

Wealth Bonus Increase: +1

Enforcer

An enforcer is someone who operates outside the legal system but ensures that people obey the rules. Whose rules they obey is another matter altogether. Enforcers usually work for crime syndicates and other criminal organizations as the physical means of getting someone back in line. Similarly, bounty hunters and mercenaries are often considered enforcers for the code of conduct they bring to a job. Unlike those of the criminal occupation, the enforcer may not necessarily do anything illegal—even though they might take jobs for those that do.

Prerequisites: Age 18+

Bonus Feat: Select one from Alien Hunter, Government Sanctioned, Robot Hunter, Track, or Urban Track

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

Experiment

Characters with the Experiment occupation are those who were once part of some scientific experiment. This can be a clone, a genetically engineered character, a cybernetic reconstruction, or even a completely new life form. An experiment often has very little knowledge of its surroundings except that which was implanted artificially, and even a character with the full knowledge of another being (as in the case of a clone) might have gaps in its memory or take some time to recollect. An experiment is a blank slate with little in the way of background, though it may possess some skills and enhancements that a normal character would not.

Bonus Feats: Select two from Benevolent Mutation, Energy Aligned, Evolved Organ, Gene Spliced, Malleable Genetics, Perfect Genome, Planetary Adaptation, or Ultra Immune System.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +0.

Lone Survivor

Few occupations are more disconcerting than the Lone Survivor. A lone survivor is the last member of a species or organization in existence, or the only person to have lived through a tragedy of catastrophic proportions. The lone survivor is often left haunted by the experience, or in some cases simply numb to the horrors he witnessed, or his grievous loss. The lone survivor may come from another occupation, but his experiences will have been twisted by whatever event caused him to be the only one left alive.

Prerequisites: Age 12+

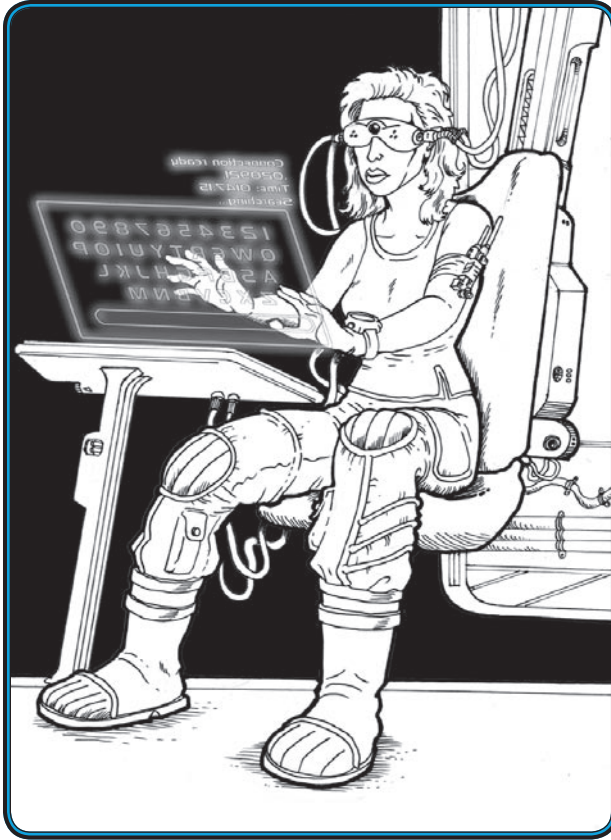
Skills: Choose two skills from the following list: Escape Artist, Hide, Move Silently, Survival, or Treat Injury. That skill permanently becomes a class skill for you, or if one or both skills are already class skills you receive a +1 competence bonus to the relevant skill.

Bonus Feat: Select from Great Fortitude, Improved Damage Threshold, Lightning Reflexes, Second Chance, or Toughness.

Wealth Bonus Increase: +0



Chapter One: Future Heroes



Netizen

As computers come to dominate all aspects of daily life, those that can manipulate computers learn to do so almost without thought. These people are called Netizens, as they spend their entire lives connected to and using a vast computer network (such as the modern Internet). A Netizen might be a hacker who travels the broadband information lanes in search of mischief and crime, while others might be network security administrators, virtual entrepreneurs, and even cyberspace tour guides that help unfamiliar net users get from one place to another. A Netizen lives, sleeps, eats, and breathes the Internet, and many make good money doing so.

Prerequisites: Age 18+

Skills: Computer Use is permanently a class skill for this character. If Computer Use is already a class skill for this character, you gain a +1 competence bonus on Computer Use.

Bonus Feat: Select from Gearhead, Net Handle, or Skill Emphasis (Computer Use).

Reputation Bonus Increase: +2

Wealth Bonus Increase: +2

Temporal Castaway

The temporal castaway is a permanently displaced being from another part of the timeline. These time travelers are not merely visitors to our time, they are people who have become stranded here for one reason or another. Most temporal castaways have a working knowledge of their own time, but comparatively little comprehension of the present day. Time travelers from the future might know current events only as ancient history, while travelers from the past will have great

knowledge about history with very little ability to deal with advancements in modern technology.

Prerequisites: Age 18+

Bonus Feats: Select two from Archaic Weapons Proficiency, Culturally Adapted, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Othersense, or Timewalker.

Wealth Bonus Increase: +1

Terraformer

The terraformer is far more than simply a colonist. Most terraformers come from a background of technology and science, including engineering, biology, chemistry, agriculture, and medicine. Far more than simply scientists, they are responsible for making sure that a planet is properly transformed and settled, and as such they often fill multiple roles on colonizing expeditions. They have the knowledge of the scientific community, the labor skills of a farmer, and the survival skills of a scout, making them excellent explorers of strange new worlds.

Prerequisites: Age 25+

Skills: Choose three skills from the following list: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (structural), Knowledge (earth and life sciences), Knowledge (physical sciences), Knowledge (technology), or Survival. Those skills permanently become class skills for you, or if any or all are already class skills you receive a +1 competence bonus on the relevant skill.

Bonus Feat: Select from Builder, Gearhead, Educated, or Planetary Adaptation (any)

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

Universal Vagabond

With the expansion of mankind into space, the vast amounts of terrain that become available to explorers and wanderers gives rise to a whole new type of occupation. The Universal Vagabond is a professional wanderer, someone who moves from spaceport to spaceport in search of work or simply in search of new experiences. Though many consider them to be individualists (in the sense that they don't work by society's rules), many universal vagabonds wander the stars because they have no other choice. They are accepted in some societies and treated with suspicion in others, but they are always a source for news and a fountain of information about the state of the universe.

Prerequisites: Age 18+

Skills: Choose two skills from the following list: Gather Information, Knowledge (civics, current events or popular culture), Navigate, or Survival. Those skills permanently become class skills for you, or if one or both are already class skills you receive a +1 competence bonus on the relevant skill.

Bonus Feat: Select from Always Prepared, Brawl, Culturally Adapted, Robotic Companion, or Track.

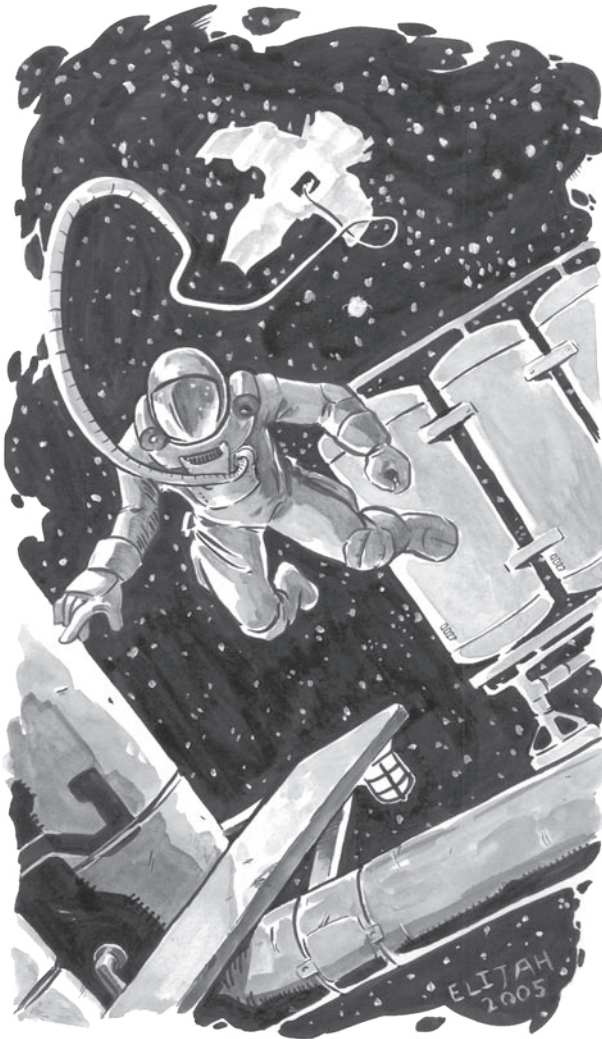
Reputation Bonus Increase: +1

Wealth Bonus Increase: +1

Chapter Two: Skills and Feats

Skills and feats are two aspects of character creation that transcend classes and occupations. By mixing and matching the various skill and feat options, players further customize their characters to more perfectly match the mechanics to their idea of how a character thinks, acts, and behaves. This chapter covers new, future-specific options for both skills and feats and should help inject a science fiction feel into any character's statistics.

Astute readers will note that there are several feats in this chapter that mimic one another, varying only in which aspects of science fiction roleplaying they apply to. This is intentional, and is due to the fact that while some campaigns might feature certain sci-fi elements (such as robots, mecha, or starships), others will not. This overlap also provides players with plenty of options for each science fiction element, meaning that characters in almost all campaigns will find something within these pages.



Strength check exceeds the defender's. However, the defender may make a Balance check (opposed by the attacker's own Balance skill or Dexterity check) in order to reduce the Bull Rush movement to 5 feet per 5 points of success on the Strength check, as per a normal Bull Rush in standard gravity. This check is made as a free action, in reaction to the attacker's Bull Rush attempt.

Climb (Str)

Players normally use the Climb skill when attempting to ascend or descend a particularly steep surface.

Zero-G Movement:

Any character under the effects of zero-gravity may use the Climb skill to move at his or her normal movement rate so long as he is within reach of a starship, space station, or some sort of object, such as an asteroid. (Moving in zero-gravity conditions without solid objects to cling to requires the spacewalking application of the Tumble skill; see below.)

Note that in order to take advantage of this use of the Climb skill, the character must be in an environment that is completely enclosed (or at least enclosed enough to be considered an interior locale). The character then makes a Climb check as a free action before beginning his or her movement in the zero gravity environment. If the check succeeds, the character may move as though he or she were in standard gravity for the remainder of the round. The DC for this check is listed on the table below:

New Uses for Skills

This chapter does not introduce any new skills into the already expansive repertoire featured in the base game system. However, below you will find several new options for existing skills. The following section includes several new rules for a variety of science fiction settings, and Gamemasters should familiarize themselves with the new rules and skill options before allowing players to use them during a game.

Balance (Dex)

The Balance skill is normally used to maintain one's equilibrium while in a precarious position.

Resist Zero-G Bull Rush: Under zero gravity conditions, the Balance skill may be used to resist the increased effect of a Bull Rush attempt. Normally, a successful Bull Rush attempt in zero gravity conditions results in the character being moved 10 feet, as opposed to 5 feet for every 5 points by which the attacker's

| Conditions | Climb Check DC |
|--|----------------|
| Rough or asymmetric walls, alcoves | 0 |
| Symmetrical design, rough surface, abundant footholds | 5 |
| Symmetrical design, smooth surfaces, some footholds or alcoves | 15 |
| Symmetrical design, smooth surfaces, few footholds | 20 |
| Symmetrical design, slick surface, no footholds | 25 |



Chapter Two: Skills and Feats

Computer Use (Int)

The Computer Use skill allows characters to interface normally with well-known computer systems.

False Sensor Reading: This use of the Computer Use skill allows the character to modify ship, vehicle, mecha, or personal sensors in order to generate false sensor readings. This can be done in two ways: reprogramming the sensors that the character wishes to give false readings, or using sensors to broadcast a false sensor profile so that other sensors produce incorrect readings. Either method may be used as a full-round action.

In order to alter a sensor system to produce false readings whenever it is used, the character need only make a normal Computer Use check (using any modifiers to the DC that would normally factor into a check on a standard computer system) to alter the sensor's programming. Once the check is made, the character may determine whether or not the sensors provide exaggerated results (detecting small starfighters as massive capital ships, sensing high levels of radiation where the radiation levels are low, etc.), understated results (detecting clean air where there are toxic gases, detecting a small scout fighter where there is a heavy cruiser, etc.), or no results at all. Suspicious characters may recalibrate the sensors by making a Computer Use check of their own, with a DC equal to the Computer Use check of the original character who altered the sensors.

The second method of creating a false sensor profile uses an existing sensor array to broadcast false readings so that any attempts to scan the starship, mecha, character, etc. made by other sensors produce inaccurate results. The character may then make a Computer Use check to alter the sensor profile in order to produce false readings; the base DC for this check is 15, modified by the following factors:

| Condition | DC Modifier |
|--|-----------------------------------|
| Desired results indicate target is drastically larger/smaller | +5 per size category |
| Desired results indicate greater/lesser armament | +1 per weapon or defensive system |
| Desired results indicate different composition or construction | +5 |
| Desired results indicate more/fewer life forms aboard (ships, mecha, vehicles) | +1 per life form |

Interface with Alien Computers: Since human contact with alien species will inevitably lead to the need to interface technologies, this use of the Computer Use skill allows a character to connect the computer systems of two different species together. Since most forms of technology use some form of energy pulses (magnetic, electrical, or even gravity-based) in order to power their computers, connecting two normally incompatible computer systems is simply a matter of finding a way to translate these impulses between the two computer systems. This can be done as a full-round action (check DC 20) if the character is already knowledgeable about how to create such a translation, and when successful the character may use his own native technology in order to interface with the alien computer system as though it were completely compatible with his own.

For example, a human encountering a computer system aboard a starship belonging to a known alien species might make this Computer Use check to connect his laptop computer to the ship's computer, after which he may then perform any standard uses of the Computer Use skill on the alien ship's computer as though it were a standard human computer system.

Note that the above use, requiring simply a full-round action, applies only to alien computer systems with which the character (or, at least his culture) is marginally familiar. When encountering a computer system belonging to an unfamiliar alien species, the character must spend several days studying the alien computer system before he may interface his own technology with it. The number of days required to do so is equal to 30 days minus the number of ranks the character has in the Computer Use skill. For example, a character with 10 ranks in the Computer Use skill must spend 20 days studying the alien computer system (30 - 10 ranks = 20) before he may interface his own computer with the alien system as described in the above paragraph. Gamemasters may adjust this time based on how alien the technology is and the frequency with which the character's culture encounters alien technology.

Lock Workstation: This application of the Computer Use skill allows a character to lock a particular computer or network into performing the same task without interruption. This is similar in many ways to the Crash Computer aspect of the skill, but differs in a few fundamental ways. First, the computer does not actually cease to function, and instead continues to perform a single task uninterrupted. Second, the character using this application of the skill may select a single task which the computer performs until deactivated. Third, anyone else attempting to use the computer that has been locked into a task will find themselves unable to access the computer at all, despite the fact that it continues to function.

This use of the skill requires a full-round action and a Computer Use check (DC 25) to initiate. The character declares what action he wants the computer to continually perform (sound an alarm, deactivate sensors, transmit vulgar text messages to nearby communications devices, etc.) and then the computer continues to perform that task until it is deactivated or until the character that locked the workstation commands it to cease. Note that whatever action the user tells the computer to repeatedly perform must be one that the character would normally be able to do (and Gamemasters are encouraged to have the character make this skill check before setting the computer to its task). Another character may break through this lock by making a Computer Use check equal to the final result of the Computer Use check that locked the workstation in the first place.

Power Up/Power Down System: When aboard a vehicle, starship, mecha, or space station, a character in control of the central computer may use the Computer Use skill to siphon power away from or send power to certain systems. With a simple Computer Use check (DC 20) the character may deactivate any one system (such as shields, life support, engines, weapons, etc.) as a move action. If successful, that system immediately ceases to function until it is powered up again. Powering up a system is also a Computer Use check (DC 20) that can be performed as a move action.



Chapter Two: Skills and Feats

Reprogram Robot Friend-or-Foe Subroutine: Altering a robot's attitude toward a certain individual or group is similar in many respects to altering an NPC's attitude (as defined under the Diplomacy skill). Rather than using the Diplomacy skill to reason with the robot, you may simply bypass this process and use Computer Use to change the robot's base programming. The DC for changing the robot's attitude is based on the nature of the attitude shift.

The Computer Use DC is calculated by adding 10 to the Diplomacy check DC for the equivalent attitude change.

| Initial Attitude | New Attitude | | | | |
|------------------|--------------|------|--------|----------|---------|
| | Hostile | Unf. | Indif. | Friendly | Helpful |
| Hostile | — | 30 | 35 | 45 | 55 |
| Unfriendly | — | 15 | 25 | 35 | 45 |
| Indifferent | — | — | 11 | 25 | 35 |
| Friendly | — | — | — | 11 | 25 |

The advantage of using this method over simply using Diplomacy against the NPC robot is that henceforth, regardless of the circumstances, the robot will treat you with the same attitude that you have just programmed it with. Additionally, you can alter the robot's attitude toward other characters and groups as well, using the robot's base attitude toward that group to determine the check DC. The time taken to perform this use of the skill is equal to the check's DC × 1 minute.

| Condition | DC Modifier |
|--------------------------------|-------------|
| Robot is unfriendly toward you | +5 |
| Robot is hostile toward you | +10 |

Reprogram Robot Task Routine: Reprogramming a robot to perform a very specific task involves restructuring the robot's logic protocols. You can program a robot with a single command at a time, combining individual commands to perform more complex tasks as needed. The base DC for this check is 10 + the robot's Intelligence modifier, and requires 1 round per command. Consult the following table to determine any modifiers to the Computer Use check DC.

| Command | DC Modifier |
|---|-------------|
| Command endangers the robot | +10 |
| Command endangers friends, allies, or owners of the robot | +5 |
| Command violates other programming directives | +15 |

For example, programming a security robot (Intelligence 10) to look away from where the party is sneaking into the building for 5 minutes has a DC of 25 (10 +15 for violating other programming directives, in this case to monitor the people entering the building). Commanding that same security robot to look away for 5 minutes, then to walk up to the door and bar anyone from entering requires 2 checks, each at DC 25. Commanding that the robot look away for 5 minutes, bar the door, allow the party to leave, then blow the door up with explosives requires 4 checks (DC 25 for the first three, and then DC 40 for the final check).

Use Alien Computers: Though technically not a new use for a skill, using alien computer systems can be somewhat problematic due to different interfaces and operating systems. Any attempt to use an alien computer system with which you are not explicitly familiar adds a +10 penalty to the DC of any Computer Use checks. This penalty is reduced to +5 if you possess the appropriate Read/Write Language skill for that particular alien computer system.

Craft (Int)

The Craft skill allows characters to create new items and machines from scratch.

Craft (biological): The Craft (biological) has two distinct uses. First, the skill is used in the creation of mutations, clones, bioware, and other biological constructs and organisms. More information on these uses, along with Craft difficulties, costs, and time to use can be found in the *Future Player's Companion: Tomorrows' Hero*.

Additionally, Craft (biological) is used in the place of Craft (mechanical) and Craft (electronics) in the creation of weapons, armor, and equipment that have the techno-organic makeup gadget (see Chapter Three: Gear in *d20 Future*).

Demolitions

The Demolitions skill allows characters to set explosive devices for the maximum effect.

Shaped Charge: Whenever you place a mine or other fixed explosive charge, you may choose whether or not the explosion occurs as normal (spherical blast radius), explodes in a cone shape with a width equal to the explosive's blast radius (DC 15), or in a straight line one square wide, with a length equal to the blast radius (DC 20). For example, a mine with a 20-foot blast radius can either explode in a 20-foot diameter sphere, a 20-foot wide cone, or in a 20-foot long line.

Disable Device (Int)

The Disable Device skill is used to dismantle and otherwise take technology out of commission, either temporarily or permanently.

Disable Alien Technology: Since most pieces of alien technology operate on different principles than our own, disabling alien technology using the Disable Device skill can be somewhat tricky. Unless the character is explicitly familiar with a particular alien species' technology, any attempts to use the Disable Device skill on alien technology incur a +5 to the skill check DC. A sufficient Knowledge (technology) check (DC equal to the Disable Device skill base DC) eliminates this penalty.

Sabotage (Conditional): A more delicate art than simply disabling a piece of technology, this use of the Disable Device skill allows the character to sabotage a particular item such that it only ceases to function under certain circumstances. The character can dictate under which circumstances the device fails, and until those conditions are satisfied the device continues to function normally. The DC for using the sabotage option is equal to the normal Disable Device DC for that item +5. For example, disabling a starship's landing gear would normally be a DC 15 Disable Device check; however,



Chapter Two: Skills and Feats

the character may increase that Disable Device DC to 20 (+5) in order to only have the landing gear fail after 5 uses, and not before. Failing this check is the same as failing a normal sabotage attempt, meaning that the character attempting to use the Disable Device skill thinks he has sabotaged the target when in actuality it continues to function normally.

Disguise (Cha)

The Disguise skill is used to alter one's appearance so as to look like another person or creature.

Future Disguises: In the futuristic roleplaying milieu, there are several new options for characters that present many new complexities in the design of disguises. As such, there are many new uses for the Disguise skill that affect the DC of a given skill check. For example, characters may wish to disguise themselves or their comrades as robots, aliens, or mutants, all of which affect the Disguise skill check DC. Consult Table 2-1: Disguise Skill Check Modifiers for more modifiers to the Disguise skill check, based on options presented in future roleplaying games.

Forgery (Int)

The Forgery skill is used to produce false documents and identification in both physical and electronic form.

False Manufacture: You can alter the serial numbers, part numbers, and manufacturer codes on pieces of machinery and electronic equipment to make it appear as though someone other than its true manufacturer produced that piece of technology. Doing so requires a Forgery check (DC 20 for simple items like knives and less functional items, growing higher as the complexity of the item increases) and takes one hour of work to complete. Additionally, a character with 5 or more ranks in Craft (electronic) or Craft (mechanical) (depending on which Craft skill would normally be used to construct the item) gains a +2 synergy bonus to this check. Items of totally unique manufacture impose a -5 penalty on the Forgery check, though they can still be made to look as though another manufacturer copied the design.

False Transmissions: With the nearly total move to electronic communications, the Forgery skill is used more for creating false transmissions than false documents. This process is similar to creating false documents in its use, but with one significant difference. Instead of opposing the Forgery roll with another Forgery check to determine whether or not the forged item is valid, the Forgery check is opposed with a Computer Use check to determine that all the right communications protocols have been observed. Otherwise, the

Table 2-1: Disguise Skill Check Modifiers

| Condition | Modifier to Check |
|---|-------------------|
| Disguise as another species (human/alien) | -5 |
| Disguise as robot/Disguise robot as human | -3 |
| Hide/Imitate Cybernetics | -2 ¹ |
| Hide/Imitate Mutation | -2 ¹ |

1 Apply this penalty for each occurrence of the aspect you are attempting to disguise.

Forgery is made using the exact same methods as described under the Forgery skill.

Knowledge (Int)

The Knowledge skill encompasses all of the information and factual learning possessed by a character.

Knowledge (Earth and Life Sciences): This Knowledge field can provide information on the creation of mutations, bioware, cloning, and in other biological fields. It can be used to determine information about mutations (including where they can be found, how they come about, and what specific circumstances trigger individual mutations), gene therapy (ranging from techniques to side affects and dangers), biotechnology and bioware (including value, costs, drawbacks, and methods of manufacture), and more.

Navigate (Int)

The Navigate skill allows characters to find their way in complex or confusing locations.

Space Travel: Though the Navigate skill has its own rules for traveling over long distances, the nature of space travel means that there are always better methods to be found for traveling between planets or between the stars. Normally, using the Navigate skill to plot a course simply involves determining the normal travel time and then calculating whether or not you make it in that set time. However, an alternate method for determining travel times is not only to punish the character for failing the check but also to reward a character for succeeding at the check.

When a character makes a Navigate check to calculate space travel times, use the following additional rules. If the character fails the check (as determined by the travel time) then proceed as normal. If the character succeeds, determine the amount by which the Navigate check exceeded the skill DC; for every five points by which the check exceeds the DC, the travel time is reduced by 10% of the total travel time (rounded down). So, for example, on a trip that would normally last 6 days with a Navigate DC 25, a character rolling a 31 on the check reduced the trip to 5 days and 10 hours (taking off 14 hours for exceeding the check DC by 6).

Pilot (Dex)

The Pilot skill is used to control vehicles and starships, as well as other means of movement in machines.

Jetpack Use: Though using a jetpack would normally count as a simple addition of flying movement to a character, a character making use of a jetpack may attempt to use the Pilot skill to perform certain maneuvers peculiar to jetpacks. The character makes the Pilot check as a free action during his movement using the jetpack (or during another time specified by the maneuver) and his success or failure depends on the result of the check. If the character fails the required Pilot check, his movement is stopped at the midpoint of his move action, and he must land (or hover) in that position until next round.

If a Pilot check made while using a jetpack fails by more than 5 points, the jetpack user must succeed at a second Pilot check (at the same DC as the original maneuver) or crash. A crashing



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character suffers 4d12 points of damage (the same amount of damage suffered in a Medium-sized vehicle collision with the ground) and is considered prone for the remainder of the round.

The following maneuvers are a few examples of what a character using a jetpack may do with a Pilot check:

Blast Off: The blast off maneuver entails building up a fiery charge within the thrusters on a jetpack and then releasing it in one quick, forceful blast, bathing adjacent characters in searing flames. As an attack action, the character may prime the jetpack in order to use the blast off maneuver. The character then makes a Pilot check (DC 20) to release the primed energy and take a flying move action as normal. If successful, all individuals adjacent to the square from which the character blasted off must make a Reflex save (DC 15) or suffer 2d6 points of fire damage. Additionally, the operator of the jetpack does not provoke an attack of opportunity from any individual that fails this save.

Bull Rush: Though similar to the standard bull rush action, this maneuver allows the character to use the force of his jetpack in order to greatly increase the distance a target is moved. During a standard bull rush attempt (mechanically the same as a bull rush on foot, though using the jetpack's flight movement instead of ground speed), the jetpack operator may make a Pilot check (DC 20) to triple his Strength bonus for the purposes of determining the success of the bull rush.

Loop: The operator of a jetpack can use the loop maneuver in order to get behind an adjacent opponent without exposing himself to attacks of opportunity. As a move action, the jetpack user may make a Pilot check (DC 25) in order to move one space behind an adjacent character; this movement must place the jetpack operator in a square that would normally flank an adjacent character from the operator's original position. Moving in this manner does not provoke an attack of opportunity from the targeted adjacent character, though if this maneuver places the jetpack operator in another character's threatened space, he provokes an attack of opportunity from that character.

Zig-Zag: As a full-round action, the jetpack operator may dash around in a zig-zag pattern in order to deter any incoming attacks. By making a Pilot check (DC 25), the character may move his normal flight movement rate for a single move action, gaining a +4 dodge bonus to his Defense this round. The character may take no other actions this round, except free actions and any extra actions granted by feats, class abilities, or action points.

Silent Running: The ship runs on minimal power and with almost no activity from the ship's engines. This allows ships to appear as though they are merely pieces of space debris to sensor scans, fooling anyone hunting the ship using sensors. When a ship goes into silent running, almost all systems are powered down completely (see the Computer Use rolls above). This means the weapons, shields, and other non-essential systems will not function while under silent running conditions. Ships that are running silent may only have life support, sensors, and maneuvering thrusters active, or the silent running attempt fails.

Once all ship systems have been powered down, the ship may only move short distances without being detected. The ship may move one square without being detected; attempting

to move more than one square requires a Pilot check with a DC equal to 15, adding +5 to the DC for every square beyond the second that the Pilot attempts to move the ship through.

While a ship is running silent, any attempts to scan the ship must first determine whether or not it is a ship or a piece of space debris. A scanning ship's sensor operator must make a Computer Use check, opposed by the Pilot check of the pilot of the ship that is running silent. If the pilot succeeds, the scanning ship's sensors simply pick up a piece of debris or an asteroid; if the sensor operator succeeds, the ship is detected and all normal actions using the sensor array may be made.

Read/Write Language (Int)

The Read/Write Language skill encompasses all the aspects of learning the written parts of a language.

Read/Write Alien Language: Reading and writing an alien language is the same as learning a foreign language on Earth. However, in the cases where only first contact has been made between an alien race and your race, it becomes more difficult to learn an alien language since there is no common frame of reference (nor any existing translations or dictionaries). In any situation where you are attempting to learn an alien language belonging to a species with which your civilization has had limited contact, all Read/Write Language skills belonging to that species are considered cross-class skills, regardless of whether or not Read/Write Language is normally a class skill for you.

Read/Write Machine Code: Computers, robots, and other electronic systems do not communicate in the cumbersome words and phrases used by sentient beings. Instead, they use different methods, ranging from simple electronic pulses and binary code to computer programming code and machine language. Collectively, these languages fall under the category of "machine code" and can be translated, written, and read by means of the Read/Write Language skill. While this skill does not grant the reader the ability to alter programming in any way (such feats are covered by the Computer Use skill), this does give the reader the ability to decipher communications between robots and other computers and machines, a language which is not spoken aloud but can be picked up over normal lines of communication.

A character does not need this skill to use the Computer Use skill. Read/Write Machine Code merely enables a character to communicate using machine code, as easily as he can in any standard printed language.

Repair (Int)

The Repair skill is used in order to fix any damage done to equipment, vehicles, starships, and other mechanical and electronic devices.

Repair Alien Technology: Given that most pieces of alien technology operate on different principles than our own, repairing alien technology using the Repair skill can be somewhat tricky. Unless the character is explicitly familiar with a particular alien species' technology, any attempts to use the Repair skill on alien technology incur a +5 to the skill check DC. A sufficient Knowledge (technology) check (DC equal to the Repair skill base DC) eliminates this penalty.



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Speak Language (Int)

The Speak Language skill encompasses all the aspects of learning the spoken parts of a language.

Speak Alien Language: Speaking an alien language is the same as learning a foreign language on Earth. However, in the cases where only first contact has been made between an alien race and your race, it becomes more difficult to learn an alien language since there is no common frame of reference (nor any existing translations or dictionaries). In any situation where you are attempting to learn an alien language belonging to a species with which your civilization has had limited contact, all Speak Language skills belonging to that species are considered cross-class skills, regardless of whether or not Speak Language is normally a class skill for you.

Tumble (Dex)

The Tumble skill is used to move nimbly and with acrobatic ease.

Spacewalking: Moving in a zero-gravity environment is very similar to simply having a fly speed, except that the character may only move in a straight line. However, characters who have spent extensive amounts of time in such environments quickly become adept at moving about without the assistance of gravity. Most astronauts throughout PL 5 and beyond master the art of spacewalking while working on spacecraft and satellites or exploring space stations without the benefits of artificial gravity. (Any character can move in zero-gravity conditions by clinging to solid objects; see the Zero-G

Movement application of the Climb skill, above.)

Under normal Zero-G conditions, a character gains a fly speed but may only move in a straight line and may only change course by pushing off of a larger object, requiring a DC 15 Tumble check. If successful, the character may use any object of his size category (as opposed to a larger object) in order to change direction during his movement rate. So, Medium sized characters need only move into the same square as another Medium-sized object and make the appropriate Tumble check to change their trajectory. A failed check simply means that the character stops his movement at the point where he attempted to change his direction.

A character moving in this fashion may attempt to bounce off another character or creature, even a hostile one, during a spacewalking action. A hostile character or creature can make an attack of opportunity as per normal. Friendly characters and creatures may simply allow themselves to be used as a pushing-off point without resisting.

New Feats

The following feats are intended for use in both modern and future d20 System roleplaying games. While some are only appropriate for sci-fi settings (and even then not every feat will fit into every setting), many of these feats can be used in all settings. Before taking one of these feats, consult your Gamemaster to determine whether or not the feat is appropriate for his or her campaign setting.

Active Dodge

You have a knack for ducking out of the way of incoming attacks at just the last second.

Benefit: You may spend one action point in order to gain a temporary bonus to your Defense score. Roll the action die as per normal, and add that bonus to your Defense for one full round. This feat may be used at any time during combat, but its use must be declared before a particular incoming attack is resolved. For example, if the Gamemaster declares that you are being attacked, you may declare that you are using the action point in this manner at that moment, but once the Gamemaster declares that your character has been successfully hit, you may not spend the Action Point until the damage from the attack is resolved.

Advanced Action Boost

You are unbelievably skilled at drastically altering your luck in dire circumstances.

Prerequisites: Action Boost, Improved Action Boost.

Benefit: When you spend an action point, you roll d12s for the action result.

Alien Cohort

You have recruited an alien cohort, teaming up with him or her throughout your adventures and working together with loyalty.

Prerequisites: Character level 6, Charisma 13.

Benefit: You gain an alien cohort, a loyal follower who aids you on your adventures. The Gamemaster creates a special NPC



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follower that travels with you during adventures and assists you in any way reasonably possible. This cohort starts out at two levels lower than the character he follows. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular alien race, class, and occupation if the Gamemaster allows.

The cohort does not count as a party member when determining the party's XP. Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Alien Cohort feat who attracted the cohort). Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total. If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

Special: You may take this feat multiple times. Each time you take this feat, you gain one additional cohort as specified above.

Authorized Channels

You have connections in the military, law enforcement, or government that allow you to buy items you would normally be unable to obtain.

Prerequisite: Reputation +1.

Benefit: When purchasing equipment, you may purchase Licensed or Restricted equipment as though it were simply normal unrestricted goods. You pay no additional costs, though you may still require a license or some form of authorization to carry or use such goods.

Benevolent Mutation

You are one of the lucky few whose mutations are more of a boon than a bane.

Benefit: You gain 3 Mutation Points. These free MP may be spent in conjunction with any others gained from mutation drawbacks or other means, but must be spent at the time this feat is taken.

Black Marketeer

You have connections in the criminal underworld that allow you to buy and sell items that would normally be contraband.

Prerequisite: Reputation +1.

Benefit: When purchasing equipment, you may purchase Licensed or Restricted equipment when you would normally be unable to do so. You pay the additional costs associated with such items, and you may still require a license or some form of authorization to carry or use such goods. Additionally, you gain an extra 10% from sales of Licensed or Restricted goods and an additional 20% from sales of Military goods.

Bridge Commander

You have experience on the bridge of a starship and can issue orders more effectively as a ship commander.

Prerequisites: One talent from the Leadership Talent Tree, Charisma 13.

Benefit: Whenever you use any talent from the Leadership Talent Tree while aboard the bridge of a starship commanding the ship's crew, all bonuses provided by that talent are

doubled. Additionally, your Charisma bonus is considered to be twice its normal value for the purpose of determining the duration of any such uses of the talent.

Craft Nanotech

You have extensive knowledge of nanotechnology and can create nanocolonies just as you might create other pieces of technology.

Prerequisites: Craft (electronics) 12 ranks, Knowledge (technology) 9 ranks.

Benefit: You may craft nanocolonies using the Craft (electronic) skill as per normal use of the skill. In order to do so, you must have access to the proper working conditions (laboratory with machines capable of viewing and manipulating nanites) and have sufficient time and raw materials. The cost for purchasing the raw materials for a nanite colony, the DC to craft the colony, and the time required to craft the colony of common nanites can be found on Table 2-2: Nanotech Craft Costs.

Normal: Attempting to craft nanocolonies without this feat increases all purchase and Craft DCs by 5 and doubles the time taken to do so.

Culturally Adapted

You are capable of blending in with multiple cultures, even alien cultures, to the point where you can disguise yourself seamlessly.

Prerequisite: Deceptive.

Benefit: You gain a +2 competence bonus on any Bluff, Diplomacy, or Disguise check opposed by a native of the culture for which you have the Speak Language skill. For example, if you possess the Speak Grandrosian skill, you gain a +2 competence bonus when making Bluff, Diplomacy, or Disguise checks opposed by a Grandrite.

Table 2-2: Nanotech Craft Costs

| Type of Nanocolony | Purchase DC | Craft DC | Time |
|---------------------|-------------|----------|-----------|
| 20/20 | 30 | 35 | 120 hours |
| Brain Boost | 40 | 45 | 200 hours |
| Calcion | 25 | 30 | 60 hours |
| Chatter | 25 | 30 | 80 hours |
| Doppelganger | 40 | 45 | 240 hours |
| Gray Death/Gray Goo | 50 | 60 | 360 hours |
| Micro-Muscles | 40 | 45 | 200 hours |
| Nanohunter | 25 | 30 | 60 hours |
| Onco-Guard | 30 | 30 | 80 hours |
| Prophecy | 25 | 30 | 60 hours |
| Resilite | 35 | 38 | 150 hours |
| Soullink | 25 | 33 | 100 hours |
| Stiletto | 35 | 40 | 180 hours |
| Unseen Bodyguard | 22 | 30 | 60 hours |
| Utility Fog | 20 | 25 | 40 hours |
| Watchdog | 22 | 25 | 40 hours |



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Cybernetic Savant

You are adept at using your cybernetic enhancements in ways that other people cannot even fathom, and receive greater benefits from them as a result.

Benefit: When you take this feat, select one cybernetic enhancement that provides a bonus to attack rolls, skill checks, or saves. Whenever you make use of that cybernetic enhancement, the benefit it normally provides is doubled.

Special: You may select this feat multiple times. Each time you do so, you must select another cybernetic enhancement to gain the benefits of this feat.

Cyberphile

You are obsessed with cybernetics—so much so that you have become almost addicted to them—and can handle the loss of biological parts better than most.

Prerequisite: Cybertaker.

Benefit: Your total negative levels from having more cybernetic enhancements than your body can normally bear is halved. For example, if you have 4 cybernetic enhancements beyond your normal limit, you suffer 2 negative levels instead of 4.

Special: In order to take this feat, you must have at least 2 more cybernetic enhancements or replacements than you would normally be allowed, resulting in at least 2 negative levels.

Dimensional Vagabond

You are an experienced dimensional traveler and have learned the best ways to make yourself at home in new and different dimensions.

Benefit: You gain a +4 competence bonus on all Navigate checks made to calibrate dimensional travel devices. Additionally, you gain a +4 bonus to all Fortitude saves made to resist the effects of dimensional static.

Special: The character must have traveled to at least one dimension other than his home dimension in order to take this feat.

Energy Aligned

Your body has become attuned to a particular type of energy and you can withstand its effects to a greater degree than most people.

Benefit: Select one of the following types of energy: cold, electricity, fire, gravity, or sonic/concussion. You gain a +4 bonus to all Fortitude saves made to resist negative effects of that type of damage.

Special: If you have the appropriate feat from the Energy Resistance Talent Tree—matching the energy type from the talent to the energy type of this feat—you may double your Constitution modifier for the purposes of determining the amount of damage ignored.

Evolved Organ

You have an organ that has evolved beyond those of other humans, granting you certain benefits.

Benefit: When you take this feat, select one of the organs from the following list:

Adrenal Gland: You have an expanded adrenal gland, which increases the flow of adrenaline to your body during stressful situations. Whenever you begin combat, you gain the benefits of the boost chemical. However, the character does not suffer the ill effects of boost (see Chapter 3: Gear in *d20 Future*) nor any of its debilitating effects.

Heart: Your heart is expanded and can handle more stress, giving you increased endurance. Your Constitution modifier is considered to be doubled for the purposes of any endurance-related tasks.

Lungs: Your evolved lungs capture larger amounts of usable oxygen, doubling the amount of time you are able to hold your breath. Additionally, you gain a +4 bonus to all Fortitude saves against airborne toxins and gases.

Optic Nerve: Your optic nerve is more sensitive to light, granting you a +2 bonus on all Spot and Search checks. Additionally, you gain the benefits of low-light vision.

Stomach: You are immune to all forms of ingested poison, as your advanced stomach can filter out toxins with almost no negative effects. Additionally, you may go for twice as long as normal without food due to the stomach's ability to more efficiently process nutrients.

Special: This feat can be taken multiple times. Each time it is taken, you must select a different organ from the list above.

Extra Action Boost

You are able to get yourself out of sticky situations when it counts, and seem to have an endless supply of good fortune.

Prerequisite: Action Boost.

Benefit: You gain an additional 2 action points each level, added to the action points you would normally gain from advancing a class level.

Gene Spliced

Your genetic code has been spliced with that of a creature, giving you certain animal traits.

Benefit: You may select one of the following mutations for free: Claws, Echolocator, Fangs, Gills, Great Horns, Tail, Thick Fur Coat, Wall Crawler, or Webbed Digits. Additionally, you must select one cosmetic mutation (a mutation with an MP cost of 0) that you receive as well.

Special: Gamemasters may choose to add other mutations to this list, as fits the creatures and animals in his or her campaign.

Gene Therapist

You are an experienced gene therapist who can alter the DNA of a character or creature with greatly improved results.

Prerequisites: Knowledge (Earth and Life Sciences) 12 ranks, Research 9 ranks, Intelligence 13.

Benefit: Whenever you perform gene therapy on a character or creature, the number of successes necessary to permanently modify the subject's genetic structure is halved (rounding up). For example, adding an extraordinary ability (Ex) to a subject would normally require 15 successes; a character with the Gene Therapist feat administering the therapy can reduce the number of successes to 8 ($15 / 2 = 7.5$, rounded up).



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Genome Interchange

You are acutely aware of the ways in which a character or creature's genetic structure can be altered.

Prerequisite: Gene Therapist.

Benefit: Whenever you attempt to temporarily alter a subject's DNA through gene therapy using short-term treatments, you may add or subtract a number of hours to the duration of the treatment up to your Intelligence modifier. For example, a character with an Intelligence of 17 (+3 modifier) may add or subtract one, two, or three hours to the duration of the short-term treatment.

Ghost in the Machine

You are able to get in and out of computer systems without ever being detected.

Prerequisite: Computer Use 6 ranks.

Benefit: Whenever you make a Computer Use check to hack another computer system, all opposed Computer Use checks made to detect or interfere with your activities suffer a -4 penalty.

Government Sanctioned

You have the full authority of the government behind your actions and can more easily work through official channels.

Prerequisite: Must be aligned with at least one legitimate government.

Benefit: You gain a +2 bonus to all Charisma checks and Charisma-based skill checks against law enforcement or other government officials. Additionally, once per day you may spend 1 action point to gain temporary access to a +6 wealth bonus, drawn from government funds.

Helping Hand

You have the uncanny ability to come through for an ally when the situation requires it.

Prerequisite: Action Boost.

Benefit: You may spend an action point and add the result to one ally's roll as though you were spending the action point on yourself. You must be within 30 feet of the ally in order to make use of this feat, and using an action point in this manner counts toward the number of action points you can normally spend in one round.

Improved Action Boost

You have an uncanny ability to alter your luck drastically in dire circumstances.

Prerequisite: Action Boost.

Benefit: When you spend an action point, you roll d10s instead of d8s.

Improved Autofire

Your skill with automatic weapons is unmatched, giving you the ability to pepper an area with intense fire that is almost unavoidable.

Prerequisite: Advanced Firearms Proficiency.

Benefit: Whenever you use the autofire option in combat, the Reflex save DC to avoid the effects of your autofire attempt is increased by +5.

Jetpack Flare

You can use a jetpack's thrusters to burn adjacent enemies.

Prerequisite: Base Attack Bonus +1.

Benefit: While operating a jetpack, you may flare the thrusters on the pack in order to damage an adjacent opponent. You make a normal melee attack roll against the opponent; if successful, you deal 2d6 points of fire damage to that opponent. This is a single attack and may be combined with other attacks during a full-attack action. The jetpack must be active and operational and have fuel remaining in order to use this ability.

Long-Term Learning

You are an excellent instructor and can instill knowledge in a student that will stick with them for a long time.

Prerequisite: One talent from the Instruction Talent Tree.

Benefit: Whenever you use a talent from the Instruction Talent Tree, double the length of time that the bonuses from that talent last.

Malleable Genetics

Your genetic structure is malleable and allows ample opportunity for mutation.

Benefit: Whenever you select a mutation, the MP cost for that mutation is reduced by 1, to a minimum of 1. This feat has no effect on cosmetic mutations or on mutation drawbacks.

Mecha Engineer

You are a skilled engineer, capable of constructing mecha that others builders can only dream about.

Prerequisites: Craft (electronics) 6 ranks, Craft (mechanical) 6 ranks, Repair 6 ranks

Benefit: Whenever you are constructing or modifying a mecha, you may select a single body part on the mecha; that part gains one additional equipment slot for the purposes of installing new equipment.

Special: This feat may be taken multiple times. However, each extra slot provided by this feat must be applied to a different body part on the mecha.

Mental Buffer

You are able to fill your head with misleading information, frustrating any attempts to scan your mind.

Prerequisite: Mental Warding.

Benefit: Whenever an attempt is made to pick up your surface thoughts or obtain information from your brain (either through technological or psionic means), you may choose false information to give instead of the true information being sought. For example, a character subjected to an unwilling neural recorder session may forego the Will save to prevent the recorder from functioning and may instead select the thoughts and images picked up by the device.

Mental Warding

You are able to block mental probes, protecting your mind from snooping and inspection.



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Benefit: Whenever an attempt is made to pick up your surface thoughts or obtain information from your brain (either through technological or psionic means), you may choose to have the probe pick up no data at all. For example, a character subjected to an unwilling neural recorder session need not even make the Will save to prevent the recorder from functioning; instead, they block the recording automatically.

Mentor

You are revered as an excellent instructor and can take on many more students than other teachers.

Prerequisite: One talent from the Instruction Talent Tree.

Benefit: The maximum number of allies that gain the benefit of your uses of talents from the Instruction Talent Tree is increased by 2. So, if you can normally affect 3 characters with a talent from the Instruction tree, you are now able to treat 5. All rules about who can be affected by that talent apply as normal.

Mutation Focus

You have adapted to your mutation and can make use of it to a more effective degree.

Prerequisite: One minor or major mutation.

Benefit: Select one of your mutations that deals damage. The number of damage dice dealt by that mutation increases by one. So, if you have a mutation that normally deals 1d4 points of damage, that mutation now deals 2d4 points of damage.

Nanoimmunity

You are able to ward off malevolent nanocolonies and force your body to expel the offending nanites at will.

Prerequisite: Nanotaker.

Benefit: You may make a Fortitude save (DC 25) in order to reject any nanocolony present in your system. However, you must first be aware of this nanocolony (either through technological analysis or through personal knowledge). If successful, the nanocolony becomes inactive and soon is removed from your body by normal biological processes. If this attempt fails, you may not attempt to expel the nanocolony again in this fashion.

Nanophile

You have mastered the control of the nanocolonies within yourself by conditioning your body to interact with the nanites.

Prerequisites: Concentration 6 ranks, Nanotaker.

Benefit: You may activate and deactivate the nanocolonies within your body at will. By making a DC 20 Concentration check, you may instruct one nanocolony to deactivate (become inert and undetectable by normal means). Doing so requires a move action. You may reactivate the nanocolony in exactly the same way, though one nanocolony must be active at all times. You may not deactivate all nanocolonies within your body at any given time.

Special: You must have two or more nanocolonies present within your body at any given time in order to make use of this feat.

Nanotaker

You are a hotbed of nanotechnological activity, with several different nanocolonies coursing through your body at all times.

Benefit: You can recognize the presence of nanocolonies both within your own body and within the vicinity. You may make a Concentration check (DC 20) to determine what nanocolonies are within your body at any given time. Additionally, whenever you are within 30 feet of another nanocolony, you may make a Concentration check (DC 25 for ambient nanocolonies, DC 30 for nanocolonies within the body of another character or creature) to determine its presence. This second use of the feat does not reveal the nature of the nanocolony, only its presence.

Special: You must have at least one nanocolony present within your body at any given time in order to make use of this feat.

Natural Talent

You are particularly skilled in one area and are famous for being able to perform miracles in that field.

Benefit: Select one class skill. Whenever you use an action point to add to the result of a skill check with that skill, the action point result is doubled for the purposes of determining the bonus to that skill check.

Special: This feat may be taken multiple times. Each time the feat is taken, you must select a different class skill.

On the Cutting Edge

You are constantly on the cutting edge of technology and are able to produce equipment and weapons far beyond other creators of your time.

Prerequisites: Craft (mechanical) or Craft (electronic) 12 ranks, Research 9 ranks.

Benefit: Select one piece of technology that is one PL above your own current technology level. You may use the Craft skill to produce that piece of technology as though it was commonly found in your own PL. The Gamemaster may wish to approve to reject any pieces of technology he feels have no place in the campaign setting.

Special: This feat may be taken multiple times. Each time you take this feat, you must select a new piece of technology.

Over the Limit

You are able to perform miraculously in dangerous situations and do so with unnerving frequency.

Prerequisite: Action Boost.

Benefit: You may use one additional action point per round. This feat may be used once per day.

Perfect Genome

You are an excellent subject for genetic research and experimentation thanks to your model genome.

Benefit: Whenever another character uses a skill check related to genetic experimentation on you, that character gains a +4 bonus to the relevant skill check. This includes research and experimentation involving mutations, gene therapy, bioware, and other forms of genetic manipulation.

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Powered Armor Defender

You are extremely skilled in the use of powered armor and can make use of it defensively.

Prerequisite: Armor Proficiency (powered).

Benefit: Whenever you wear functioning powered armor, the equipment bonus it provides to your Defense is increased by +2.

Powered Armor Engineer

You are among the most talented creators of powered armor and can create suits that are unrivaled.

Prerequisites: Craft (mechanical) 9 ranks, Craft (electronic) 9 ranks.

Benefit: Whenever you use the Craft skill to produce a suit of powered armor, select a number of gadgets whose total combined cost modifier is +10 or less. You may apply these gadgets to the armor during creation at no additional cost and with no increase to the Craft DC nor the crafting time of the armor. For example, you may select a gadget with a +5 cost modifier, a gadget with a +3 cost modifier, and two gadgets with a +1 cost modifier ($5 + 3 + 1 + 1 = 10$) and apply their effects to the armor you are creating for free. All other costs, raw materials, Craft check DCs, and crafting times are unaffected by this feat.

Powered Armor Warrior

You are a dangerous foe within a suit of powered armor and can unleash lethal assaults on your enemies.

Prerequisite: Armor Proficiency (powered).

Benefit: You gain a +1 competence bonus when using any weapon built into a suit of powered armor using the Integrated Weapon gadget. (See Chapter Three: Gear in *d20 Future*.) If the weapon becomes separated from the armor, you no longer gain the benefit of this feat while using that weapon.

Robo-Diplomat

You are exceptionally skilled at dealing with robots and can communicate with them more efficiently.

Benefit: You gain a +2 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against robots.

Robo-Engineer

You are intimately familiar with what makes a robot function and are capable of repairing and creating them with great skill.

Benefit: You gain a +2 competence bonus to all Craft and Repair skill checks made on robots. Additionally, any time a robot is reduced to between 0 and -9 hit points, you may make a Repair check to immediately repair the robot (as per the rules under the Repairable quality of most robots) within 5 rounds of sustaining damage. However, if your Repair check

does not immediately heal the robot back up to more than 0 hit points, the robot is destroyed as per normal.

Robo-Hunter

You are adept at hunting and killing robots, so much so that you are considered an expert in your field.

Prerequisites: Base Attack Bonus +1, Track.

Benefit: You gain a +4 bonus to all skill checks made while using the Track feat on a robot. Additionally, you gain a +1 bonus to all attack rolls made against robots.

Robotic Companion

You gain a robot companion that follows you and serves you loyally.

Benefit: You gain an armature or biomorph companion that acts as an ally and a servant. This robot is Tiny or Small and is usually (though not always) modeled after a creature or animal. This robot follows your commands and only yours, though it may be reprogrammed or fooled by normal means. It has the following characteristics:

The robot may use any form of locomotion appropriate to the PL. The robot may have no more than 2 manipulators, and may not have the advanced hand or task hand manipulator.

The robot may have only armor appropriate for PL 5, built-in Class III sensor, three skill chips (3 ranks each), one feat progit, and one accessory appropriate to PL 5 or PL 6. These stock systems may be improved over time, as per normal rules for improving and altering a robot.

If your robotic companion is destroyed, you may transfer its robot brain to another frame. This frame must conform to the standards for a robotic companion (detailed above) and the frame may be purchased at a price equal to one-half the standard cost. If the brain cannot be transferred to another frame, you lose all benefits of this feat.

Rushed Growth

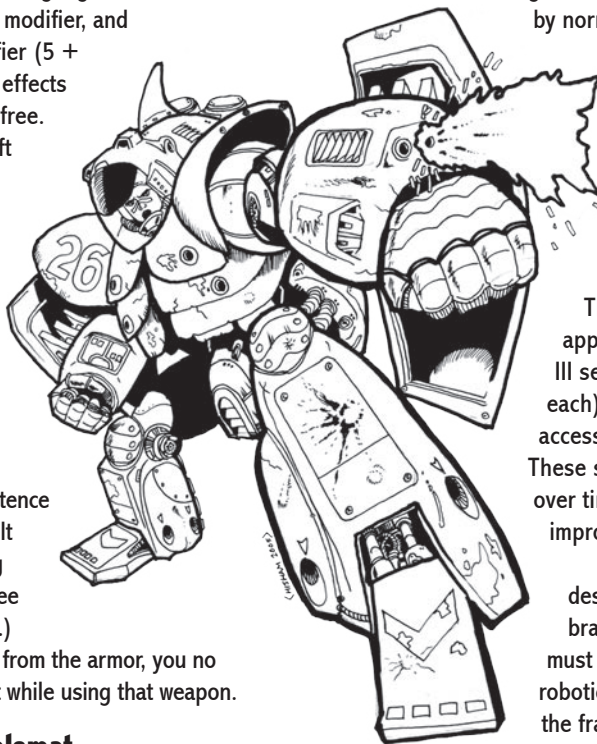
You are able to encourage the growth process when creating biological materials for genetic manipulation.

Prerequisite: Craft (biological) 9 ranks.

Benefit: Whenever you make use of the Craft Clone or the Craft Mutation feat, or you are using the Craft (biological) skill to create a new piece of bioware, the crafting time is halved.

Second Chance

You have the ability to take what seems like a dire situation and turn it around in your favor.



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Benefit: You may spend one action point to re-roll any die roll. You may choose which of the two rolls counts toward the final total.

Squad Leader

You are an expert in leading a squad of combatants and can relay orders with practiced efficiency.

Prerequisites: One talent from the Leadership Talent Tree, Charisma 13.

Benefit: You may spend an action point to grant a number of allies equal to your Charisma modifier a +2 bonus to attack rolls and Defense for the remainder of the round. All allies affected by this feat must be within 90 feet.

Stand Your Ground

You are skilled at holding your position, even in the face of overwhelming odds.

Prerequisites: Advanced Firearms Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

Benefit: Whenever you benefit from cover while firing a ranged weapon, the Defense bonus provided by cover is increased by +4. Additionally, you threaten an additional 10 feet beyond your cover, allowing you to make attacks of opportunity against anyone within that range. However, you may only use a ranged weapon to make attacks of opportunity within that threatened space, even if you are also armed with a melee weapon.

Normal: You may not make attacks of opportunity with a ranged weapon.

Starship Engineer

You have worked on starships and are knowledgeable about their engineering and creation.

Prerequisite: Craft (mechanical) 6 ranks.

Benefit: Whenever you use the Craft skill to create parts or weapons for a starship, the crafting time is halved. Additionally, whenever you use the Aid Another action during the creation or repair of a starship, the bonus you provide to that character's skill check increases from +2 to +4.

Normal: When using the Aid Another action, a successful attempt grants the target a +2 bonus to their skill check.

Timewalker

You have spent a great deal of your life traveling through time and are accustomed to the perils and dangers therein.

Benefit: Whenever you travel to a different time period, your Read/Write Language and Speak Language skills function normally, regardless of your time period. (See Chapter Six: Traveler Science in *d20 Future*.) Additionally, you gain a +4 bonus to any Bluff or Disguise checks made to hide the fact that you are from another time period.

Special: You must have traveled through time at least twice before you may take this feat.

Tinkerer

You are skilled at modifying weapons, armor, and equipment and can do so for a reduced cost.

Prerequisite: Craft (electronic) or Craft (mechanical) 6 ranks.

Benefit: Whenever you attempt to craft an item, you may reduce the cost modifier of any gadgets you wish to integrate into the weapon by 1 (to a minimum of +1). The gadget's cost modifier affects the raw materials cost, Craft DC, and crafting time as normal.

Special: This feat may be taken multiple times. Its effects stack.

Trigger Latent Mutation

You can disguise your mutations until the moment when they are needed.

Benefit: Select one mutation you possess. This mutation is considered dormant when not in use, and is completely undetectable visually (though it may still be detected by medical equipment). As long as the mutation is dormant, you do not gain any benefits or suffer any drawbacks of the mutation. Whenever you wish to make use of this mutation, you must spend a full-round action triggering it, at which point the mutation functions as normal and becomes visible if it is normally so. Suppressing the mutation once more requires another full-round action.

Special: You may take this feat multiple times. Each time you take this feat, you must select another mutation you possess. Additionally, this feat may not be used to suppress mutation drawbacks.

Vehicle Engineer

You are renowned as a creator of vehicles and can work wonders on even the most complex or rare specimen.

Prerequisites: Craft (mechanical) 6 ranks.

Benefit: Whenever you use the Craft (mechanical) skill to create a vehicle, you may add a +2 bonus to the vehicle's Initiative, Maneuver, Defense, or Hardness (your choice). This only affects the creation of existing models of vehicles and represents putting your own special touches on the vehicle; it does not apply to the creation of all-new vehicles of your own design.

Well-Equipped

You are constantly prepared for almost any situation, bringing loads of supplies with you everywhere you go.

Benefit: Your carrying capacity is doubled. Additionally, any time your movement would normally be reduced by encumbrance, the amount your movement is reduced by is halved.

Xenodiplomat

You are exceptionally skilled at dealing with aliens and can communicate with them more efficiently.

Benefit: You gain a +2 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against aliens.

Zero-G Warrior

Not only can you fight in zero-gravity and low-gravity conditions, you flourish in them.

Prerequisite: Zero-G Training.

Benefit: You gain a +2 bonus to Defense in low and no gravity environments.



Chapter Three: Future Class Combinations

Chapter Three: Future Class Combinations

When creating a character concept for a game set in the world of the future, you have an incredibly broad range of jobs, vocations, and passionate pursuits that the character may follow. He could be a doctor or a short order cook; she could be a politician or an usher. The possibilities are practically endless, but the choices of base classes in a futuristic d20 System game remain fixed at six.

This does not mean that characters built using the base classes are doomed to be practically interchangeable. With unrestricted multi-classing, customizable talent trees, and dozens of feats with which to experiment experiment, there are incredibly robust possibilities in the base classes. An entire team of characters could spend their whole 20-level careers using nothing but the base classes, yet still remain as individual and distinct as they were the day their separate players thought them up. Even when class progression is identical for two character concepts, the options inherent in the base classes allow you to make unique, interesting characters.

The key is making good use of the available class features and combining them in innovative ways. Below we present a variety of ten-level class combinations as examples of how to use the base classes to their best advantage.

Feats, occupations, talents, and talent trees marked with an asterisk (*) are new to this volume.

Aide

From the stalwart cabin boy to the robotic factotum, the aide is the indispensable companion for the administrator on the go. Often endowed with the power of his employer's proxy, the aide can be a formidable figure in his own right, with the ability not only to speak for his employer, but even to make life-and-death decisions in his employer's absence.

An aide must be both diplomatic, in order to better interact with his employer's associates, and committed, in order to

fulfill whatever duties his employer might require of him. In addition to his interpersonal skills, an aide should have at least a rudimentary knowledge of a variety of subjects, including business, civics, current events, and the sciences.

Character Choices

Because an aide's main focus is on diplomacy, his first class level should be in the Charismatic hero class, with the Skill Set* talent his first consideration. The Charismatic hero class serves to make the aide any group's primary negotiator. As he advances in the class, taking more talents from the Lore* and Leadership Talent Trees, he becomes an even more formidable bargainer. With a few levels of the Dedicated class (and talents from the Empathic and Insightful trees) to round out his abilities, the aide grows out of his role as a subordinate and into that of a leader in his own right.

The aide should sink his skill points into Diplomacy and Bluff, keeping them at maximum skill ranks at all times. Gather Information and Sense Motive are also important, but secondary; the aide need not keep these skills at their maximum ranks. Tertiary considerations include Intimidate, Knowledge (particularly behavioral sciences, current events, popular culture, and streetwise), and Speak Language.

Similarly, whenever possible, the aide should select feats that create opportunities for him to make better use of his skills, such as Alien Cohort*, Authorized Channels*, Black Marketeer*, Culturally Adapted*, Government Sanctioned*, Helping Hand*, Robo-Diplomat*, and Xenodiplomat*. Renown could also be extremely handy (assuming the aide doesn't wish to remain largely anonymous). Feats that add to skill modifiers (such as Deceptive and Trustworthy) are less useful, but still viable.

In time, the aide may wish to explore more progressive options, such as the Negotiator or Administrator advanced class—or perhaps both. Negotiator is an easy option (since the aide will probably have acquired all of the required skills and feats by 4th level), while Administrator is a slightly more difficult prospect. The aide should plan ahead for Administrator by picking up ranks of Knowledge (civics) and Knowledge (theology and philosophy).

Astrophysicist

More than just scientists who study the stars' interrelationships, astrophysicists specialize in knowledge of all celestial objects and events. Planetside, they may be respected experts in their field. Aboard starships, they are virtually indispensable, and their expertise can mean the difference between safe passage and destruction for a ship—and life or death for its passengers and crew.

Astrophysicists must be both knowledgeable and observant; knowing everything about astral phenomena is only useful if the astrophysicist can properly identify them. However,

Table 3-1: The Aide

| Character Level | Base Class | Class Features |
|-----------------|-------------|----------------|
| 1st | Charismatic | Talent |
| 2nd | Dedicated | Talent |
| 3rd | Charismatic | Bonus Feat |
| 4th | Charismatic | Talent |
| 5th | Dedicated | Bonus Feat |
| 6th | Charismatic | Bonus Feat |
| 7th | Charismatic | Talent |
| 8th | Dedicated | Talent |
| 9th | Charismatic | Bonus Feat |
| 10th | Charismatic | Talent |



Chapter Three: Future Class Combinations

Class Combos vs. Advanced Classes

Many players, once they decide on a vocation for their new characters, immediately begin searching for an advanced class to provide the details that separate one member of a base class from another. Looking through the core rules, though, you cannot find a Freighter captain, Planetary Marshall, or Xenobiologist advanced class, even though all three are fairly common character types in future d20 settings. The reason is simple: specificity.

The base classes are designed to cover broad types of characters and allow individual players to customize them to fit the needs of an individual personality. In other words, if a character type or occupation has many different expressions, it should be developed through application of various base classes. Mechanics, for example, will generally have several levels of Smart Hero (and abilities from the savant talent tree). But different types of mechanics (ship engineers, mecha techs, computer specialists, etc.) will each have smatterings of other base classes.

Advanced classes, on the other hand, are meant to capture the specific flavor and essence of a very particular type of person. They provide characters with abilities that are not available through the base classes. These abilities, though, invariably come at the expense of more generally applicable traits (such as saving throws, skill points, or defense bonus). A player may choose to develop a genius mechanic character by giving him the Engineer advanced class (see Chapter 1 of *d20 Future*), making him highly skilled at designing complex mechanical and electronic systems and diagnosing and repairing breakdowns in such systems in high-pressure situations. But while this works very well for a character who is envisioned to be a starship mechanic or field engineer, it leaves a lot of details lacking for one who is supposed to be a grease monkey, structural architect, or computer specialist. Most of those, however, are better modeled through more levels of Smart Hero, with a smattering of Fast or Tough.

Any set of skills that can be created through combinations of base classes *should* be achieved that way. Advanced classes should be reserved for archetypes that require the character to focus on one aspect of his development to the detriment of others.

“observant” in this case includes the ability to use a sensor system, and so astrophysicists are often, by extension, quite gifted in the use of computer systems.

Character Choices

The typical astrophysicist begins her career with a good education: That means two levels of Smart hero. (The academic or technician starting occupations are not bad choices for a place to start, for that matter.) The benefits of the Dedicated hero’s talents—particularly the Insightful Talent Tree—are hard to pass up for someone whose job includes correctly interpreting sensor data.

An astrophysicist’s skill points should go into Knowledge (physical sciences) and Computer Use before any other skills; she should always keep her ranks in these skills at their maximum. Navigate makes the astrophysicist even more useful on a ship, and Research gives her the means to keep up on the latest developments in her field.

Astrophysicist characters benefit most from the feats Dedicated Plus, Educated, Natural Talent*, and Starship Operation, but less obvious feats such as Guide, Improved Initiative, and Studious can improve her performance just enough to make a vital difference when needed.

If the astrophysicist decides to branch out at some point, her best options are probably the Field Scientist and Explorer advanced classes, particularly the latter. Field Scientist is obviously the easier of the two choices, though the astrophysicist still needs to pick up the appropriate number of ranks in Craft (chemical) or Craft (electronic)—which might have never been a high priority for her in the past. Explorer is much tougher: The astrophysicist needs ranks in Knowledge (earth and life sciences), Search, and Survival, which requires some foresight on the part of the player.

Cybertechie

Cybertechnies specialize in the design, construction, and installation of cybernetic components. Knowledgeable in both the fields of surgery and electronics, they understand just how much strain living tissue can bear and delight in finding new ways to push that envelope.

A cybertechie is primarily a technophile, collecting and assimilating all sorts of data on the latest and greatest developments and drawing upon that knowledge in their own pursuit of innovation. But a cybertechie must also be at least a marginally competent surgeon to make the transition from flesh and bone to plastic and metal as smooth as possible.

Table 3-2: The Astrophysicist Character

| Level | Base Class | Class Features |
|-------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Smart | Bonus Feat |
| 3rd | Dedicated | Talent |
| 4th | Smart | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Dedicated | Bonus Feat |
| 7th | Smart | Talent |
| 8th | Smart | Bonus Feat |
| 9th | Dedicated | Talent |
| 10th | Smart | Talent |

Table 3-3: The Cybertechie Character

| Level | Base Class | Class Features |
|-------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Smart | Bonus Feat |
| 3rd | Dedicated | Talent |
| 4th | Smart | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Dedicated | Bonus Feat |
| 7th | Smart | Talent |
| 8th | Smart | Bonus Feat |
| 9th | Dedicated | Talent |
| 10th | Smart | Talent |



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You may only pursue the path of the cybertechnician if your GM allows cybernetics in his campaign.

Character Choices

Because a cybertechnician's main occupation is the design, construction, and installation of cybernetic components, she needs to acquire sufficient ranks in various Craft skills, as well as the Craft Cybernetics feat (see Chapter One: Characters in *d20 Future*). The fastest way to do so is through the Smart hero class, but it will still be a while before the cybertechnician meets the prerequisites for Craft Cybernetics. The Cybernetic Surgery feat isn't even available until the character has 8 ranks in Treat Injury.

In her early levels, the cybertechnician should focus on fixing cybernetic components when they break down. This means applying the Savant talent to Repair, rather than Craft—at least, the first time the cybertechnician takes that talent. Rather than selecting Skill Emphasis from the Insightful Talent Tree, the cybertechnician should select Healing Knack from the Healing Talent Tree when she takes her first level of Dedicated hero. She should save Skill Emphasis for her second choice (at 9th level). Eventually, the cybertechnician should look into the Advanced Engineering* Talent Tree.

The most important skills for the cybertechnician are Craft (electrical), Craft (mechanical), Knowledge (life sciences), and Treat Injury, because these are all prerequisites for the feats that the cybertechnician needs to realize her full potential. Repair, as mentioned previously, is important in her early career, as is Treat Injury. Disable Device and Knowledge (technology) are good skills for any leftover skill points.

Aside from Craft Cybernetics and Cybernetic Surgery, the feats a cybertechnician should strongly consider include Builder, Cyberphile*, Cybernetic Savant*, Cybertaker, Dedicated Plus (particularly for the Healing and Insightful Talent Trees), Educated, Mastercrafter, On the Cutting Edge*, and Surgery.

When the cybertechnician gets the urge to branch out a bit more, the Technosavant advanced class (from Chapter One: Characters of *d20 Future*) is an enticing proposition, particularly since many of its class abilities complement the cybertechnician's specialties. The Techie or Field Medic advanced classes are somewhat less attractive (because their class abilities aren't quite so cyber-centric), but those may be ideal if the cybertechnician's teammates need a mechanic or a doctor more often than they need a cybernetics expert.

Freighter Captain

The character who stands in command of a cargo ship—sometimes in command of a crew, sometimes all alone—must be decisive, determined, and resourceful... in order to merely break even. Between paying for her ship and dodging pirates and other scavengers, the life of a freighter captain is never easy.

A freighter captain need not be the best pilot, or a mechanical whiz, or a scientific genius. Her job is to coordinate the activities—and manage the personalities—of the best pilot, the mechanical whiz, the scientific genius, and any other

crew on her payroll, so that the ship gets where it needs to be, in one piece, on time, and with the cargo intact.

Character Choices

The best freighter captains are leaders first and merchants second. Both roles are covered quite aptly by the Charismatic hero class, especially if the freighter captain takes her talent selections from the Leadership and Charm Talent Trees.

A freighter captain should also work her way through the Starhopper* Talent Tree of the Dedicated hero class: Never Lost* and Backup Cash* are practically vital in her line of work.

Probably the hardest part of being a freighter captain, though, is finding the right mix of skills. As the final authority on the ship, she should be the dealmaker as well as the commander. She needs lots of ranks in Diplomacy, Sense Motive, and Knowledge (streetwise) to negotiate prices, to judge when she's being swindled, and to know where the best jobs can be found. Knowledge (business) and Knowledge (civics) don't hurt, either: Having a grasp of how to make money and what the law says about commerce can make a difference in as far as what jobs the freighter captain might take. And, of course, she should strongly consider spending the skill points to pick up at least two ranks of Pilot.

A freighter captain can get around the 10-level limit on talents by picking up either Charismatic Plus or Dedicated Plus, and Starship Operation is a must if she expects to do any flying more complicated than moving in a straight line. The less crew she has, though, the more the freighter captain is going to need other starship-related feats, such as Starship Dodge, Starship Feint, Starship Gunnery, and Starship Mobility. Finally, if any of the freighter captain's work has her going extravehicular in space, Zero-G Training is a must-have feat despite the cross-class Tumble prerequisite.

The freighter captain's advanced class options are virtually wide-open, but she should really consider Field Officer or Swindler (from Chapter One: Characters of *d20 Future*). Negotiator (from Chapter Six: Advanced Classes in the *d20 Modern Roleplaying Game*) is also a very tempting choice, especially if most of the freighter captain's business dealings involve less-than-trustworthy associates.

Table 3-4: The Freighter Captain

| Character Level | Base Class | Class Features |
|-----------------|-------------|----------------|
| 1st | Charismatic | Talent |
| 2nd | Dedicated | Talent |
| 3rd | Charismatic | Bonus Feat |
| 4th | Dedicated | Bonus Feat |
| 5th | Charismatic | Talent |
| 6th | Dedicated | Talent |
| 7th | Charismatic | Bonus Feat |
| 8th | Dedicated | Bonus Feat |
| 9th | Charismatic | Talent |
| 10th | Dedicated | Talent |



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Ground Pounder

The common soldiery of the future battlefield, ground pounders—or “gropos”—are the non-mechanized infantry, the troops who march to the battles and charge the enemy with rifles ready and bayonets fixed. Though not professional soldiers, they are often the unsung heroes, relying on sheer tenacity and raw courage instead of advanced technology to see them through when the fighting starts.

Ground pounders need little more than their boots and their weapons, the two things that let them get to the battle and live to tell about it. Fancy combat gear is all well and good, but every good ground pounder knows that what’s going to get him through the fight is determination and luck.

Character Choices

Because ground pounders are on their way to becoming professional soldiers—and since it’s the fastest way into the Soldier advanced class—the foundation of the ground pounder is the Strong hero class. Even so, the ground pounder should also be thinking of becoming an officer one day, so it helps to pick up a level of Charismatic hero (especially considering how useful Coordinate, from the Leadership Talent Tree, is likely to be in small-unit situations). But for a ground pounder to survive long enough to accept that promotion, he can really use one of the talents from the Tough hero’s Death’s Door* Talent Tree: Linger On*, Cling to Life*, and Stable Status* are invaluable to a battlefield soldier.

Aside from purchasing ranks in Knowledge (tactics) and Diplomacy, the ground pounder has precious few demands on his skill choices. The ground pounder should select skills that make it easier for him to get around the battlefield: Climb, Jump, and Swim. Other skills can be useful from time to time, but nowhere near as much as these three.

Similarly, the ground pounder’s feat choices should revolve around combat, starting right away with Personal Firearms Proficiency (since it’s a requirement for both Soldier and Field Officer, the two best advanced classes for a ground pounder). Beyond that, it’s a question of the ground pounder’s fighting style. A trench warfare fighter should



focus on short-range combat feats, especially the Brawl and Combat Martial Arts feats. A sniper should choose Far Shot and Precise Shot. A generalist should take Advanced Firearms Proficiency, Double Tap and perhaps Shot on the Run (if he qualifies), while a specialist should take Exotic Firearms Proficiency to handle the heavier weapons. Every ground pounder should consider Action Boost, Evolved Organ* (adrenal gland), Improved Damage Threshold, or Squad Leader*—and every ground pounder who uses a firearm should take Quick Reload.

As mentioned above, Soldier and Field Officer are ideal advanced classes for a ground pounder. If the ground pounder is aiming for the former, he should consider picking up the Tough Plus feat; if the latter, then Charismatic Plus is probably going to be useful.

Table 3-5: The Ground Pounder

| Character | | |
|-----------|-------------|----------------|
| Level | Base Class | Class Features |
| 1st | Strong | Talent |
| 2nd | Strong | Bonus Feat |
| 3rd | Tough | Talent |
| 4th | Strong | Talent |
| 5th | Strong | Bonus Feat |
| 6th | Charismatic | Talent |
| 7th | Strong | Talent |
| 8th | Strong | Bonus Feat |
| 9th | Tough | Bonus Feat |
| 10th | Strong | Talent |

Gunner

The gunner is the backbone of starship defense. This highly-trained specialist can effectively utilize a multitude of offensive and defensive weapon systems, from the vast networks of plasma-spewing cannons employed by huge starships to the single (often underpowered) laser turret located along the dorsal ridge of a free-wheeling merchant ship. While the larger ships of the line employ well-coordinated teams of gunners to operate their powerful and complex armaments, those gunners who serve on smaller ships often work alone or in pairs.

To be effective, gunners must be proficient with computers and operating the scanners for targeting and acquisition software in particular. While some gunners are also accomplished pilots, they are less apt to climb behind

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the controls of a starship. Their focus is gunnery, not piloting, even though the two vocations sometimes share similarities. Knowledge of mathematics can be valuable when calculating target trajectories, while a keen eye and a quick trigger finger are always an asset.

Character Choices

Most gunners receive their training in a navy of some type, so the Military starting occupation is the most likely place for them to begin their careers. The gunner's first level should be in the Fast hero class with his initial talent being Precision Shot* (from the Starship Pilot* Talent Tree. In addition to lightning-fast reflexes and keen hand-eye coordination, a gunner also requires a good bit of intellect. This should lead him towards levels in the Smart hero class with its Strategy Talent Tree and the Exploit Weakness talent. As he grows in experience, the gunner flip-flops between the Fast and Smart character classes, further improving his abilities and talents.

A gunner's most valuable skill choices include Computer Use and Pilot. Even though a gunner may not necessarily sit behind the controls of a destroyer or a starfighter, many of the skills he learns in his position as a gunner are related to those of a pilot. In addition, the skill points he earns as a Smart hero should be placed in skills such as Knowledge (physical science and tactics), Navigate, and Repair.

In order to be effective in his chosen field, one of the gunner's first feat choices needs to be Starship Gunnery. Beyond this requirement, the gunner can find use in the Starship Strafe and Action Boost feats. Many gunners also benefit from the Spacer and Zero-G training skills, especially if their job takes them aboard interstellar combat vessels.

With several levels of the Smart and Fast heroic classes under his belt, the gunner may shift his gaze to other, more prestigious positions. If he has chosen to take up piloting as a secondary skill, he may find that the abilities of the Dogfighter advanced class will help to improve his overall skill as a starship gunner.

Table 3-6: The Gunner

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Fast | Talent |
| 2nd | Smart | Talent |
| 3rd | Fast | Bonus Feat |
| 4th | Smart | Bonus Feat |
| 5th | Fast | Talent |
| 6th | Smart | Talent |
| 7th | Fast | Bonus Feat |
| 8th | Smart | Bonus Feat |
| 9th | Fast | Talent |
| 10th | Smart | Talent |

Marshal

Throughout history, lawmen of all descriptions have protected and served the public. In the future—between space travel, time travel, and dimensional travel—the role of law enforcement expands even wider. Into these wild frontiers steps the marshal: law enforcement for those places where the usual authorities cannot, or will not, go.

A marshal can be many things, from a lightning-fast gunfighter to a hard-hitting fist fighter—just so long as she upholds the law. She does her job best when she can avoid violence, but when there's just no getting around it, the marshal has to be tough enough to be standing when the smoke clears.

Character Choices

Marshals may focus on the Tough hero class, and a few levels of Dedicated hero help as well. Just about any of the Tough hero's talents serve the marshal well, but she should strongly consider Fragmented Legend* and Character Assessment* from the Lore* Talent Tree for her Dedicated hero levels.

Being an officer of the law has a number of unusual requirements in terms of skills. Intimidate, Investigate, Knowledge (civics), Knowledge (streetwise), and Sense Motive are all extremely useful. If possible, the marshal should also purchase ranks in Diplomacy, Forgery, and Gather Information, all of which help the marshal do her job.

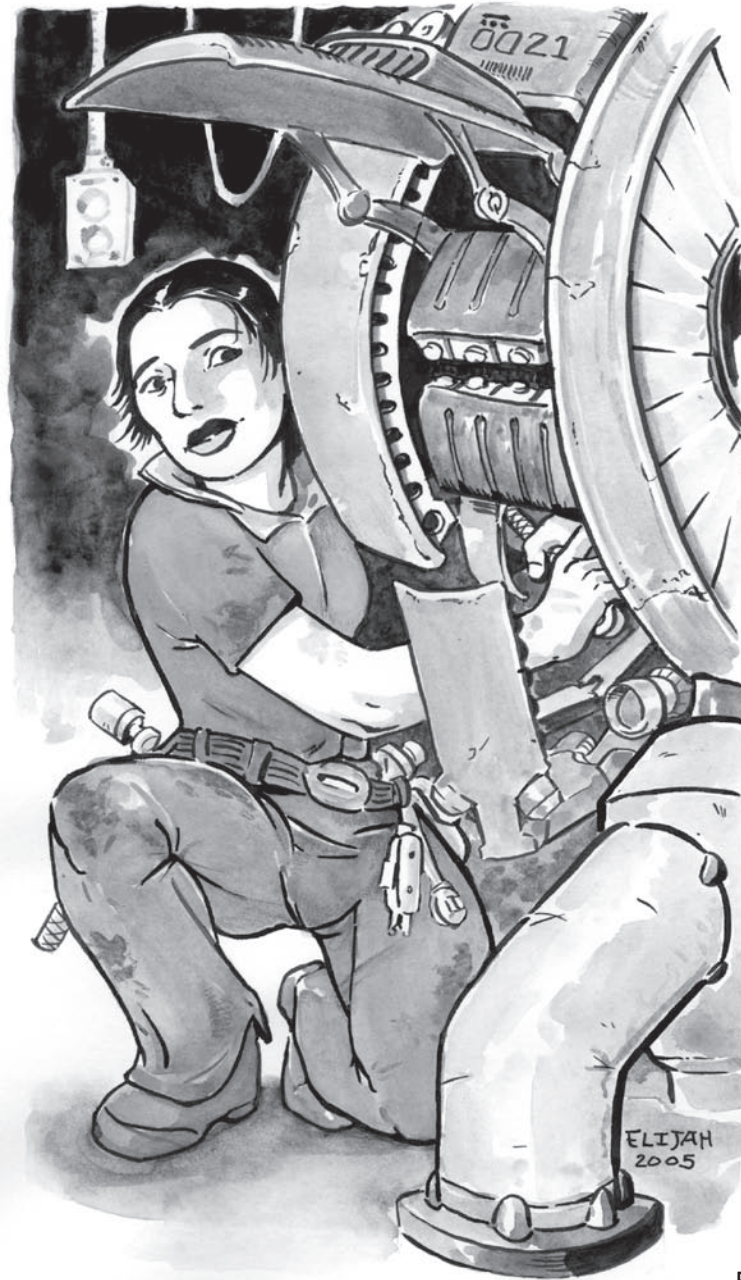
A marshal should look at taking the feats Improved Initiative, Surface Vehicle Operation, and Urban Tracking, in addition to any feats required to help her get the most out of her weapons of choice.

When it comes time for the marshal to take an advanced class, she should consider Bodyguard (to emphasize the "protect" part of "protect and serve"), or Investigator (for marshals who are more about solving crimes than simply arresting the guilty). Tracer (from Chapter One: Characters of *d20 Future*) is also a good choice for the marshal if she focuses on hunting down fugitives.

Table 3-7: The Marshal

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Tough | Talent |
| 2nd | Dedicated | Talent |
| 3rd | Tough | Bonus Feat |
| 4th | Tough | Talent |
| 5th | Dedicated | Bonus Feat |
| 6th | Tough | Bonus Feat |
| 7th | Tough | Talent |
| 8th | Dedicated | Talent |
| 9th | Tough | Bonus Feat |
| 10th | Tough | Talent |





Mechanic

Without mechanics to keep their vehicles in working order, pilots, mecha jockeys, and starship captains would be out of their respective jobs. Futuristic technology relies on complex mechanisms and subsystems in order to function correctly, and mechanics are there to keep these devices working. Whether they are tuning up a brand new propulsion unit, nursing a damaged subassembly back into working order, or jury-rigging a life support system with gaffer tape and gum wrappers, mechanics are a welcome (though sometimes underappreciated) presence in many futuristic campaigns.

Above all things, mechanics require training in mechanical engineering. In addition to these basic skills, mechanics can also benefit from knowledge of electronics and structural craftsmanship. Not only must she possess a sharp mind and an understanding of how and why things work, but she must also have enough strength and stamina to get the job done under the harshest of conditions.

Character Choices

A mechanic's skill set requires that she be both intelligent and physically capable, with a technical background. For starting occupation, Technician is probably the most appropriate choice. The first class level she takes should be in the Smart hero class, with a level in the Strong hero class taken at every fourth level. The most valuable talent trees for the mechanic include Research, Strategy, Skill Enhancement*, and Advanced Engineering*. With his access to the Strong hero's talent trees, he should consider either Extreme Effort or Feats of Strength*.

Repair is probably the most important skill in a mechanic's repertoire, and she should always try to ensure that she has the maximum number of ranks lumped into it. Other valuable skills for the mechanic include specialties within the Craft skill (mechanical, electronic, and structural), Computer Use, Knowledge (physical science and technology), Disable Device, and Profession.

Depending on her area of expertise, a mechanic has a wide variety of potential feats available to him. Builder and Gearhead are at the top of the list. Others include On the Cutting Edge*, Starship Engineer*, and Tinkerer*. If the mechanic is primarily tied to a starship or other interstellar transport, the Spacer and Zero-G Training feats are worth considering, even with the cross-class Tumble requirements for Zero-G Training.

In time, a mechanic may seek to further specialize her skills. The Engineer advanced class is a good example of a profitable route, allowing her to customize her tools and

Table 3-8: The Mechanic

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Smart | Bonus Feat |
| 3rd | Smart | Talent |
| 4th | Strong | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Smart | Talent |
| 7th | Smart | Bonus Feat |
| 8th | Strong | Bonus Feat |
| 9th | Smart | Talent |
| 10th | Smart | Bonus Feat |

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improve her ability to fix broken robots, starships, vehicles, and mecha. If her skills are more attuned to equipment, gadgets, and robots, she may instead decide to take levels in the Technosavant advanced class.

Medic

From naval corpsmen that are attached to ground-pounding marine units, to civilian paramedics that clean up the wounded left behind by street violence, medics are important additions to any group. Though they are not full-fledged doctors, they are more than capable of administering first aid, keeping a patient alive long enough to get them to a medical facility.

Medics are schooled in emergency medicine and are used to dealing with severe trauma in life and death situations. Their training, combined with fast reactions and split-second decision making, puts them on the medical front lines. Not only must they be well-versed in medical techniques and biology, they must also be proficient in vehicle operation, diplomacy, and, in some cases, self-defense.

Character Choices

The best place for a medic to begin his career is with the Emergency Services starting occupation, with the prime heroic classes for such an expert being the Dedicated and Smart classes. The Dedicated hero provides the most bang for a medic's proverbial buck, especially since it allows access to the Healing Talent Tree. The Insightful Talent Tree is another good choice for the medic. With his occasional foray into the Smart hero class, the medic should definitely consider the Research and Skill Enhancement* Talent Trees.

Of all the skills a medic should take, Treat Injury is the most important. When backed up with ranks in Craft (pharmaceuticals), Knowledge (behavioral sciences and earth and life sciences), and Profession, he becomes a force to be reckoned with from a medical perspective. Patients in an emergency situation aren't always in their right minds, making Diplomacy and Sense Motive important skills to have as well. Vehicle operation skills will have to either be purchased cross-class or come from the medic's starting occupation choice.



While Drive comes from the Emergency Services occupation, it's the medic who started in the Military or Transporter occupation who may have learned to pilot ships.

When choosing feats, a medic has many choices that can expand his abilities. Foremost amongst these feats is Medical Expert, which can give the medic an incredible edge. If he intends to practice his healing skills on non-human characters, then the Xenomedic feat is also a sensible choice. Starship Operation and Vehicle Expert can come in quite handy when quickly transporting the wounded to a full medical facility. Lacking any other ideas, the Educated and Dedicated Plus feats are excellent investments, too.

Once he has moved upwards in his field, the medic might choose to further specialize. The Field Medic advanced class can help him capitalize on his already impressive array of healing skills.

Table 3-9: The Medic

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Dedicated | Talent |
| 2nd | Smart | Talent |
| 3rd | Dedicated | Bonus Feat |
| 4th | Dedicated | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Dedicated | Bonus Feat |
| 7th | Dedicated | Talent |
| 8th | Smart | Talent |
| 9th | Dedicated | Bonus Feat |
| 10th | Dedicated | Talent |

Miner

Miners extract the various ores and crystals that are valuable to future society, from metals used in the construction of starships and weapons to exotic gems to adorn the ultra-wealthy, amid thousands of other vital uses. More than simple manual labor, miners must be self-sufficient and technologically informed. The prospecting aspects of their work sometimes requires them to travel to distant places, locate suitable mining sites, and analyze ore samples without outside aid.

A miner must be vigorous and rugged in order to perform the grueling work of collecting raw ore. As she travels further and further afield in order to find fresh sources of ore and to stake her own claims, she must also learn to test ore samples herself. After all, the nearest geologist may be a very long way away.



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Table 3-10: The Miner

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Strong | Talent |
| 2nd | Tough | Talent |
| 3rd | Strong | Bonus Feat |
| 4th | Smart | Talent |
| 5th | Tough | Bonus Feat |
| 6th | Strong | Talent |
| 7th | Tough | Talent |
| 8th | Strong | Bonus Feat |
| 9th | Smart | Bonus Feat |
| 10th | Tough | Bonus Feat |

Character Choices

Though the miner concentrates on the physical classes (Strong and Tough hero), in time she needs to acquire a couple of levels as a Smart hero. Strong hero gets the miner the Incredible Lifting* talents (from the Feats of Strength* Talent Tree), and Tough hero lets her acquire Robust and Stamina from the Unbreakable Talent Tree. Her levels of Smart hero mainly let her pick up the appropriate skills for mining, but she may wish to take the Savant talent in order to boost the skill modifier for one of her cross-class skills (such as Pilot).

The miner's primary skills should be Survival, Climb, and Profession. She should spend her Smart hero skill points on Demolitions, Knowledge (earth and life sciences), Navigate, and Search, with a few points in Computer Use and Knowledge (technology). If she mines asteroids for precious metals and crystals, she should also consider picking up some ranks in Repair and some cross-class ranks in Pilot.

A miner should strongly consider taking the Planetary Adaptation feat at 1st level, and the feats Endurance, Gearhead, Great Fortitude, Guide, Improved Damage Threshold, Spacer, Starship Operation, Surface Vehicle Operation, and possibly Zero-G Training (though it may take buying some cross-class ranks in Tumble to meet the prerequisites).

One of the most logical advanced classes for a miner is the Explorer, though it requires that the miner pick up the Aware talent from the Dedicated hero class. Another is Space Monkey, from Chapter 1: Characters in *d20 Future*. However, the miner has to really plan ahead to take this class, since one of the requirements is that the character has Astronaut Trainee as a starting occupation.

Navigator

In the vast blackness of space, no starship crewmember is more indispensable than the navigator. Finding her way by charts, sensor readings, and sometimes just gut instinct, a navigator knows the direct routes, the scenic routes, the risky routes, and the safe routes, and just which obstacles lay along each.

Navigators are intelligent and committed. It's not good enough that she finds a way to the destination; she has to explore all the options, and determine which of them is

Table 3-11: The Navigator

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Smart | Bonus Feat |
| 3rd | Dedicated | Talent |
| 4th | Smart | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Dedicated | Bonus Feat |
| 7th | Smart | Talent |
| 8th | Smart | Bonus Feat |
| 9th | Dedicated | Talent |
| 10th | Smart | Talent |

best. She must also be able to state her evaluations with confidence, for a party with no faith in their navigator is well and truly lost.

Character Choices

The navigator must split her classes between Smart hero and Dedicated hero levels. She needs Smart hero levels to buy Navigate as a class skill, and Dedicated hero levels to take Never Lost* from the Starhopper* Talent Tree. The navigator should also strongly consider taking Aware from the Insightful Talent Tree as well. She might find the standard Smart hero talent trees less useful, though, so she should look into Competitive Edge* and Expanded Knowledge Base* from the Skill Enhancement* Talent Tree.

Aside from Navigate, Knowledge skills are a navigator's best friend—particularly Knowledge (earth and life sciences) and Knowledge (physical sciences), since both of those are requirements for the Explorer advanced class, along with Search and Survival. Research could also come in handy, and the navigator should not overlook Computer Use.

For feats, Starship Operation is a fairly obvious choice unless the navigator expects to never do any piloting. (This is unlikely on smaller crews, though.) Guide, Spacer, and Educated can expand the navigator's skill check ranges, and, though Track doesn't work in space, it might still come in handy from time to time.

As mentioned previously, Explorer is a natural choice of advanced classes for the navigator. A navigator is also well suited to the Tracer advanced class, provided she purchases ranks in Investigate and Knowledge (behavioral sciences or streetwise). Both of these advanced classes are described in Chapter One: Characters in *d20 Future*.

Net Jockey

Hackers, data pirates, file-sharers, and sysops comprise a nebulous subculture of people who inhabit the online networks. Net jockeys make their living working on the net, legally or otherwise, buying, selling, tracking data, and working a thousand other occupations. Despite their various careers, all net jockeys share one common characteristic: For them, life on the net is more real than the living universe.



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Obviously, net jockeys must be of above-average intelligence: The ability to make repairs and perform maintenance on high-tech equipment is what keeps them connected. They also benefit from being social engineers, gathering information in indirect ways and understanding when others are trying to pry information out of them.

Character Choices

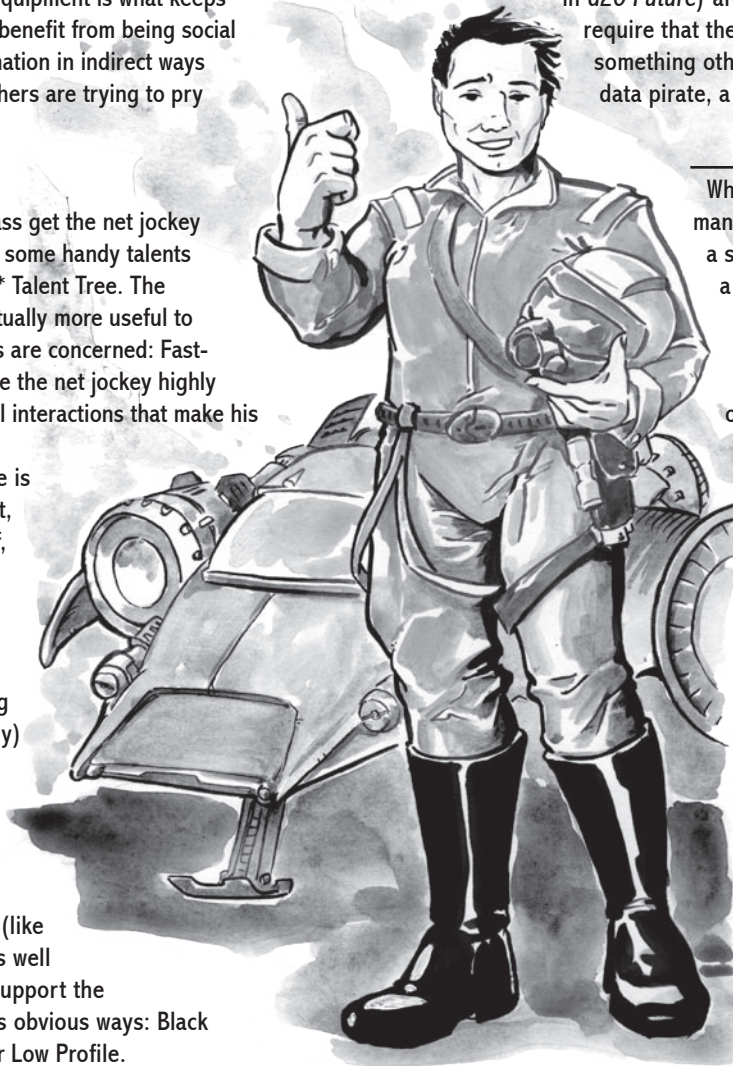
Levels in the Smart hero class get the net jockey his most useable skills, and some handy talents from the Skill Enhancement* Talent Tree. The Charismatic hero class is actually more useful to the net jockey where talents are concerned: Fast-Talk, Dazzle, and Taunt make the net jockey highly capable at the kind of social interactions that make his net life so interesting.

Obviously, Computer Use is high on the skill priority list, followed by Research, Bluff, Gather Information, Sense Motive. The net jockey should also take any Knowledge skills that he feels he can afford, starting with Knowledge (technology) and Knowledge (streetwise).

The net jockey's feat list should include Ghost in the Machine* and some of the additive feats (like Gearhead and Studious), as well as some of the skills that support the net jockey's lifestyle in less obvious ways: Black Marketeer*, for example, or Low Profile.

The net jockey's choices for advanced classes are not as clear as those of other types of characters. Personality (from the *d20 Modern Core Rulebook*) is one option, though Investigator might actually be a more likely

choice—it depends on the net jockey's interests. Similarly, Swindler and Tracer (from Chapter One: Characters in *d20 Future*) are viable choices, but require that the net jockey focus on something other than being a hacker, a data pirate, a file-sharer, or a sysop.



Pilot

Whether he is one of the many crewmen aboard a starship's bridge or a lone hotshot at the controls of a short range fighter craft, the pilot is a staple of futuristic settings and campaigns. Pilots range from military aces, helmsmen, and mecha jockeys to civilian stuntmen, free traders, and smugglers who travel the galaxy's back roads in an attempt to stay under the radar. Even though the helms of starships are in large part computer-assisted, there will always be a need for a human element to push the buttons.

A pilot must be familiar with the craft that he intends to control. In many instances, he will need

to be trained in ship-to-ship combat tactics and maneuvers. Survival skills are an important addition to the pilot's

Table 3-12: The Net Jockey

| Character | | |
|-----------|-------------|----------------|
| Level | Base Class | Class Features |
| 1st | Smart | Talent |
| 2nd | Charismatic | Talent |
| 3rd | Smart | Bonus Feat |
| 4th | Charismatic | Bonus Feat |
| 5th | Smart | Talent |
| 6th | Charismatic | Talent |
| 7th | Smart | Bonus Feat |
| 8th | Charismatic | Bonus Feat |
| 9th | Smart | Talent |
| 10th | Charismatic | Talent |

Table 3-13: The Pilot

| Character | | |
|-----------|------------|----------------|
| Level | Base Class | Class Features |
| 1st | Fast | Talent |
| 2nd | Smart | Talent |
| 3rd | Fast | Bonus Feat |
| 4th | Fast | Talent |
| 5th | Fast | Bonus Feat |
| 6th | Smart | Bonus Feat |
| 7th | Fast | Talent |
| 8th | Fast | Bonus Feat |
| 9th | Fast | Talent |
| 10th | Smart | Talent |

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repertoire, as well, especially if the unthinkable happens and he goes down behind enemy lines. The best pilots possess keen reflexes, nerves of steel, and intolerable egos, but these stereotypes are not always the rule.

Character Choices

Fighter pilots have often served in one of many militaries, and should consider the Military as their starting occupation. The Astronaut Trainee and Transporter starting occupations are also quite suitable, depending on the pilot character's overall concept. The Fast and Smart heroic classes offer the most for a fledgling pilot, especially in regards to the talent trees they have to offer. One of the Pilot's first talents should be taken from the Starship Pilot* Talent Tree, with the Tactical Action* talent (from the Efficiency* Talent Tree) being an excellent choice later on in his career. There are several talent trees available to the pilot's Smart hero class, with the Skill Enhancement* and Strategy Talent Trees being two of the most effective choices available.

As a Fast hero, the pilot needs to max out his ranks in the Pilot skill. If he chooses to operate ground vehicles, then the Drive skill is also a prudent choice. When it comes time to spend points on the class skills that are available to Smart heroes, the pilot needs to look at Computer Use, Tactics, and Navigate. Profession, as always, is a useful skill for either class.

The Starship Operation feat is of obvious importance to a pilot, and should be one of his first choices. If he wishes to effectively utilize his fighter's weaponry, the pilot also needs to pick the Starship Gunnery feat. With these two feats out of the way, a great many doors are opened for feats later on in the pilot's career. Selections such as Starship Battle Run, Starship Dodge, Starship Feint, Starship Mobility, and Starship Strafe are all potent choices for a combat pilot. Given his propensity for operating in space, the pilot might also choose Spacer and Zero-G Training, and the Action Boost feat can grant any pilot an edge in times of need.

With experience, the pilot has more choices to make. He may decide to supplement his Fast and Smart heroic classes with the Dogfighter advanced class, which only makes him that much more effective when behind the control stick of a starfighter. If he is a smuggler or chooses to specialize in ground vehicles, the Transporter advanced class (from *Modern Player's Companion*) is perfectly acceptable. Also, any pilot who makes a habit of taking extreme risks might consider becoming a Daredevil.

Pirate

Crime advances right along with science. Wherever there are technological advances, there are people and organizations willing to pay a lot of money for them—and so there are those who steal them, or even kill for them. Pirates raid cargo freighters and shipping ports for treasures both technological and traditional.

Pirates must be rugged and quick on their feet in order to survive on the outer fringes of civilized society. The criminal life is rough, and those not prepared for the worst don't last long. Luxuries are rare, and even food is sometimes hard to

Table 3-14: The Pirate

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Tough | Talent |
| 2nd | Fast | Talent |
| 3rd | Tough | Bonus Feat |
| 4th | Tough | Talent |
| 5th | Fast | Bonus Feat |
| 6th | Tough | Bonus Feat |
| 7th | Fast | Talent |
| 8th | Tough | Talent |
| 9th | Fast | Bonus Feat |
| 10th | Fast | Talent |

come by. What truly sets the pirate apart is his perseverance through the hardships he faces—a trait that actually makes him a formidable adventurer as well.

Character Choices

Though a pirate needs to invest equal time in the Tough hero and Fast hero classes, he should weight his early levels more toward Tough hero—if only to ensure that he survives to reach the higher levels. Once he's acquired some of the talents from the Damage Reduction and Unbreakable Talent Trees, he can fill out his talent selections with some from the Defensive Talent Tree; Evasion, Uncanny Dodge 1 and 2, and Defensive Roll are all good choices.

The pirate should put plenty of skill points into Survival, Intimidate, and, depending on the setting, Drive, Ride, or Pilot. For feat choices, Black Marketeer*, Stand Your Ground*, Over the Limit*, and Zero-G Warrior* are all useful, along with any of the starship feats: Starship Operation, Starship Gunnery, and so on.

When a pirate decides to try something new, the Daredevil and Dreadnought advanced classes are both good choices. So long as he meets the requirements, the pirate can justify progressing into nearly any advanced class.

Scavenger

Scavengers are the rag-pickers of the future. Some scavengers ply the space lanes looking for salvage that they can turn into profit. Others comb the ruins of lost civilizations in search of alien artifacts or advanced precursor technology. Still, there are those destitute spacers who have little to call their own, taking whatever they can find as it drifts forgotten on the intergalactic currents. Though many scavengers are doomed to die destitute, there are a lucky few who find their heart's desire in the galaxy's refuse.

A successful scavenger needs to be self-sufficient. Though large crews of such individuals may boast specialists, scavengers who work alone or in pairs need to wear a lot of different hats. If he seeks to make his fortune in space, he must be able to work in a zero-gravity environment, pilot his own craft, utilize environment suits and other kinds of survival

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Table 3-15: The Scavenger

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Strong | Talent |
| 3rd | Tough | Talent |
| 4th | Smart | Bonus Feat |
| 5th | Smart | Talent |
| 6th | Strong | Bonus Feat |
| 7th | Strong | Talent |
| 8th | Smart | Bonus Feat |
| 9th | Smart | Talent |
| 10th | Smart | Bonus Feat |

gear, and he must be able to make repairs to both his own equipment as well as the useful pieces of salvage that he manages to recover.

Character Choices

Good choices for a scavenger's starting occupation include Drifter, Outcast, and, of course, Scavenger. Insofar as class choices are concerned, a Scavenger is best suited sticking to the Smart and Strong heroic classes, with a single level of the Tough heroic class to give him a little extra resilience. When picking talents, the scavenger has several good, useful choices at his fingertips. His Smart hero levels give him access to the Advanced Engineering*, Research, and Strategy Talent Trees. As a Strong hero, the Extreme Effort Talent Tree affords him an extra level of competence in physical endeavors. Any talent from the Energy Resistance or Unbreakable Talent Trees will serve well when the scavenger chooses his talent from the Tough hero class.

In his line of work, there are many useful skills for a scavenger to choose from. Computer Use, Craft (electronic, mechanical, and structural), Disable Device, Repair, and Survival are very nearly required. Demolitions may come in handy in times where a hard entry is required, and high ranks in Search will aid the scavenger in finding the very best loot. Physical skills, such as Climb and Jump, should not be overlooked. Knowing where to sell your scrap, especially if it is of less than legal origin, might require a Knowledge (streetwise) skill check.

Salvage is the most important feat to a scavenger, since it allows him to turn useless scrap into valuable technology. If he plans to crawl around in derelict spacecraft, the Spacer and Zero-G Training feats should definitely be under consideration. The Cautious, Gearhead, and Jack of All Trades feats give the scavenger a little more flexibility on the job, while Planetary Adaptation might give him an edge on some of the more backwater of the galaxy's worlds.

Some scavengers spend the better parts of their lives searching the unknown expanses of the universe, making levels in the Explorer advanced class a worthwhile goal in the long term. If technology is more the scavenger's forte,

Table 3-16: The Warbot

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Strong | Talent |
| 2nd | Tough | Talent |
| 3rd | Fast | Talent |
| 4th | Strong | Bonus Feat |
| 5th | Tough | Bonus Feat |
| 6th | Fast | Bonus Feat |
| 7th | Strong | Talent |
| 8th | Tough | Talent |
| 9th | Strong | Bonus Feat |
| 10th | Tough | Bonus Feat |

then the Techie and Technosavant advanced classes are also good choices.

Warbot

It is perhaps inevitable that robots will see military action on future battlefields. The most effective of these fighting machines will have some semblance of sentience, allowing them to solve problems and make decisions like their organic peers, but without the mental baggage of conscience, remorse, or morality. Their advanced processors—combined with state of the art military hardware—will produce some of the most effective and deadly weapons ever devised.

Warbots are designed and programmed with one purpose in mind: to kill the enemy. To this end, they must be able to utilize weaponry of all kinds. Tactical programming is a vital component of the warbot program suite, as is the use of explosives and demolitions, combat vehicles, and the ability to maintain vigilant situational awareness on the battlefield.

Character Choices

By their very nature, robots are not gifted with starting occupations. Their choices of heroic classes, however, can easily make up the difference. An equal combination of the Strong and Tough classes (with a slight addition of the Fast hero class) makes an advanced warbot a formidable foe. The Ignore Hardness and Melee Smash Talent Trees, provided by the Strong hero class, make the warbot a deadly hand-to-hand combatant. Using the talents provided by the Tough heroic class, such as those on the Damage Reduction, Death's Door*, or Unbreakable Talent Trees, makes the warbot nigh-invincible. The single choice of Fast talents should be restricted to the Defensive Talent Tree.

Warbots shouldn't skimp on putting ranks into the more physical skills, such as Climb and Jump. Those wishing to utilize stealth in the course of their duties should focus the skill points provided by the Fast hero class in Hide and Move Silently. A few ranks in Knowledge (tactics), Survival, and Spot can go a long way towards increasing the warbot's ability to remain functional when operating in the field. While



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Demolitions is not a class skill for any of the warbot's heroic classes, it should be considered an important choice if extra skill points are available.

Combat-oriented feats are the warbot's bread and butter. Anything that makes the machine a deadlier adversary is worth exploring. Hand-to-hand feats, such as Combat Martial Arts, Combat Reflexes, and Power attack make the warbot a devastating melee opponent. If the warbot prefers to use ranged weapons to destroy his foes, feats such as Personal Firearms Proficiency, Point Blank Shot, and Far Shot are excellent choices. When a single talent isn't enough, the Strong Plus and Tough Plus feats will also serve the warbot well.

With a bit more combat experience, the warbot will become eligible for one or more advanced classes. The most obvious (and generic) choice for a warbot that uses ranged weapons is the Soldier advanced class. A warbot sniper may shun the Soldier, and instead choose to become a Dead Shot. If the warbot prefers to dispatch its enemies up close and personal, then the Dreadnaught advanced class is definitely the way to go.

Xenobiologist

Xenobiologists study the life functions of alien creatures and seek to unravel their mysteries. The most compassionate of these learned men feel that the universe's puzzles, if solved, may provide great benefit to humanity. Others seek to better only themselves or their employers in their quest for extraterrestrial knowledge.

Like any scientist, a xenobiologist must be familiar with one or more scientific fields, particularly biology. Because alien life forms are not always constructed from the same building blocks as men, a familiarity with chemistry and the other physical sciences may be beneficial to his research. Research and Investigation are important skills, too. A xenobiologist wishing to capture live specimens should also have some inkling of how to handle them once they are in his possession.

Character Choices

The potential starting occupations for a xenobiologist include those of the Academic and the Student. Certain wealthy Dilettantes might also seek to expand their fortunes by investigating the origins of alien creatures, perhaps in an attempt to construct a galactic zoo or carnival. By combining the strengths of the Smart and Dedicated heroic classes, a xenobiologist is able to draw on several useful talent trees and skill sets. The most important talents provided by the

Table 3-17: The Xenobiologist

| Character Level | Base Class | Class Features |
|-----------------|------------|----------------|
| 1st | Smart | Talent |
| 2nd | Dedicated | Talent |
| 3rd | Smart | Bonus Feat |
| 4th | Smart | Talent |
| 5th | Smart | Bonus Feat |
| 6th | Dedicated | Bonus Feat |
| 7th | Smart | Talent |
| 8th | Smart | Bonus Feat |
| 9th | Smart | Talent |
| 10th | Dedicated | Talent |

Smart hero class can be found in the Research and Skill Enhancement* Talent Trees. For the Dedicated hero, the Lore* Talent Tree can provide valuable knowledge about alien species, while the Empathic and Insightful Talent Trees can allow a xenobiologist to draw on his own gut feelings to solve problems.

Knowledge skills, such as Knowledge (earth and life sciences) and Knowledge (behavioral science) can serve a budding xenobiologist quite well. Because aliens often inhabit dangerous planets, every xenobiologist should have ranks in Survival and Treat Injury. Since a good deal of a scientist's work is done in the laboratory, the Research and Investigate skills are equally valuable. Computer Use, Profession, and Speak Language are also good alternatives.

There aren't many feats that are specific to the xenobiologist, per se, but there are several choices that can make his job much easier. Educated or Studious xenobiologists may have added success in their pursuit of knowledge, while those who spend a lot of time on inhospitable worlds can benefit from Planetary Adaptation. For those medically-minded xenobiologists, the Xenomedic feat can be a godsend. Constant exposure to the weapons used by hostile aliens makes the Alien Weapons Proficiency feat a likely choice for xenobiologists who are constantly harried by their research subjects.

The Field Scientist advanced class is a good choice for the xenobiologist on the go. Xenobiologists that become enamored of their extraterrestrial subjects may be better suited by taking a few levels in the Xenophile advanced class. For those who prefer to supplement their scientific knowledge with survivability, the Explorer advanced class makes a superb alternative.



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