

tech noir e.s

a mideo game of a dark future

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Introduction

This is a RPG (imagine that)

Tech Noir is a Role Playing Game (RPG) designed to evoke a Cyberpunk feel. This means, usually, you will be pretending to be various people attempting to bring down an imagined oppressing corporatist system. Of course, that's not the only thing that's possible. Instead of working against him, some people actually enjoy being The Man. You aren't likely to find that in any of the games that I run, but that doesn't mean I'm going to stop you. Feel free to use, misuse, abuse, fold, spindle, or mutilate this game to your little heart's content. Since all good cyberpunks know that "Information Wants To Be Free", this is being released as Open Gaming Content, under Wizards of the Coast's Open Gaming License. That means that if there's something particularly nifty in this that you like, and want to swipe, you're perfectly welcome to. Pair these rules with a different setting, if that strikes your fancy. Don't like my rules? Fix 'em!

Evolution of an idea

I came relatively late to the RPG hobby—I didn't start gaming until I went to college. I cut my teeth on 2nd Edition AD&D, and D&D is still a large part of my gaming repertoire. I broadened my horizons, and was intrigued by the dark feel of such games as White Wolf's Storyteller series, and R. Talsorian's *Cyberpunk 2020*. Now, I've always been a tinkerer—as a kid, I don't think I owned a piece of electronic equipment that hadn't been taken apart to see what was inside. That's a dangerous trait for a role-player (though certainly not an uncommon one). I futzed and figured, computed statistics and probabilities. I realized that there's no such thing as the perfect game system. However, that's not to say that they can't be improved upon. Storyteller had no end of issues, and R. Talsorian's Interlock had its own problems, too. 3rd Edition Dungeons and Dragons seemed to be leaps and bounds above the 2nd edition of the game. It had fairly clean, elegant mechanics and consistent die rolling. As of late, my personal preference has tended towards more "rule-light" games like *Over the Edge*. But, for the level of detail that seems needed to for a combat-heavy cyberpunk game, D20 seems to do a pretty good job. I'm more of a tinkerer than a creator—so I was more than happy to take someone else's rules and change them to suit my needs. The biggest change I've made is to the core die mechanic. I didn't particularly like the vast change in the relative importance of the dice. To a first level character, the dice reign supreme. Their piddly +2 or +4 that they get to add isn't going to make a whit of difference. On the other hand, a experienced 20th level character won't notice the dice at all—he's adding +20 or +25 to his rolls, and very often ends up in a situation where he must simply not roll a 1 to succeed. Changing the core die mechanic to be a rough approximation of a bell curve (OK, so it's a very rough approximation) makes the dice more predictable, and keeps them at a consistent level of importance throughout the increase in power levels. I've also made some other, more cosmetic changes. I've

Intro – Tech Noir

changed the ability score range from the familiar 3-18 to just the ability score modifier from -5 to 5. There wasn't really a need for both sets of scores, I felt. Also, I've changed the design theory of classes. I've turned them into broad professions based on common skill sets rather than the narrow philosophical outlooks found in the System Reference Document. A ranger is still as much of a warrior as a fighter, is he not? It's just the choice of feats and skills that differentiate them—so the player gets to make the choice to customize his own character.

Why cyberpunk? (and a rant)

Most people think that Cyberpunk went out with the 1980's. Computers are no longer the new, exciting toys they were back then. In fact, they're almost as commonplace as most people pictured the future presented in books, movies, and other role playing games. Technology is becoming a vital part of day to day lives, but that's not the only way we're moving towards the dark days of *Blade Runner* or *Neuromancer*. It's also becoming a more invasive part of our lives, and the government is simply stepping out of the way to allow the companies of the world to make sure that they are able to control what you see, what you hear, and how you spend your money. DCMA, DRM, SSSCA, Sonny Bono Copyright Extension Act, Enron and Worldcom, manufactured pop stars, cover-ups of all kinds. Legislation is bought and paid for via lobbyists, to the benefit of CEOs and boards of directors. The rich get richer and the poor get poorer, and all of our liberties are slowly being eroded.

Beware the hype

Now, I'm not suggesting that things are quite as dire as suggested by the authors that have inspired me. That's why it's called science *fiction*. Hell, it probably wouldn't be fun if you were forced to live under the conditions presented here. That's why it's a game.

tech noir – mechanics ars mechanica

Being a Role Playing Game, one can usually assume certain fundamental commonalities about how to play the game. There is one person who is the *Game Master (GM)*. They are the one in charge of presenting the scenarios to the other players, who each have one or more *Characters (or sometimes Player Characters (PCs))*. The GM also has characters of his own (that he will use as adversaries and allies for the PCs) called *Non-Player Characters (NPCs)*. Games will usually have one or more PCs, but I suppose there's nothing preventing someone running a game for themselves (except of course, the ridicule of their friends). On the other extreme, there's no theoretical upper limit on the number of PCs involved at one time—the practical limit is the number of people the GM is able to keep under control and keep involved simultaneously. Too many characters, and you end up with bored or frustrated players, and an insane GM. Neither of these is a desired result. I've personally found about 5 PCs works well for me.

Dice

This game also uses Dice. Now, if you're not familiar with RPGs in general, you may only have seen with the cubical six sided dice with spots on them that you get with board games, and keep losing. This game uses all sorts of other dice, so you'll have to get some of them. Don't worry, they're not all that different than the common dice—you'll be losing these in no time at all.

- d4 - four sided die, pyramidal
- d6 - six sided die, cubical (you have approximately 5743 of these lying under your couch from all your board games)
- d8 - eight sided die, octahedron
- d10 - ten sided die
- d12 - twelve sided die, dodecahedron
- d20 - twenty sided die, icosohedron

Most of the time, you'll just see instructions to roll one or more of these dice, possibly adding some other number to it. In general:

$$XdY + Z$$

So, if you see $4d6 + 3$, you'd roll four of the six sided dice you have (or one four times, or whatever), add them up, and then add three to the total? Simple, yes? Either the X or the Z can be blank, so you might have:

- 2d10 - roll 2 d10, add them up
- d8 + 5 - roll one d8, and add 5
- d4 - roll one measly d4
- 3d6 + 3 - getting complicated!

The main die mechanic for this game is called mid20, for lack of a catchier name. It's a bit more complicated, but not very much so. It works like this: roll three d20s, and simply take the middle die for your result. If any of the dice came up the same number, that's the value you take.

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.
Exception: Certain rolls, such as damage, have a minimum of 1.

Multiplying

Sometimes a special rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because $2 + 1 = 3$).

Basic Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is:

$$\text{mid20} + \text{Modifiers vs. Target Number}$$

If the result of the mid20 roll + the Modifiers equals or exceeds the Target Number, the test is successful. Any other result is a failure.

A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure.

ability scores

Every character has eight basic Ability Scores. They represent the natural abilities that define how the character gets by during day-to-day life and are the core building blocks of any profession.

- Strength (STR)
- Dexterity (DEX)
- Constitution (CON)
- Intelligence (INT)
- Cool (CL)
- Charisma (CHA)
- Appearance (APP)
- Technical (TECH)

These Abilities range from -5 to infinity. The normal human range is -5 to 5 (though cyberware can raise them above unaugmented limits), and the average human will have a score of 0 in all of them. To generate the eight ability scores, roll 1d6 and subtract 1d4 from it eight times. This will produce eight numbers from -3 to +5. This is slightly offset to be higher than average, but then again, Joe Schmoe from down the street doesn't become a cyberpunk—extraordinary people do. Choose the Ability you want each Score to represent, and if the sum of all the scores is less than zero, you may reroll the entire set of them.

Strength

Raw physical power. It determines carrying capacity, as well as modifying damage in hand-to-hand combat.

Dexterity

Quickness and the ability to move with grace. It gives bonuses or penalties to Defense, as well as modifying chances to hit at range.

Constitution

Physical endurance and fitness. It determines how long someone can exert himself, as well as how much damage he can withstand.

Intelligence

How much someone knows, and how easy it is for them to learn new skills.

Cool

How levelheaded someone is—how they react under pressure and how easy it is to sway them from their goals.

Charisma

How empathic and understanding someone is. It determines how other people interact with characters, as well as how much cybernetic enhancement someone's psyche can withstand.

Appearance

Physical attractiveness. In a society where style is often more important than substance, the ability to portray a pleasing demeanor is important.

Technical

How in tune someone is with the technical devices of the day. It determines the ability to repair and operate high-tech machinery and vehicles.

tech noir – attitude attitude

In the dystopia of the late 22nd century, your Attitude is everything. Attitude is a combination of several factors. Where you grew up, where you are now, your reactions to your various surroundings. All of these come together to help form the face you present to the world at large.

Corporate

This is what most people want to strive toward. Whether you are a data entry wageslave, firmly ensconced in middle management, or a wheeling and dealing high-ranking executive, you have it fairly good. Steady paychecks come your way (at least till the next downsizing), you are able to afford life's simple pleasures from time to time (or whenever you have the whim for it, depending on how rich you actually are), and a life full of sucking up to the people above you. This isn't to say that you're necessarily a tool of the system, though. There's plenty of people who found themselves on the lucky end of the spectrum who are using their position in society to work to make it better. It's often not as dramatic as

(gets lotsmore money, better health--toughness for free?)

Street

The rebels, the punks, the poor. Morals might be a nice thing to have, but they don't get you cushy jobs with corner offices and pretty (or handsome) secretaries. In fact, they're pretty incompatible with the new economy. If you're more concerned with protecting wildlife habitat, or preventing public housing from being destroyed, your eye isn't on the profit margin. And someone that's not burdened by a pesky conscience is going to steal your market out from under you. The one nice thing about being marginalized is that usually no one pays you much attention, and there's entire grey and black markets out there for you to take advantage of. Sometimes, it's merely doing the things that the Corporates of the world can't afford to get their hands dirty with. If you're lucky, though, you become one of the few people actually trying to make the world a better place.

(human equivalent--1 free feat at chargen, 1 skill point per level) +1 to all saves
+1 CL, +1 TECH

Auslander

Outsiders. Nomads. Gangs. The people who refuse to fit into nice little niches that society has laid out for them. They labor to be as self-sufficient as they can be, and feel that even a black market is still a market reliant on the corrupt system of corporate control. Gathering into groups (both for strength and safety), each collection tends to have their own unique sort of structure, though truly anarchist enclaves aren't completely unheard of. Familial patterns are common,

often growing out of an actual family unit, and "adopting" new members as the years go by. One or two (or a small group of) older people usually act as parents, leaders, and teachers for the younger members, and might be referred to as "Mother", "Father", or "Elder", depending on the particular group. Street Gangs tend to be mostly around the same age, with one clear central leader who is surrounded by a few trusted lieutenants. Whatever their structure, Auslanders tend to have their own barter-based economy, trading goods and services in lieu of cold hard cash. Those with technological requirements (cyberware, protein nutrient tanks, etc), are forced to trade with the outside world, but very rarely can afford new. They make do with the cast-offs of a disposable society, though some eschew technology altogether--preferring to live a low-tech life.

(access to the "primitive" feats, skill adaptation)
+1 CON, -1 INT

CLASSES

If Attitude is “Who you are”, Classes are “What you do”: groupings of skills and abilities that are commonly found together.

The Star

The infofeed star reporting the news, the street musician spreading the word about revolution, the man preaching his version of the One True Gospel, or simply the guy who keeps popping up in the news, the Star surfs the wave of popularity to get by.

The Star							
Level	BAB	Fort	Ref	Will	Def	HP	Special
1	0	+2	+0	+2	+1	0	Fame
2	1	+3	+0	+3	+2	1	Contact (Media)
3	1	+3	+1	+3	+2	2	
4	2	+4	+1	+4	+2	3	
5	2	+4	+1	+4	+3	3	
6	3	+5	+2	+5	+3	4	Groupies
7	3	+5	+2	+5	+4	5	
8	4	+6	+2	+6	+4	6	Contact (Media)
9	4	+6	+3	+6	+4	6	
10	5	+7	+3	+7	+5	7	
11	5	+7	+3	+7	+5	8	
12	+6/+1	+8	+4	+8	+6	9	
13	+6/+1	+8	+4	+8	+6	9	
14	+7/+2	+9	+4	+9	+6	10	Contact (Media)
15	+7/+2	+9	+5	+9	+7	11	
16	+8/+3	+10	+5	+10	+7	12	
17	+8/+3	+10	+5	+10	+8	12	
18	+9/+4	+11	+6	+11	+8	13	
19	+9/+4	+11	+6	+11	+8	14	
20	+10/+5	+12	+6	+12	+9	15	Contact (Media)

Class skills: Appraise (INT), Computer Use (TECH), Craft (TECH), Disguise (CHA), Fashion Sense (APP), Knowledge (general) (INT), Languages (INT), Perform (CHA), Profession (INT), Spot (INT),

Fame: The Star can use his popularity in place of other skills. Everyone knows that famous people are naturally better at everything. Once per day per level, the Star can reroll any failed skill check using his level in place of skill ranks and his CHA in place of whatever attribute was originally used. This cannot be used for skill checks that were attempted untrained.

Contact (Media): At 2nd, 8th, 14th, and 20th level, the Star gets a free Contact Feat, of the Media type. See the Contacts entry in the Feats Chapter. This can stack with chosen feats, or be kept entirely separate.

Groupies: At 6th level, the Star becomes famous enough to attract people (groupies, acolytes, yes-men) who will follow him around simply for the pleasure of basking in his presence. They will assist the Star as best they can, but unless extraordinary circumstances prevail, they will not be suicidal. See Table: Followers for what sort of

Table: Popularity Modifiers	
General Popularity Modifiers	
The Star Has a Reputation of:	
Great prestige	2
Fairness and generosity	1
Special power	1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-Only Popularity Modifiers	
The Star	
Caused the death of a cohort	-2*
*Cumulative per cohort killed.	
Groupie-Only Popularity Modifiers	
The Star	
Has a steady base of operations	2
Moves around a lot	-1
Caused the death of groupies	-1

CLASSES – TECH NOIR

Table: Followers							
Popularity Score	Cohort Level	Groupies by level					
		1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

cohort and how many groupies the star can recruit.

Popularity Score: A character's Popularity score equals his level plus Charisma. In order to take into account negative Charisma, Table: Popularity allows for very low Popularity scores. Outside factors can affect a character's Popularity score, as detailed in Table: Popularity Modifiers.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Popularity score, he can't recruit a cohort of his level or higher.

Number of Groupies by Level: The character can lead up to the indicated number of characters of each level. **Groupies:** These characters have gear appropriate to NPCs of their level. As the Star's Popularity rises, he can attract more followers. If his Popularity goes down, followers may desert.

Replacing Cohorts and Groupies: If a Star loses a cohort or followers, he can generally replace them, according to his current Popularity score. It takes time (1d4 months) to recruit replacements. If the Star is to blame for the deaths of the cohort or groupies, it takes extra time to replace them, up to a full year. Note that the Star also picks up a reputation of failure, which decreases his Popularity score.

The Datajock

Anyone can use a computer, but the Datajocks bend them to their will. Hacking their way past black ICE (or putting it up in the first place), these are the guys who maintain (and bring down) the data infrastructure that

tech noir – classes

The Datajock

Level	BAB	Fort	Ref	Will	Def	HP	DU	Special
1	+0	+0	+1	+2	+0	0	9	Interface
2	+1	+0	+2	+3	+0	1	10	Contact (*Net)
3	+1	+1	+2	+3	+1	1	11	
4	+2	+1	+2	+4	+1	2	14	
5	+2	+1	+3	+4	+1	2	17	
6	+3	+2	+3	+5	+2	3	22	
7	+3	+2	+4	+5	+2	3	27	
8	+4	+2	+4	+6	+2	4	34	Contact (*Net)
9	+4	+3	+4	+6	+3	4	41	
10	+5	+3	+5	+7	+3	5	50	
11	+5	+3	+5	+7	+3	5	59	
12	+6/+1	+4	+6	+8	+4	6	70	
13	+6/+1	+4	+6	+8	+4	6	81	
14	+7/+2	+4	+6	+9	+4	7	94	Contact (*Net)
15	+7/+2	+5	+7	+9	+5	7	107	
16	+8/+3	+5	+7	+10	+5	8	122	
17	+8/+3	+5	+8	+10	+5	8	137	
18	+9/+4	+6	+8	+11	+6	9	154	
19	+9/+4	+6	+8	+11	+6	10	171	
20	+10/+5	+6	+9	+12	+6	10	190	Contact (*Net)

is essential to everyday life. *Everything* is connected to the 'Net, and Datajocks are the masters of them all.

Class skills: Bureaucracy (CHA), Computer Use (TECH), Craft (TECH), Electronics (TECH), Gather Information (CHA), Interface (INT), Knowledge (general) (INT), Knowledge (Datanet) (INT), Profession (INT), Programming (INT), Search (INT),

Interface: Anyone can access the Net, but the datajock has the ability to do so with multiple programs loaded into his brain, which he can use on the fly via a direct neural connection to the 'Net. Each program takes up one or more Data Units (DU), and the more experience the Datajock has with this wanton misuse of his grey matter, the more efficiently he can pack programs into his head. The ability to control these programs is represented by the Interface skill, which is restricted to datajocks. Interface is actually 9 different skills, each representing the Datajock's ability with a particular type of software: Intrusion, Decryption, Detection, Evasion, Protection, Anti-system, Anti-IC, antipersonnel, and Controller. Utilities are a 10th type, but all datajocks are considered universally proficient in their use, and they are therefore not considered a skill type.

Contact (*Net): At 2nd, 8th, 14th, and 20th level, the Datajock gets a free Contact Feat, of the 'Net type. See the Contacts entry in the Feats Chapter.

Bonus DU: based on the INT score of the Datajock, it is

Table: Bonus DU (by Datajock Level)

INT	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
Any neg	(Cannot run datajock programs with this ability score)							
0	-	-	-	-	-	-	-	-
1	+1	-	-	-	-	-	-	-
2	+1	+3	-	-	-	-	-	-
3	+1	+3	+5	-	-	-	-	-
4	+1	+3	+5	+7	-	-	-	-
5	+3	+3	+5	+7	+9	-	-	-
6	+3	+5	+5	+7	+9	+11	-	-
etc								

possible to cram even more DU into a brain than normal.

The Solo

Street samurais, high-class assassins, marine grunts, or corporate security guards, if someone needs hurting or protecting, they're the guys who gets called.

Class skills: Climb (STR), Computer Use (TECH), Craft (TECH), Drive (DEX), First Aid (TECH), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (general) (INT), Listen (CL), Move Silently (DEX), Profession (INT), Swim (STR), Tumble (DEX)

Combat Senses: The solo may add his CL score (assuming it is positive) to both his Defense and his Initiative in addition to his DEX.

Combat Mastery: The solo gains an additional attack for every 3 levels of Base Attack Bonus, instead of every 5. If the Solo is multi-classed, figure his base attack bonus like this:

The Solo

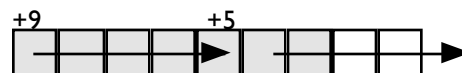
Level	BAB	Fort	Ref	Will	Def	HP	Special
1	+1	+2	+0	+0	+2	+1	Combat Senses, Combat Mastery
2	+2	+3	+0	+0	+3	+2	
3	+3	+3	+1	+1	+3	+3	
4	+4	+4	+1	+1	+4	+4	
5	+5	+4	+1	+1	+4	+5	
6	+6/+1	+5	+2	+2	+5	+6	
7	+7/+3	+5	+2	+2	+5	+7	
8	+8/+4	+6	+2	+2	+6	+8	
9	+9/+5/+1	+6	+3	+3	+6	+9	
10	+10/+6/+2	+7	+3	+3	+7	+10	
11	+11/+7/+3	+7	+3	+3	+7	+11	
12	+12/+8/+4	+8	+4	+4	+8	+12	
13	+13/+9/+5/+1	+8	+4	+4	+8	+13	
14	+14/+10/+6/+2	+9	+4	+4	+9	+14	
15	+15/+11/+7/+3	+9	+5	+5	+9	+15	
16	+16/+12/+8/+4	+10	+5	+5	+10	+16	
17	+17/+13/+9/+5/+1	+10	+5	+5	+10	+17	
18	+18/+14/+10/+6/+2	+11	+6	+6	+11	+18	
19	+19/+15/+11/+7/+3	+11	+6	+6	+11	+19	
20	+20/+16/+12/+8/+4	+12	+6	+6	+12	+20	

Take the total base attack bonus from the solo levels, and break that down using the solo attack progression. Then take any left over, and count them with the attack bonus given by the other levels along the regular progression.

Example: 7/4 Solo/Datajock

Total BAB = +9 (+7 solo/+2 datajock)

Final attack progression: +9/+5 (as opposed to +9/+5/+1 for a single-class solo with a BAB of +9)



The grey boxes represent the Solo attack bonus, and the white boxes represent the datajock attack bonus. There isn't enough left in the grey/white area for a third attack using the standard progression)

CLASSES – TECH NOIR

A Fixer is a people person by trade. It's his job to know what's going on, and who's involved. Whether on the street or in the corporate boardroom, he is the dealmaker—the ultimate middleman. Found in such varied positions as drug dealers, mafia dons, smugglers, information brokers, and executives of all ranks, Fixers all have traits in common. Their livelihood depends on how happy their clientele is. For this reason, CHA is the bastion of the Fixer's profession. INT or TECH is also important; a Fixer needs to know something about the goods or services he deals in.

The Techie							
Level	BAB	Fort	Ref	Will	Def	HP	Special
1	+0	+0	+2	+1	0	0	Jury Rig (+5)
2	+1	+0	+3	+2	+1	+1	
3	+2	+1	+3	+2	+2	+2	
4	+3	+1	+4	+2	+3	+3	
5	+3	+1	+4	+3	+3	+3	Skill Mastery
6	+4	+2	+5	+3	+4	+4	
7	+5	+2	+5	+4	+5	+5	Jury Rig (+10)
8	+6/+1	+2	+6	+4	+6	+6	
9	+6/+1	+3	+6	+4	+6	+6	
10	+7/+2	+3	+7	+5	+7	+7	Skill Mastery
11	+8/+3	+3	+7	+5	+8	+8	
12	+9/+4	+4	+8	+6	+9	+9	
13	+9/+4	+4	+8	+6	+9	+9	Jury Rig (+15)
14	+10/+5	+4	+9	+6	+10	+10	
15	+11/+6/+1	+5	+9	+7	+11	+11	Skill Mastery
16	+12/+7/+2	+5	+10	+7	+12	+12	
17	+12/+7/+2	+5	+10	+8	+12	+12	
18	+12/+8/+3	+6	+11	+8	+13	+13	
19	+14/+9/+4	+6	+11	+8	+14	+14	
20	+15/+10/+5	+6	+12	+9	+15	+15	Jury Rig (+20), Skill Mastery

The Techie

If it's broke, he can fix it. If it's not broke, he can make it better. If it doesn't exist, he'll create it. These days, you live or die based on the tech you can get your hands on.

Jury Rig: The techie may add the listed bonus to any Repair skill to make a temporary repair. This repair has the standard DC, but takes half the time. It has a 10% cumulative chance of failing per use, or 10% per 10 minutes for an item in continuous use.

Skill Mastery: The Techie can take 10 on a chosen skill, even when under stressful circumstances or under time restrictions. A new skill must be chosen each time this ability is taken.

The Fixer

The Fixer							
Level	BAB	Fort	Ref	Will	Def	HP	Special
1	+0	+0	+2	+1	0	0	Bonus Feat, 2 Contact Feats (any)
2	+1	+0	+3	+2	+1	+1	
3	+2	+1	+3	+2	+2	+2	Contact Feat (any)
4	+3	+1	+4	+2	+3	+3	
5	+3	+1	+4	+3	+3	+3	Contact Feat (any)
6	+4	+2	+5	+3	+4	+4	
7	+5	+2	+5	+4	+5	+5	Contact Feat (any)
8	+6/+1	+2	+6	+4	+6	+6	
9	+6/+1	+3	+6	+4	+6	+6	Contact Feat (any)
10	+7/+2	+3	+7	+5	+7	+7	
11	+8/+3	+3	+7	+5	+8	+8	Contact Feat (any)
12	+9/+4	+4	+8	+6	+9	+9	
13	+9/+4	+4	+8	+6	+9	+9	Contact Feat (any)
14	+10/+5	+4	+9	+6	+10	+10	
15	+11/+6/+1	+5	+9	+7	+11	+11	Contact Feat (any)
16	+12/+7/+2	+5	+10	+7	+12	+12	
17	+12/+7/+2	+5	+10	+8	+12	+12	Contact Feat (any)
18	+12/+8/+3	+6	+11	+8	+13	+13	
19	+14/+9/+4	+6	+11	+8	+14	+14	Contact Feat (any)
20	+15/+10/+5	+6	+12	+9	+15	+15	

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Skill Points

Characters have a number of skill points based on their attitude and their class levels.

Depending on a characters' attitude and class, some skills are "class skills" and some skills are "cross-class skills" Cross-class skills require 2 skill points per rank, class skills require 1 skill point per rank.

The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number.

Using Skills

When the character uses a skill, the character makes a skill check to see how well the character does. The higher the result on the character's skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

Skill Checks

To make a skill check, roll mid20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has, including attitude bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

VS. A Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

VS. Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins.

If these scores are the same, flip a coin.

Retries

In general, the character can try a skill check again if the character fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually

Table: Skills

Skill	Ability	U?	Fxr	Djk	Str	Tch	Solo
Appraise	INT	■		○		○	○
Balance	DEX	■	○	○	○		○
Bureaucracy	CHA	■			○	○	○
Bluff	CHA	■		○	○	○	○
Climb	STR	■	○	○	○		
Computer Use	TECH	■					
Craft (misc)	TECH	■					
Demolitions	TECH		○	○	○		○
Diplomacy	CHA	■		○	○	○	○
Disguise	CHA	■		○		○	○
Doubletalk	CL			○	○	○	○
Drive	DEX	■		○	○		
Electronics	TECH		○	○	○		○
Escape Artist	DEX	■	○	○	○		○
Fashion Sense	APP	■		○		○	○
First Aid	TECH	■	○	○	○		
Forgery	TECH	■		○	○		○
Gather Information	CHA	■			○	○	○
Handle Animal	CHA	-	-	-	-	-	-
Hide	DEX	■	○	○	○		
Intimidate	CHA	■		○	○	○	
Interface	INT	-	-		-	-	-
Intuit Direction	INT	-	-	-	-	-	-
Jump	STR	■	○	○	○	○	
Knowledge (general)	INT	■					
Knowledge (Stock Market)	INT			○	○	○	○
Knowledge (Datenet)	INT		○		○	○	○
Knowledge (Street)	INT			○	○	○	
Language	N/A			○		○	○
Listen	CL	■	○	○	○	○	
Mechanics	TECH		○		○		
Move Silently	DEX	■	○	○	○		
Perform	CHA	■		○		○	○
Pharmacology	INT		○	○	○		○
Pick Lock	DEX		○	○	○		○
Profession (misc)	INT						
Programming	INT		○		○	○	○
Sleight of hand	DEX			○	○		○
Search	INT	■			○		○
Sense Motive	CL	■		○	○	○	○
Spot	CL	■	○	○			○
Streetwise	CL	■		○	○	○	○
Survival	CL	-	-	-	-	-	-
Swim	STR	■	○	○	○	○	
Tumble	DEX		○	○	○	○	
Use Rope	DEX	■	○	○	○	○	○

useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

Untrained Skill Checks

Generally, if the character attempts to use a skill the character doesn't possess, the character makes a skill check as normal. The character's skill modifier doesn't have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained

in the skill. Skills that cannot be used untrained are marked with a “No” in the “Untrained” column on Table: Skills.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character’s skill modifier and a reduction in the check’s DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character’s movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Practically Impossible Tasks

In general, to do something that’s practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of -20 on the character’s roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They’re the accomplishments that represent incredible, almost logic-defying skill and luck.

The GM decides what is actually impossible and what is merely practically impossible.

Extraordinary Success

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

Checks without Rolls

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling mid20 for the skill check, calculate the character’s result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20.

Instead of rolling mid20 for the skill check, calculate the character’s result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can’t take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character’s help won’t be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as she sees fit for the given conditions.

Skill Synergy: It’s also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

Ability Checks

Sometimes the character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of mid20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The GM assigns a Difficulty Class.

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THE SKILLS

Appraise (INT)

Check: The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The GM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high even if the character fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The GM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance (DEX; ARMOR CHECK PENALTY)

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

Surface	DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Angled Surface	+5*
Slippery Surface	+5*
Moving at full speed	+5*
Moving at double speed	+10†

* Cumulative penalties, use all that apply

† Two checks with all penalties must be made to move at double speed. Failing either means you fall down

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance:

They gain a +2 attack bonus, and the character loses their Dexterity to Defense. If the character has 5 or more ranks in Balance, then the character can still add Dexterity to Defense (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Bluff (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. People unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to add his Dexterity to Defense (if any). This attack must be made on or before your next turn. Feinting in this way against a cyborg is difficult because it's harder to read a strange creature's body language; the character suffers a -4 penalty. Against an opponent of animal Intelligence (1 or 2) it's even harder; the character suffers a -8 penalty. Against a nonintelligent opponent, it's impossible.

Creating a Diversion to Hide: The character can use

Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Sleight of Hand checks and a +2 synergy bonus on an Doubletalk check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Bureaucracy (CHA)

You can cut through red tape and navigate treacherous halls of a bureaucracy.

Check: You can attempt to bypass normal office procedures, favorably impress bureaucrats, or tell if an individual would be receptive to bribes.

A bureaucracy is made up of layers, roughly equivalent to the levels of the Contact feat (q.v.). A small company typically only has 1 or 2 layers, but a multinational corporation might have as many as 12.

Task	DC
Bypass bureaucrat or secretary (move up one layer of management)	10*
Rush paperwork through immediately	15
Know if person would be offended by bribe	15
Tactfully offer someone a bribe	15
Convince someone to ignore policy	20
Convince person to break policy	25
Individual believes you are important (i.e. visiting executive, rich investor, law enforcement officer, etc)	-2
Individual believes you are poor/unimportant	+2
Individual believes you could threaten his job	-5
Individual has been successfully bribed	-5†

* Add +2 to this DC for every layer of management past the first that you are dealing with.

† Each time the standard bribe (€100 for every layer of management past the first) is doubled, an additional -2 is added to this modifier.

Bribes: it is possible to bribe bureaucrats in order to receive special consideration. Not all bureaucrats are susceptible to this, but for those who are, €100 times their “layer” is enough to reduce the DCs for all future dealings with them by 5. Typically, highly moral or wealthy bureaucrats are immune to being bribed, and may take offense at such an offer (increasing the DCs for further dealings with them by 5).

Climb (STR; ARMOR CHECK PENALTY)

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or

other steep incline (or even a ceiling with handholds) one-half the character’s speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character’s speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

Example Wall or Surface	DC
Slope too steep to walk up, knotted rope with a wall to brace against.	0
A rope with a wall to brace against, or a knotted rope	5
A surface with ledges to hold on to and stand on, (very rough wall)	10
Surface with adequate hand- and foot-holds, unknotted rope	15
An uneven surface with some narrow handholds and footholds	20
A rough surface, such as a natural rock wall or a brick wall.	25
Overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	-
Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls	-10*
Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).	-5*
Surface is slippery	+5*
Moving at full speed	+5*
Moving at double speed	+10†

* Cumulative penalties; use all that apply

† Two checks with all penalties must be made to move at double speed. Failing either means you fall down.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

The DC of the check depends on the conditions of the climb.

Since the character can’t move to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character cannot add their Dexterity to Defense.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character’s current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character’s full speed in climbing distance, but the character suffers a -5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character’s speed. By accepting the -5 penalty, the character can move this far as a

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move-equivalent action rather than as a full-round action.

Making the character's Own Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

Catching the One's Self When Falling: It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Computer Use (INT)

You can access and operate computer systems, and operate most complex systems that serve as computer peripherals, such as scanners, digital cameras, scientific instruments. Using a computer to gather information requires the Gather Information skill, and is described under that entry.

Check: Mundane, everyday tasks do not require a Computer Use check. Performing mundane task within a rigid time frame, or more complex tasks, require a skill check.

Craft (TECH)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (weaponsmith). The character's ranks in that skill don't affect any checks the character happens to make for armor or cybertech, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

Check: The character can practice a trade and earn some money, earning about the check result times €25 per week, per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, and how to handle common problems.

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the

item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require appropriate tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, masterwork tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the GM set one. Multiply the value by 10 to find the creation goal of the item.	Item Complexity	DC
	Low (simple tool or utensil)	5
	Medium (simple weapon)	10
	High (weapon)	15
	Extreme (vehicle)	20
	Incredible (high-tech device)	30+

2. Pay one-third the item's price in raw materials.

3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the creation goal, then the character has completed the item. (If the result times the DC equals double or triple the creation goal, then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the creation goal, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the creation goal.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship).

To create a masterwork version of an item on the table, the character creates the masterwork component as if it were a separate item in addition to the standard item.

The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.) The character can do this multiple times (up to 5), each time creating a separate item, for a finished product with a masterwork bonus of up to +5.

Repairing Items: Generally, the character can repair an

item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Demolitions (TECH; Trained only)

Check: Using explosives is always risky. The table provides standard DCs for Demolitions checks.

Task	DC
Set explosive device	10
Disarm standard device	15
Build device from scratch	25
Disarm scratch-built device	Spec.
Character is rushed	+2*
Improper tools	+2*
Good tools	-2*

* Cumulative modifiers, use all that apply +4 to their reflex saving throws to avoid damage and reduces the damage caused by the explosion by 75%. It takes no less than 5 minutes to set an explosive, but may take more time depending on the complexity and purpose of the device.

You may also use this action to create shaped charges from plastic explosive. The base damage of a shaped charge is determined by the amount of plastic explosive used to build it (4d6 for every 1/4 lb block). For every 5 by which you beat the DC of 10, the damage of the shaped charge is increased by +1d6 per 1/4 block, to a maximum of 10d6 per block). This damage only affects a 45-degree angle in one direction, and the blast increment is only applied to targets within this area of effect. The blast increment of a shaped charge is 15 ft.

Disarm standard device: This assumes that the explosive was manufactured as opposed to custom or scratch-built. With manufactured explosives, the construction and color coding of wires is fairly standardized. If you have schematics, you gain a +5 circumstance modifier to this skill check. Failing the check means that you cannot figure out the device. Failing by 5 or more results in the device's immediate detonation. Disarming a standard device takes no less than 1 minute but may take considerably longer based on the complexity of the device.

Build explosive device from scratch: Constructing a scratch-built explosive is very dangerous, and therefore rarely undertaken by people with a strong will to live. However, such devices are also the most difficult to disarm. If the skill check fails, the explosive does not function and all materials are wasted. If the check fails by 5 or more, the explosive detonates during construction. For every 1d6 points of damage done by the explosive, materials cost €200 and the time required to build the device is 30 minutes.

Disarming scratch-built explosive device: Of all the high-risk tasks that a demolitions expert can undertake, disarming a scratch-built explosive is always the most

dangerous. This skill check is opposed—compare the result of the disarming character's Demolitions check against the result of the explosive builder's Demolitions check to construct the device. If the Demolitions check of the disarming character exceeds the builder's check, the device is disarmed; otherwise it detonates in one minute.

Retry: no

Special: If you have 5 or more ranks in Computers you gain a +2 synergy bonus with Demolitions checks that involve a device with computerized components. If you have 5 or more ranks in Electronics you gain a +2 synergy bonus with Demolitions checks that involve a device with electronic components. If you have 5 or more ranks in Mechanics you gain a +2 synergy bonus with Demolitions checks that involve a device with mechanical components.

Diplomacy (CHA)

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

Disguise (CHA)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

Disguise	Modifier
Minor details only	-5
Different height (± 5%)	+2
Different weight (± 5%)	+2
Different Sex	+5
Different skin color	+5
Different age	+2*

Check: The character's Disguise check result determines how good the disguise is, and it

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

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is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a security guard who is watching customers walking through a mall entrance), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the GM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Doubletalk (CL; TRAINED ONLY)

Using a combination of body language, hand signals, and various codes, you can communicate and understand secret messages while appearing to talk about something completely different.

Check: The character can get a message across to another character with the Doubletalk skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using

Doubletalk, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The GM makes the character's Doubletalk check secretly so that the character doesn't necessarily know whether the character was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

Drive (DEX)

When the character selects this skill, choose the type of vehicle the character is familiar with. If the character uses the skill with a different vehicle (such as riding a motorcycle when the character is used to driving cars), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different vehicle (such as driving a spinner or aircraft when the character is used to driving cars), the character's rank is reduced by 5 (but not below 0).

Check: Typical driving actions don't require checks. The character can drive, enter, and exit from a vehicle without a problem. Entering or exiting is a move-equivalent action. Some tasks require checks:

Driving Task	DC
Drive one-handed	5
Stay in control	5
Fast entry/exit	15
Jump	20
Drive no-handed	20

Drive one-handed: the character uses one hand to control a vehicle, so that one hand is kept free for combat or other actions. Make the check at the start of the character's round. If the character fails, the character cannot use either hand this round because the character needs to use both of them to control the character's vehicle.

Drive no-handed: the character can control the vehicle with either another part of the character's body such as holding the steering wheel steady with knees (or simply trusts that the vehicle will continue in a straight line) so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character cannot use either hand this round because the character needs to use both of them to control the character's vehicle.

Stay in Control: The character can react instantly to try

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to avoid losing control and crashing when the character or the character's vehicle takes damage.

Jump: The character can get a vehicle to leap obstacles as part of its movement, assuming appropriate ramp-type terrain exists. Use the character's Drive skill modifier to see how far the vehicle can jump. The DC (15) is what the character needs to roll to stay in control of the vehicle when it lands.

Fast Entry or Exit: The character can enter or exit the vehicle as a free action. If the character fails the check, entering or exiting is a move-equivalent action. (The character can't attempt a fast entry or exit unless the character can perform the entry or exit as a move-equivalent action this round.)

Special: A character has 5 or more ranks in Drive gets a +2 synergy bonus to any Knowledge or Mechanics checks concerning cars. A character with 5 or more ranks in Knowledge with an area or city gets a +2 synergy bonus while driving there. A character with 5 or more ranks in Balance gets a +2 synergy bonus when riding a personal (balance-based) vehicle such as a motorcycle.

Electronics (TECH; Trained only)

Electronics is used to repair electronic devices or disarm traps that primarily use electronic components, such as electronic eyes. (The Hide skill is used to avoid/bypass electronic surveillance devices without disabling them). No skill is required to operate simple electronic devices, or devices the user is familiar with.

Check: Mundane, everyday tasks do not require an Electronics check, but attempting mundane tasks with a time limit or performing more complex tasks does.

Operate Unfamiliar Electronic device: A successful check allows you to operate the device in question. the DC for your check depends on the complexity of the device, and is set by the GM. Once a character figures out how to operate a device, a check is no longer required.

Disarm/Disable Electronic Device: The GM should make this skill check in secret, so the player doesn't know the magnitude of the success or failure. The time required for the check depends on the device.

If the check succeeds, the sabotage is successful and the device ceases to operate or malfunctions in the manner

Device	Time	DC
Simple (pressure pad, crude electronic eye)	1 round	10
Tricky (door keypad, video camera)	1d4 rounds	15
Difficult (motion sensor, heat sensor)	2d4 rounds	20
Obnoxious (retina scan, voiceprint analyzer)	3d4 rounds	25-40
Leave no sign of work		+5
Delayed breakdown* (1d4 minute delay)		+5
Unfamiliar device		+5

* The device is sabotaged and left to break down at a later time determined by the character

desired. If the check fails, the device is not disabled. If the check fails by 5 or more, the device goes off, an alarm is tripped, or the character thinks the device is disabled, but it continues working normally.

Repair Electronic Device: A successful check repairs a damaged electronic device. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (whether repairs are being conducted in spare time, or in the middle of a firelight). The GM is the final arbiter of how long an

Task	DC
Replace part	10
Simple repair	15
Troubleshoot and/or complex repair	20
Major repairs involving multiple parts	25+
High stress situation	+5
Unfamiliar parts/device	+5
Tools and/or parts unavailable	+15

attempted repair takes. **Retry:** If operating an unfamiliar device, yes. If repairing a device, yes, but the task must be begun again. Parts are not consumed by a repair attempt. The check can be made again after the required repair time as elapsed. If bypassing or disarming a device, yes, but only if the previous attempt was clearly a failure.

Special: If the specific schematics are available, a +5 bonus is given to the skill check.

Escape Artist (DEX; ARMOR CHECK PENALTY)

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Restraint	Time	DC
Ropes	1+ minutes	Use Rope check +10
Net	Full action	20
Handcuffs	1+ minutes	30
Tight space	1+ minutes	30
Masterwork handcuffs	1+ minutes	35
Grappler		Grappler's check

Ropes: The character's Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.

Handcuffs and Masterwork Handcuffs: Handcuffs have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the GM may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Grappler: The character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard

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action, so if the character escapes the grapple the character can move in the same round. See “Wriggle Free” under Other Grappling Options.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

First Aid (TECH)

First Aid allows characters to bind wounds, prevent bleeding to death, and apply combat healing drugs.

Check: The DC and effect depend on the task the character attempts.

Stabilizing: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healing character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Task	DC
Stabilization	15
Long-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC
Combat healing	15+

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each week of light activity, 3 hit points per level for each week of complete rest, and 2 ability score points per week. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to him or herself.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of her saving throw if the character's Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the

character makes a Heal check. The diseased character uses the character's result in place of his or her saving throw if the character's Heal result is higher.

Combat healing: Once a wounded character is stabilized with First Aid (if necessary), quick-healing combat drugs can be applied in order to heal and reduce the effects of damage on the wounded character. These combat drugs are expensive, and hard to come by. They cost €75 per dose on average, and require a Streetwise skill check at DC 20, or a Contact in the medical industry to acquire.

Special: If the character has 5 or more ranks in Profession (doctor), the character gets a +2 synergy bonus on Heal checks.

DC	Effect
15	2d4 HP returned
20	2d6 HP returned
25	2d8 HP returned
30	2d10 HP returned

Forgery (INT)

Check: Forgery requires writing materials or computers appropriate to the document being forged, enough light to write by, cameras to take pictures (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Condition Modifier	Reader's Check
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Casual inspection	-2
Intensive inspection	2
Document put through validation test	+5*

*Depending on the type of test, the forgery may be automatically discovered

The GM makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

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Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

Gather Information (CHA)

Check: By succeeding at a skill check (DC 10), given an evening with a few euro to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, specific person, or do something else along those lines, the DC is 15 to 25 or higher.

Special: A character that has 5 or more ranks of Computer Use gains a +2 synergy bonus when searching for information on a computer system, and applies his INT instead of his CHA.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (CHA; TRAINED ONLY)

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Domesticate a wild animal	1 year	15 + HD of animal

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

Domesticate a Wild Animal: To domesticate an animal means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

Retry: For handling and pushing domestic animals, yes. For training and domesticating, no.

Special: A character with 5 or more ranks of Handle Animal gains a +2 synergy bonus on any Knowledge or Heal checks concerning animals.

An untrained character can use a Charisma check to handle and push animals.

Hide (DEX; ARMOR CHECK PENALTY)

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if

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the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

Shadowing: A character can use Hide to attempt to shadow someone (i.e. follow them without them being aware of it), hiding in shadows and slipping from alley to alley. If there is a crowd to blend into, the Bluff skill may be used instead.

Make a Hide skill check opposed by the target's Spot skill. Success indicates that your target has not noticed what is going on. The GM should make this roll in secret so that the player doesn't know if the target has spotted the character or not.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: No, unless a new hiding place has been found.

Special: A character with 5 ranks in Tumble gains a +2 synergy bonus while attempting to bypass fixed security sensors (such as electric eyes). If the schematics to a security system are understood by a character, that character gains a +5 bonus to rolls made against that system.

Intimidate (CHA/STR)

Intimidation takes on a variety of forms. The traditional, strong-armed brute approach uses their STR, and a more verbal form of intimidation would rely on CHA.

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's level. Any bonuses that a target may have on saving throws against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

Intuit Direction (CL; TRAINED ONLY)

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north.

The GM makes the character's check secretly so that the character doesn't know whether the character

rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

Jump (STR; ARMOR CHECK PENALTY)

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump	Min. Distance	Leap Interval	Max. Distance
Running*	5 ft	1 pt	Height X 6
Standing	3 ft	2 pts	Height X 2
Running high*	2 ft	4 pts	Height x 1.5
Standing high	2ft	8 pts	Height
Jump back	1 ft	8 pts	Height

*The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed (because the character has the Increased Speed feat), increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

Knowledge (INT; TRAINED ONLY)

The Knowledge skill includes many possible areas of expertise. When taking the skill, a specific area must be chosen. Common areas include:

- General—what you might get from a general education
- System—knowing what's available where on the 'Net
- Stock Market—knowledge of how the markets work

- Street—what’s going down where in the underworld
- Cultures—various tidbits about foreign cultures

Check: Answering a question within the character’s field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn’t let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

Languages (NONE; TRAINED ONLY)

The Language skill doesn’t work like a standard skill.

The character starts at 1st level knowing one or two languages (according to the character’s background) plus an additional number of languages equal to the character’s Intelligence.

Instead of buying a rank in Language, the character chooses a new language that the character can speak. The character doesn’t make Language checks. The character either knows a language or the character doesn’t.

A literate character can read and write any language she speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Possible languages include: Afrikaans, American Sign Language (ASL), Apache, Arabic (Egyptian), Arabic (Modern), Armenian, Assyrian, Azerbaijani, Bantu, Bosnian, Cherokee, Cheyenne, Chinese, Croatian, Czech, Danish, Dutch, Farsi, Finnish, French, Georgian, German, Guttertalk (a mishmash of English, Japanese, Spanish, German, what have you, spoken on the street), Greek (Ancient), Greek (Modern), Haitian, Hebrew, Hungarian, Icelandic, Indonesian, Italian, Japanese, Khmer, Kiwi, Korean, Latin, Latvian, Lithuanian, Malay, Navajo, Norwegian, Polish, Portuguese, Romanian, Russian, Sanskrit, Serbian, Slovak, Slovenian, Spanish, Swahili, Swedish, Tagalog, Taxilingua (a pidgin spoken almost exclusively by cab drivers, rumored to have been originally based on English) Thai, Turkish, Ukrainian, and Vietnamese.

Retry: Not applicable. (There are no Speak Language checks to fail.)

Listen (CL)

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The GM may make the Listen check so that the character doesn’t know whether not hearing anything means that nothing is there, or that the character rolled low.

DC Sound

0	People talking
5	Person in medium armor walking, trying not to make noise.
5	Distant gunshots
10	Unarmored person walking, trying not to make any noise
10	People whispering
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a normal wall

In the case of people trying to be quiet, the listed DCs should be replaced by Move Silently checks.

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single mid20 roll and use it for all the listeners’ skill checks.

Mechanics (TECH; TRAINED ONLY)

Mechanics is used to repair mechanical devices or to disarm traps that use primarily mechanical components (i.e. a tripwire). No skill is required to operate simple mechanical devices or devices the user is familiar with.

Check: Mundane, everyday tasks do not require an Mechanics check, but attempting mundane tasks with a time limit or performing more complex tasks does.

Task	DC
Operate unfamiliar mechanical device	15+
Disarm or bypass mechanical device	20+

Operate Unfamiliar Mechanical device: A successful check allows you to operate the device in question. the DC for your check depends on the complexity of the device, and is set by the GM. Once a character figures out how to operate a device, a check is no longer required.

Disarm/Disable Mechanical Device: The GM should make this skill check in secret, so the player doesn’t know the magnitude of the success or failure. The time required for the check depends on the device.

Device	Time	DC
Simple (mechanical switch)	1 round	10
Tricky (gear-driven device)	1d4 rounds	15
Difficult (clockwork device)	2d4 rounds	20
Obnoxious (engine, automaton)	3d4 rounds	25-40
Leave no sign of work		+5
Delayed breakdown* (1d4 minute delay)		+5
Unfamiliar device		+5

* The device is sabotaged and left to break down at a later time determined by the character

If the check succeeds, the sabotage is successful and the device ceases to operate or malfunctions in the manner desired. If the check fails, the device is not disabled. If the check fails by 5 or more, the device goes off, an alarm is tripped, or the character thinks the device is

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disabled, but it continues working normally.

Repair

Mechanical	Task	DC
Device: A successful check repairs a damaged mechanical device. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (whether repairs are being conducted in spare time, or in the middle of a firefight). The GM is the final arbiter of how long an attempted repair takes.	Replace part	10
	Simple repair	15
repairs a damaged mechanical device. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (whether repairs are being conducted in spare time, or in the middle of a firefight). The GM is the final arbiter of how long an attempted repair takes.	Troubleshoot and/or complex repair	20
	Major repairs involving multiple parts	25+
	High stress situation	+5
repairs a damaged mechanical device. Such a task can take a few rounds, an hour or two, or even days to complete, depending on the magnitude of the repair, availability of parts and proper equipment, and the situation (whether repairs are being conducted in spare time, or in the middle of a firefight). The GM is the final arbiter of how long an attempted repair takes.	Unfamiliar parts/device	+5
	Tools and/or parts unavailable	+15

Retry: If operating an unfamiliar device, yes. If repairing a device, yes, but the task must be begun again. Parts are not consumed by a repair attempt. The check can be made again after the required repair time as elapsed. If bypassing or disarming a device, yes, but only if the previous attempt was clearly a failure.

Special: If the specific schematics are available, a +5 bonus is given to the skill check.

Move Silently (DEX; ARMOR CHECK PENALTY)

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Special: If the character has 5 or more ranks in Balance, the character gets a +2 synergy bonus on Move Silently checks made when balance is a factor (such as when moving across precarious rafters or catwalks above an enemy). If the character has 5 or more ranks in Climb, the character gets a +2 synergy bonus on Move Silently checks made when scaling a wall or slope. If the character has 5 or more ranks in Use Rope, the character gets a +2 synergy bonus on Move Silently checks made when rappelling or climbing with proper gear (this bonus is cumulative with the +2 from a Climb skill of 5 or more ranks).

Perform (CHA)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

Check: The character can impress audiences with talent and skill.

A masterwork musical instrument gives a +2

circumstance bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Roll Performance

4 or less	Terrible. The character can earn €1d4. The next performance for this audience suffers a -5 penalty.
5-9	Poor. The character can earn €2d4. The next performance for this audience suffers a -2 penalty.
10-14	Routine. Trying to earn money by playing in public is essentially begging. The character earns €2d10 per day.
15-	Enjoyable performance. The character can earn €2d20/
20-24	Great performance. The character can earn €3d20/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25-29	Memorable performance. The character can earn €4d20/day. With time, the character may come to the attention of talent scouts and develop a national reputation. The next performance for this audience gains a +2 bonus.
30+	Extraordinary performance. The character can earn €6d20/day. With time, the character may draw attention from major entertainment companies or develop an international reputation. The next performance for this audience gains a +5 bonus.

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking.

***Pharmacology (INT; TRAINED ONLY)

Check: The character can make chemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The GM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

Task	DC	Notes
Identify substance	25	Costs 1 gp per attempt (or 20 gp to take 20)
Identify potion	25	Costs 1 gp per attempt (or 20 gp to take 20)
Make acid	15	See Craft skill
Identify poison	20	
Make alchemist's fire	20	See Craft skill
smokestick, or tindertwig		
Make antitoxin, sunrod	25	
See Craft skill		
tanglefoot bag, or thunderstone		
	Lock	DC
	Very simple lock	20
	Average lock	25
	Good lock	30
	Amazing Lock	40

Retry: Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Special: The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

Pick Lock (DEX; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a locksmith's kit carries a -2 circumstance penalty, even if a simple tool is employed. The use of a masterwork locksmith's kit enables the character to make the check with a +2 circumstance bonus. To open an electronic lock, use the Electronics skill.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

Profession (INT; TRAINED ONLY)

The character is trained in a livelihood or a professional role, such as doctor, lawyer, stock broker, programmer, mechanic, driver, police officer, security guard, teacher, technician, military officer, bartender, and so forth.

Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. If an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: The character can practice a trade and make a decent living, earning about the check result x €35 per week of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a dentist knows how to fill cavities, supervise dental assistants, and soothe a patient in pain, among other things. The GM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually

be retried.

Special: Untrained laborers and assistants earn an average of €300 per week.

Read Lips (INT; TRAINED ONLY; ROGUE ONLY)

Check: The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

The GM rolls the character's check so the character don't know whether the character succeeded or missed by 5.

Retry: The skill can be used once per minute.

Search (INT)

Check: The character generally must be within 10 feet

Task	DC
Toss an area looking for a specific, familiar item	10
Ransack a room looking for one or more unfamiliar items	15
Discover a secret door, obvious clue, simple trap, or hidden compartment	20
Discover a more complex trap, well-hidden clue, or sec	21+

of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

Frisking: Frisking someone is automatically successful unless they attempt to conceal one or more items from the frisker. In that case, a Search check opposed by a Hide check is called for. The Hide check is modified by the size of the item that is being hidden (Diminutive +8, Tiny +4, Small +0, Medium -4, and Large -8. Items bigger than Large cannot be concealed.)

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Sense Motive (CL)

Check: A successful check allows the character to avoid being bluffed. The

Task	DC
Sense sincerity	20 + target's CHA
Hunch	25 + target's CHA

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when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

Sense Sincerity: Success with this check reveals whether a target is being insincere or dishonest. Note that someone can be honest without being entirely truthful. For instance, someone can say that performing some task would benefit you without disclosing that it would also benefit him.

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Retry: No, though the character may make a Sense Motive check for each bluff made on the character.

Sleight of Hand (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another

DC Task

- 10 Palm a coin-sized object
- 15 Minor legerdemain (deal from bottom of deck)
- 20 Lift a small object from a person
- +5 Task is under close observation

creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

Retry: A second Pick Pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Pick Pocket checks.

Spot (CL)

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

Spot is also used to detect someone in disguise (opposed by a Disguise check).

Retry: the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

DC Task

- 10 Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result
- 15 Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 1
- 15 Avoid getting lost or avoid natural hazards, such as quicksand.

Survival (CL)

Check: The character can keep him or herself and others safe and fed in the wild.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

Swim (STR)

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character

Water Conditions	DC	goes
Calm water	10	
Rough water	15	
Stormy water	20	
Rapids	25	
Attempting to help another swimmer	+5	
For each cumulative round spend underwater	-1	
For every 5 lbs of equipment carried	-1	

underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Tumble (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

The character can't use this skill if the character's speed has been reduced by armor, or excess equipment.

DC Task

15 Treat a fall as if it were 10 feet shorter when determining damage.

15 Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.

25 Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies. Failure means the character moves through occupied squares, but suffers attacks of opportunity normally.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge Defense bonus when executing the fight defensively standard or full-round action instead of a +2 dodge Defense bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge Defense bonus when executing the total defense standard action instead of a +4 dodge Defense bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Use Rope (DEX)

Check: Most tasks with a rope are relatively simple.

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check

DC Task

- 10 Tie a firm knot
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
- 15 Tie a rope around oneself one-handed
- 15 Splice two ropes together (takes 5 minutes)

because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

Special: If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

Feats

Alertness [General]

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Ambidexterity [General]

Prerequisite: Dex 2+.

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Armed Deflect Arrows [General: Defense]

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You can deflect arrows, including crossbow bolts, spears and other shot or thrown weapons with your chosen weapon.

Prerequisite: Weapon Focus, dexterity 13+.

Benefit: You gain the use of the Deflect Arrows feat, but can only use this ability when wielding a melee weapon that you have Weapon Focus with.

Notes: You can learn later feats for which Deflect Arrows is a prerequisite based on the 'virtual' feat learned with Armed Deflect Arrows, but you can then only use those feats when armed with a melee weapon that you have Weapon Focus with.

Armed Flurry of Blows [General: Martial Style]

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You can attack with a flurry of blows with any weapon that you are proficient in.

Prerequisite: Flurry of Blows.

Benefit: This feat expands on your Flurry of Blows ability, allowing you to flurry with any weapon that you are proficient in.

Normal: Flurry of Blows can normally only be used in unarmed combat

Armor Focus [General, Melee] COPYRIGHT 2001, B.

Marcus Lindberg, Scott Metzger

You move around in a certain type of armor without effort.

Prerequisite: Proficient with armor, base attack bonus +1 or higher

Benefit: When wearing a specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by one. This cannot reduce the penalties to sub zero levels. Special: You can gain this feat multiple times. The effects does not stack. Each time you take the feat, it applies to a new type of armor.

Armor Proficiency (heavy) [General]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light) [General]

Benefit: When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Armor Proficiency (medium) [General]

Prerequisite: Armor Proficiency (light)

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armored Vigilance [General, Melee] COPYRIGHT

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You can hastily don and remove armor.

Prerequisite: Proficient in armor donned or removed.

Benefit: You can don, don hastily and remove armor in half the standard time.

Assassin [General, Melee]

You are trained to target your opponent's vital areas.

Prerequisites: Darting Weapon, BAB +6

Benefit: Your threat range is increased by 1 when using a melee weapon.

Blind-Fight [General]

Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character

actually hit.

An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose a Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Blindsight 5-ft Radius [General, Melee]

You can sense nearby opponents even in the darkness.

Prerequisites: CL 1+, Blind-Fight, BAB +4

Benefit: When attacking an opponent with an unarmed or melee attack, ignore concealment bonuses to your target's Defense.

Body Combat [General, Melee] COPYRIGHT 2001, Carl Cramér

You may add an unarmed attack to your attack routine.

Prerequisite: Improved Unarmed Strike, dexterity 15+.

Benefit: You gain the use of the Two-Weapon Fighting and Ambidexterity feats, but only when your offhand weapon is an unarmed attack such as a kick, knee, elbow smash or head butt or an armored variant of an unarmed attack such as a gauntlet, steel boot, kneepad, elbow guard or helmet. Special: You can learn later feats for which Ambidexterity or Two-Weapon fighting are prerequisites based on the 'virtual' feats learned with Body Combat, but you can then only use those feats when you fulfill the limitations of Body Combat.

Notes: Unarmed attacks are of a size code two less than the user, and so are always light weapons. With this feat, an armored boot, kneepad, elbow guard, helmeted head or similar object works like a combat glove, with or without spikes, and they can all be used with this feat if you are proficient with them.

Bookworm [General, Melee] COPYRIGHT 2001, Bradley H. Bemis Jr.

You seem to have a knack for locating information needed when performing research

Benefit: Gain a +2 modifier to any research based activities conducted in a library or laboratory.

Special: This feat stacks with all skill and research enhancements applicable

Called Shot [General, Melee] COPYRIGHT 2001, Carl Cramér

You do more damage with pinpoint attacks.

Prerequisite: Precise Shot, BAB 3+.

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from all attack rolls for the round and add the same number to all weapon damage rolls for dexterity-based attacks. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action. Special: Creatures lacking an anatomy and thus immune to critical hits, are immune to this extra damage. Called shot can be used with ranged weapons at ranges up to 30 feet.

Notes: Dexterity-based attacks are attacks that use the dexterity modifier rather than the strength modifier for attack rolls; missile weapons, thrown weapons and weapons used with the Weapon Finesse feat. Called shot cannot be used with ranged touch attacks.

Cleave [General]

Prerequisites: Str 1+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 2-meter step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Cleave Asunder [General, Melee] COPYRIGHT 2000, Michael J. Kletch

Your Sunder attacks are usually more effective. You are trained in following through when you break an opponent's weapon or shield

Prerequisite: Fracture, Cleave

Benefit: When attacking an opponent's weapon, shield or other held object, if the object is broken, you can immediately make another attack against the same opponent or another object he or she holds. You can use this ability only once per round.

Cleaving Charge [General, Melee]

You can wade through your opponents.

Prerequisites: Str 2+, Great Cleave, BAB +6

Benefit: As Great Cleave, except you may move one 5-ft square before each extra attack. You may not exceed half your speed during the action.

Combat Focus [General, Melee] COPYRIGHT 2000, Michael J. Kletch

Paying little heed to distractions and other threats, you may focus your attacks on one opponent, leaving yourself open to others.

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Prerequisite: Dodge, Improved Initiative, base attack bonus of +5 or higher.

Benefit: On your action, before making attack rolls for a round, you may choose to focus your efforts against one opponent. Against this opponent, you get a +2 bonus to attack and a +1 dodge bonus to Armor Class. The +1 Armor Class bonus from Dodge must be applied to the same opponent for a total bonus of +2. You have a -2 penalty to Armor Class against all other opponents.

Combat Instincts [General, Melee]

You react instinctively when an opportunity presents itself in melee combat.

Benefit: If you are not flat-footed when an adjacent opponent's melee attack misses you by more than 5, you may immediately make a single attack as a free action against that opponent. You may use this feat a number of times per round equal to your DEX.

Combat 'Running [General]

Benefit: The character gets a +4 bonus to Concentration checks made to run a program while on the defensive.

Combat Reflexes [General]

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Dexterity. The character still may only make one attack of opportunity per enemy.

The character may also make attacks of opportunity while flat-footed.

Special: A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

Confident Charge [General, Melee]

You can charge around corners.

Prerequisites: DEX 1+, CL 1+

Benefit: When you take a charge action in combat, you can make a number of turns equal to your DEX. None of these turns can exceed 90 degrees.

Controlled Burst [General, Ranged]

You are skilled at firing controlled bursts, able to hit the right marks for maximum effect upon your targets.

Prerequisites: Rapid Shot

Benefit: When making either a wide or narrow burst*** attack, you receive a +1 bonus to both your attack and damage rolls in addition to the regular burst modifiers,

bringing your narrow bursts to -2 to attack and +3 to damage, and your wide bursts to +2 to attack and +1 to damage.

Controlled Strafe [General, Ranged]

You are skilled at making controlled strafe attacks.

Prerequisites: Controlled Burst, BAB +6

Benefit: When making a Strafe Attack you receive only a -1 penalty to your attack roll for each targeted square beyond the first. When making an autofire attack, you do not count the first volley when determining the attack penalty.

Cross-Class Learning [General] COPYRIGHT 2000, Bradley H. Bemis Jr.

You can learn a cross-class skill as if it were a class skill

Benefit: You may choose a cross-class skill in which you have a certain knack. You may treat this skill as if it were a class skill. Special: This feat may be taken multiple times, choosing a new skill each time. You are still limited by level + 3 for the maximum number of skill points you may spend on this skill.

Darting Weapon [General, Melee]

Your melee attacks are incredibly fast.

Prerequisites: Expertise, BAB +3

Benefit: At the start of the round, you may subtract a number from all attack rolls, and add the same number to your initiative check. This number may not exceed your base attack bonus, and the effects last until the start of the next round. You may not take ranged attacks this round.

Defensive Study [General, Defense] COPYRIGHT 2000, Bradley H. Bemis Jr.

Allows you to use your intelligence modifier instead of your dexterity modifier for armor class adjustments.

Prerequisite: 2 or more ranks of Sense Motive, Alertness

Benefit: Grants you the ability to substitute your intelligence modifier for your dexterity modifier when calculating armor class against a single opponent. To gain this benefit, you must be able to assess your opponent completely for at least three rounds of combat. During this period of study you are only able to take a partial action each round. Through the study of attack patterns you understand the best ways to avoid the attack methods used by your opponent.

Deflect Arrows [General]

Prerequisites: Dex 1+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round

when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20. If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

Deflect Attack [General, Melee] COPYRIGHT 2001, Michael J. Kletch

You can be more aggressive when Fighting Defensively.

Prerequisites: STR 1+, INT 1+, Power Attack, Sunder, Expertise

Benefit: When you are Fighting Defensively, your opponent provokes an Attack of Opportunity just before attacking you. Since you are Fighting Defensively, your Attack of Opportunity has a -4 penalty to attack. If the opponent attacks you with a weapon, your Attack of Opportunity can only be used as a Sunder attack against the weapon that is used to attack you. If the opponent attacks you with an unarmed attack or a natural weapon, you attack the unarmed strike or natural weapon, effectively making an Attack of Opportunity against your opponent. If your attack actually damages the opponent's weapon (or the opponent, in the case of an unarmed strike or natural weapon), subtract the damage dealt to the weapon or opponent from the damage you would sustain from their attack. In this way, it is possible to negate the damage from an opponent's attack.

Special: If you are attacking unarmed and you wish to use Deflect Attack, the prerequisites increase to "Str 13+, Dex 15+, Int 13+, Power Attack, Sunder, Expertise, Improved Unarmed Strike, Eagle Claw Attack, base attack bonus +2". This simply adds Eagle Claw Attack, necessary for unarmed Sunder attacks, and its prerequisites to this feat.

Deft Lunge [General, Melee] COPYRIGHT 2000, Michael J. Kletch

You are trained to take advantage of openings in an opponent's defenses

Prerequisite: Expertise, Dex 13+

Benefit: When you use the attack action or full attack action in non-mounted melee combat, you may take as much as a -5 penalty to Defense to add the same number (up to +5) to a single attack roll in the same round. This number may not exceed your base attack bonus. Unless you also have the Mobility feat, this attack draws an Attack of Opportunity from the defender. The changes to Defense last until your next action. The bonus to your attack roll will stack with any other bonus.

Determined Soul [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Through your will alone, you can increase the amount

of damage taken before dying

Prerequisite: Iron Will

Benefit: Add your wisdom bonus to the number of points of damage you can sustain before entering each category of the death and dying system. Example: You have an 18 CL (+4 bonus). You become disabled at -4, unconscious (and dying) from -5 to -13, and are dead at -14.

Dodge [General]

Prerequisite: Dex 1+.

Benefit: During the character's action, the character designates an opponent and receive a +2 dodge bonus to Defense against attacks from that opponent. The character can select a new opponent on any action. Alternatively, the character may designate all opponents attacking them, and gain a +1 dodge bonus to Defense against attacks made by any and all of the designated opponents. Note: A condition that makes the character lose his or her Dexterity bonus to Defense (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Blow [General, Melee]

You attack quicker than most when using a melee weapon.

Prerequisites: Snake Strike, BAB +12

Benefit: Each time you make a melee attack you may choose to make two melee attacks. If you do so, every attack roll you make this round (including each melee attack) suffers a -5 penalty. This effect does not stack with the benefits of Flashing Weapon (you may only benefit from one or the other in any single round), but you may use Double Blow with all of your melee attacks in a single round (allowing up to twice as many melee attacks as you have half actions that round).

Drive-by Attack [General]

Prerequisites: Drive skill, Vehicular Combat.

Benefit: When the character is and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from the opponent that the character attacks.

Empower Program [Metaprogramming]

Benefit: All variable, numeric effects of an empowered program are increased by one-half. An empowered program deals half again as much damage as normal,, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the

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character makes when the character casts Crash Program) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Endurance [General]

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Enlarge Program [Metaprogramming]

Benefit: An enlarged program has its range doubled. Programs whose ranges are not defined by distance do not have their ranges increased. A program whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged program uses up a program slot one level higher than the program's actual level.

Extend Program [Metaprogramming]

Benefit: An extended program lasts twice as long as normal. Programs with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Exotic Weapon Proficiency [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time The character takes the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Str 13+.

Expert Aim [General, Melee] COPYRIGHT 2000, Michael J. Kletch

You may attack exacting precision, resulting in extra damage.

Prerequisite: Precise Shot, base attack bonus +6 or higher

Benefit: If you take the Full Attack action when using a device missile weapon (e.g. bow, crossbow), you may choose to make a single attack with a range of 30 ft. or less using your Expert Aim. While you normally apply your Dexterity bonus only to attack, in this case you also apply your Dexterity bonus to damage. This feat is ineffective against creatures that are not subject to critical hits (e.g. constructs, elementals, oozes, plants and undead). Normal: Your dexterity bonus applies only to your attack roll.

Expert Cover [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Gain or better the effects of cover even when there is none

Benefit: You are so good at cowering that you can make yourself a smaller target. When there is no cover around you, you gain the effects of one-quarter cover (+2 AC bonus, +1 save bonus). When in a covered area, you are covered as if the level of cover was one place better. While cowering, you are considered immobile and flat-footed. You can only take a partial action each round and this action cannot be a movement action (i.e. you could cower behind a rock and still fire a bow once per round, but you could not cower as you run from rock to rock). The act of finding a good spot and cowering (i.e. scrunching yourself up to gain the benefits of this feat) I, in itself, a full round action.

Expert Healing [General, Melee] COPYRIGHT 2001, Bradley H. Bemis Jr.

You have a great knowledge of healing

Prerequisite: 5 or more ranks of First Aid

Benefit: When attempting to heal a comrade after battle, you can attempt a heal check against a DC equal to the number of points of damage sustained during the encounter. A successful check allows you to heal 1d4 hit points of damage. Special: This feat can only be used once after each encounter where damage was suffered. The maximum amount of healing is always limited to damage sustained from fresh wounds only (not wounds from a previous encounter).

Expertise [General]

Prerequisite: Int 13+.

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

Extreme Range [General, Ranged]

Prerequisite: Far Shot

Benefit: When using a ranged weapon such as a pistol or rifle, its range increment is doubled (multiply by 2). When using a hurled weapon such as a dagger or grenade, its range increment is tripled (multiply by 3).

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Far Shot [General, Ranged]

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Fast Mover [General, Melee] COPYRIGHT 2001, Bradley H. Bemis Jr.

You can move faster than normal

Prerequisite: Dex 15+, Run

Benefit: Add +10 to your base movement rate when wearing light armor or less. Special: This feat can stack with other movement bonuses (such as the barbarian and monks abilities). This feat can be taken multiple times.

Fearsome Display [General, Melee] COPYRIGHT 2000, Brendan Quinn

You can use your impressive display of prowess to intimidate your opponents

Prerequisite: Base attack bonus +6, Weapon Focus with the weapon used, 5 or more ranks of Intimidate

Benefit: As a full round action, you can add 1/2 of your base attack bonus to your intimidation check. Special: This ability is ineffective against those who can't comprehend your skill.

Feel the Pain [General, Melee] COPYRIGHT 2001, Sigfried Trent

You like to hurt yourself before entering combat

Benefit: As a full round action you deal 2 points of damage to yourself, for a number of rounds equal to 3 plus your CON you gain a +2 rage bonus to STR and a +2 fear bonus to intimidation checks.

Flashing Weapon [General, Melee]

You are able to wield a melee weapon with increased speed, but decreased accuracy.

Prerequisites: Weapon Finesse with the weapon used, BAB +3

Benefit: During your first attack of the round, you may make one extra melee attack. Every attack you make this round (including those during your first attack action) suffers a -2 penalty. This effect does not stack with the benefits of Double Blow (you may only benefit from one or the other in any single round).

Flashy Attack [General, Melee] COPYRIGHT 2000, Brendan Quinn

You are able to use an impressive display of prowess to catch your opponents off guard

Prerequisite: Base attack bonus +6, Weapon Focus with the weapon used

Benefit: As a full round action, you can add your charisma modifier (in addition to all other modifiers) to your attack roll. Special: This feat can be taken multiple times, each time it applies to a new weapon. Fighters may take this as a bonus feat.

Flurry of Blades [General: Melee] COPYRIGHT 2001, Carl Cramér

You can strike exceptionally fast with light weapons.

Prerequisite: Weapon Finesse, Weapon Focus with weapon, base attack bonus +3 or better, dexterity 13+

Benefit: Choose one weapon that you have Weapon Focus and Weapon Finesse for. When unencumbered, in light armor or less, and wielding this type of weapon, you may make one extra attack per round. The attack is at your highest base attack bonus, but each attack (the extra one and all the normal ones) suffer a -2 penalty. You must use the full attack action. This feat does not stack with other feats/abilities that grant extra attacks, such as Flurry of Blows, two weapon use, double weapons, or creatures that make multiple attacks. It does stack with the iterative attacks of a character with high base attack bonus.

Notes: This is a fencing technique, and fits well in a renaissance-style game.

Flurry of Blows [Pseudo-Class, Martial Style] COPYRIGHT 2000, Bradley H. Bemis Jr.

Make one extra open hand attack per round at the expense of accuracy

Prerequisite: Improved Unarmed Strike

Benefit: Make one extra unarmed strike per round at your highest base attack. All attacks made this round suffer a -2 penalty. Special: This feat cannot be used in conjunction with any other feat that allows multiple attacks or with the virtual feat of the same name gained by a monk.

Fortune [General, Melee] COPYRIGHT 2001, Carl Cramér

You have unusually good luck

Benefit: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Fracture [General, Melee] COPYRIGHT 2000, Michael J. Kletch

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You are skilled at exploiting weaknesses in objects.

Prerequisite: Sunder, Power Attack, base attack bonus +2 or higher.

Benefit: When attacking an object with hardness greater than or equal to that of your weapon, you gain +2 circumstance bonus to damage. When you are attacking an object with hardness less than that of your weapon, you gain a +5 circumstance bonus to damage.

Gifted Learner [General] COPYRIGHT 2000, Bradley H. Bemis Jr.

You gain more skill points at each level

Benefit: From this point on, you can add one additional skill point for each level you gain.

Special: This feat can only be taken once. Humans cannot take this feat.

Gigantic Weapon [General, Melee] COPYRIGHT 2001, Eric D. Harry

You are proficient at wielding extremely large weapons.

Prerequisite: Str 15+, base attack bonus +3 or higher.

Benefit: You can wield a weapon two sizes larger than you with two hands, suffering a -2 penalty on all attack rolls when doing so.

Normal: You normally can only wield a weapon one size large than you with two hands.

Great Cleave [General]

Prerequisites: Str 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

Great Fortitude [General]

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Great Sunder [General, Melee]

Prerequisite: Str 13+, Power Attack, Sunder, reserve power points 5+.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

Hardened Program [Metaprogramming]

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When you cast a spell from a category for which you have selected the Program Focus feat, you may make that spell more difficult for opposing spellcasters to counterspell or disrupt.

Prerequisite: Spell Focus in the appropriate school

Benefit: If the same spell or a reverse effect spell is used as a counterspell to your Hardened Spell, the counterspell is ineffective. If Crash Program or a similar program or effect is used as a counterprogram, the DC for the crash check is increased by +4. If you are forced to make any Concentration checks while running the Hardened Program, your rolls for those checks gain a +2 bonus. Special: You may take this feat multiple times. Each time that you take his feat, you get an additional +2 bonus to the DC of the crash check and an additional +2 bonus to your Concentration checks when and as appropriate.

Hardy Brawler [General, Melee] COPYRIGHT 2001, Bradley H. Bemis Jr. You really know how to take a punch

Prerequisite: Toughness

Benefit: You gain a subdual-based damage reduction equal to your constitution modifier. This only applies to subdual damage. Special: This feat cannot be used against magical weapons or attacks. Example: If you have a constitution modifier of +3, you can subtract the first three points of subdual damage from each subdual attack. If a punch only did 2 points of subdual damage, you would take no damage from the strike. If a punch did 5 points of subdual damage, you would only suffer 2 of those 5 points.

Hail of Bullets [General, Ranged]

You can fire more than one burst per attack.

Prerequisite: Controlled Strafe, BAB 12+

Benefits: Each time you spend a standard action to make a burst attack you may choose to make two burst attacks. If you do so, every attack roll you make this round (including each burst attack) suffers a -5 penalty. This effect does not stack with the benefits of Rapid Shot (you may only benefit from one or the other in any single round), but you may use Hail of Bullets with all of your ranged attacks in a single round (allowing up to twice as many ranged attacks as you have half actions that round).

Heighten Program [Metaprogramming]

Benefit: A heightened program has a higher spell level than normal (up to 9th level). Unlike other metaprogramming feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the

heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Herculean Effort [General, Melee] COPYRIGHT 2001, Eric D. Harry

You can temporarily perform great acts of strength.

Benefit: You can add +4 to your Strength attribute for purposes of lifting and carrying weight and for figuring your Strength bonus on ability checks for a number of rounds equal to 3 plus your Constitution modifier. After this time you are fatigued (-2 to Strength, -2 to Dexterity, can't run or charge) for the rest of the encounter. Your increased strength does not affect attack or damage rolls, combat maneuvers like Grapple, Bull Rush and Trip, and does not increase your strength bonus on skill checks.

Heroic Evasion [General, Defense] COPYRIGHT 2001, B. Marcus Lindberg

When you focus on an effort you may get flashes of insight about the immediate future allowing you to avoid disastrous mistakes.

Prerequisite: Great Fortitude, Iron Will, Lightning Reflexes

Benefit: You may reroll a check or save you just made and apply a insight bonus equal to your charisma modifier. You may do this once per day. You must take the result of the reroll, even if it's worse than the original roll.

Heroic Recovery [General, Melee] COPYRIGHT 2000, Sigfried Trent

You make miraculous (albeit slow) recoveries after being left for dead.

Prerequisite: Con 13+

Benefit: When you fall below 0 hit points you do not continue to bleed (i.e. take 1 point of damage each round). This feat does not prevent you from dying when you have - 10 hit points or less.

Improved Bull Rush [General]

Prerequisites: Str 13+, Power Attack.

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Improved Combat Focus [General, Melee] COPYRIGHT 2000, Michael J. Kletch

You have practiced the arts of two-on-one combat, enhancing your Combat Focus.

Prerequisite: Combat Focus

Benefit: When using the Combat Focus feat, you may

specify two opponents to focus against. Against the second, you have neither bonuses nor penalties.

Improved Critical [General]

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Note: some mastercraft weapons also double their normal threat range. As with all doubled doublings, the result is triple.

Improved Deflect Arrows [General: Defense] COPYRIGHT 2001, Carl Cramér

You can deflect arrows several times in a round.

Prerequisite: Deflect Arrows, dexterity 13+.

Benefit: You may Deflect Arrows more than once each round. Each attempt at deflection beyond the first counts as one of your attacks of opportunity for the round.

Improved Deflect Attack [General, Melee] COPYRIGHT 2001, Michael J. Kletch

You expertly block many incoming attacks.

Prerequisite: Str 13+, Int 13+, Power Attack, Sunder, Expertise, Combat Reflexes, Deflect Attack

Benefit: When using Deflect Attack, you ignore the -4 penalty to attack normally associated with Fighting Defensively. This does not affect any other attacks you make while Fighting Defensively.

Improved Disarm [General]

Prerequisites: Int 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

Improved Dodge [General, Defense] COPYRIGHT 2001, Carl Cramér

Your Dodge feat bonus applies against all attackers.

Prerequisite: Dexterity 13+, Dodge.

Benefit: The dodge bonus to Armor Class that you receive from the Dodge feat now applies against all attacks, not only those of one specific opponent.

Improved Far Shot [General; Ranged] COPYRIGHT

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2001, Albert Nakano (Bertman4)

You can attack with ranged weapons more accurately at long range.

Prerequisite: Point Blank Shot, Far Shot, base attack bonus +2

Benefit: You gain a +2 bonus that only works to negate range-based penalties.

Improved Feint [General, Melee] COPYRIGHT 2001, Carl Cramér

You can feint readily in melee.

Prerequisite: Bluff skill.

Benefit: You can now feint in combat as a move-equivalent action rather than a standard action. You still use the bluff skill to feint and the target must be in your threatened zone. If you use this option, you must expose yourself in order to make such a quick feint, trigger attacks of opportunity if your bluff roll fails.

Improved Initiative [General]

Benefit: The character gets a +4 bonus on initiative checks.

Improved Power Double Weapon [General, Melee] COPYRIGHT 2001, Eric D. Harry

You can inflict terrible blows with a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, Power Double Weapon, base attack bonus +6 or higher.

Benefit: When wielding a double weapon, you add one and one-half your Strength bonus to damage rolls with both your primary attack(s) and secondary attack(s).
Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attacks and half your Strength bonus to damage rolls with your secondary attack.

Improved Rapid Metabolism [Psionic] COPYRIGHT 2001, Eric D. Harry

Your wounds heal without regard to rest or activity.

Prerequisite: Con 13+, Rapid Metabolism.

Benefit: You can heal a number of hit points equal to your Con bonus even when active and involved in combat or 'Net running.

Normal: Hit points can only be regained per day of rest (light non-strenuous activity, no combat or 'Net running) or complete bed rest.

Special: Depending on your campaign, your DM may want to add this ability to the Rapid Metabolism feat without making it a feat in its own right.

Improved Sneak Attack [Special] COPYRIGHT 2000, Michael J. Kletch

You have trained extensively in the art of sneak attacks with a particular weapon. Choose one weapon such as short sword or light crossbow. With that weapon, your attacks sneak attacks are devastating.

Prerequisite: Weapon Focus with the particular weapon

Benefit: If you roll a critical hit when making a sneak attack, the weapon damage is multiplied as normal for that weapon, but the sneak attack damage is also increased by +1d6. For ranged weapons, this feat only applies to attacks with ranges up to 30 feet.

Normal: Sneak attack damage is not modified by critical hits.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Improved Subdue [General, Melee] COPYRIGHT 2001, Rebecca Glenn (Becky)

You are skilled in making subdual attacks

Benefit: When using a weapon that does normal damage for a subdual attack, you are not subject to the normal -4 penalty to hit.

Normal: Characters striking to subdue with normal weapons do so at -4 to hit.

Improved Toughness [General, Defense] COPYRIGHT 2001, Carl Cramér

You are tougher than normal.

Prerequisite: Toughness, base attack bonus +3 or higher.

Benefit: You gain +4 hit points, for a total feat bonus of +7 hit points.

Special: This feat allows you to gain a greater benefit compared to Toughness, but with a base attack bonus requirement. It can be taken any number of times and stacks with itself and the hit point bonus provided by the Toughness feat. Each time that it is taken after the first, increase the prerequisite base attack bonus for selecting the feat by +3 and increase the hit points provided by the feat by +1.

Notes: The following table sums up the requirements and bonuses of various levels of Toughness and Improved Toughness you can take up to level 20.

Feat	BAB	Bonus	Total
Toughness	-	+3	+3
Improved Toughness	+3	+4	+7
Improved Toughness x2	+6	+5	+12
Improved Toughness x3	+9	+6	+18
Improved Toughness x4	+12	+7	+25
Improved Toughness x5	+15	+8	+33

Improved Toughness x6 +18 +9 +42

Improved Trip [General]

Prerequisites: Int 13+, Expertise.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

Improved Two-Weapon Fighting [General]

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack the character gets with an offhand weapon, the character gets a second attack with the offhand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an offhand weapon.

Improved Unarmed Strike [General]

Benefit: The character is considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

Improved Weapon Focus [General, Melee]

You have greatly improved upon your training with a certain type of melee weapon.

Prerequisites: Weapon Focus for selected weapon, BAB +3

Benefit: +2 bonus to all damage rolls when using the selected melee weapon.

Special: This feat may be taken multiple times, each time applying to a different melee weapon.

Improvised Weapon [General, Melee]

You are able to turn ordinary items in your vicinity into brutally efficient combat tools.

Prerequisites: CL 1+

Benefit: As a move-equivalent action, you may find an object nearby that you can use as an improvised melee weapon (e.g. a ladder, a fire extinguisher, a pool cue, etc.). The GM chooses the weapon you find, which may be Small, Medium, or Large in size (objects less than Small or greater than Large size may not be used as improvised weapons). This weapon adds a +2 modifier to both damage rolls and Defense for a number of rounds equal to your CL. The object is considered a melee weapon, and is therefore subject to disarm rules. The object may also be broken. Unarmed combat feats

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and abilities cannot be applied to an improvised weapon. You may only benefit from one improvised weapon at any time. This feat may only be used in areas where objects are available to be found (e.g. it doesn't work in a clean room or a barren cell). This feat may be used a number of times each game session equal to your total Initiative bonus.

Increased Precision [General, Ranged]

You may make precision shots at range.

Prerequisites: Extreme Range, BAB +6

Benefit: The range at which you can make *** sneak attacks and Point Blank shots increases by one range increment.

Special: You may take this feat three times.

Instant Awakening [General, Melee] COPYRIGHT 2001, Eric D. Harry

You can instantly awaken from sleep at the slightest sign of danger.

Benefit: When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for initiative and resolve the attack in normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply 5 modifier to Armor Class) and subject to a coup de grace attack.

Iron Will [General]

Benefit: The character gets a +2 bonus to all Will saving throws.

Lay Down Fire [General, Ranged]

You are extremely effective at laying down cover or suppressive fire.

Prerequisites: Point Blank Shot, BAB +3

Benefits: You give allies a +6 Defense Bonus instead of +4 when you provide them with cover fire. In addition, the penalty you inflict on enemies when you lay down suppressive fire on them is increased to -6.

Learning Mastery [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

You can increase your maximum ranks allowable by 1 rank

Benefit: You can raise your skill point limit by one point (i.e. class level +4). Normal: You are limited to your level +3 for the number of ranks you may have in a skill. Special: You do not gain any skill points from this

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feat, you only get to increase your maximum limit. This affects both class and cross-class skills (cross-class skills are still based on 1/2 your maximum class skill ranks. This feat can only be taken once.

Legendary Toughness [General] COPYRIGHT 2001, Eric D. Harry

You have the extraordinary ability to negate small amounts of damage.

Prerequisite: Con 1+, Great Fortitude, Toughness, BAB +12 or higher

Benefit: You gain damage reduction 1/-, allowing you to negate the first point of damage that you suffer every time that you take hit point damage. This can reduce the amount of damage that you suffer to 0 but never below 0.

Special: This feat can only be taken once and stacks with all other feats and abilities that provide damage reduction.

Lethal Fist [General, Martial Style] COPYRIGHT 2001, Carl Cramér

Your unarmed attacks cause lethal damage.

Prerequisite: Improved Unarmed Strike (feat or monk class ability).

Benefit: You can opt to do normal or subdual damage with unarmed and grappling attacks. Special: Monks already have this as a class ability.

Lightning Draw [General, Ranged]

You often catch your opponents by surprise.

Prerequisites: Quick Draw, Snap Shot, BAB +6

Benefit: When you draw a ranged weapon to attack an opponent that you are not currently engaged in combat with, you may first make a feint attempt against that opponent as a free action.

Life Line [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Your mental ability to overcome pain and suffering can help to save your life

Benefit: When dying, your chance to stabilize is 10% for each point of your constitution modifier. Likewise, all recovery efforts, whether aided or unaided are also 10% for each point of your constitution modifier.

Normal: The chance to stabilize is 10%

Linked Learning [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

You have created a special relationship between two normally unrelated skills

Prerequisite: 5 or more ranks in both skills to be linked

Benefit: Choose any two skills, regardless of relationship and gain a +2 synergy bonus to one of them. This relationship should be established through the character's history, or a role-playing development. All links are based on the discretion of the GM and should make sense based on the story created.

Special: This feat does not stack with skills that already have synergy bonuses.

Lightning Reflexes [General]

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Marksman [General, Ranged]

When you have time to aim your shots, you can shoot a ranged weapon with deadly effectiveness.

Prerequisites: Precise Shot, BAB +3

Benefit: You gain a +2 bonus to your attack roll when aiming a weapon instead of a +1. Also, you gain a +3 bonus to your attack roll when bracing a weapon instead of a +2.

Martial Weapon Proficiency [General]

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Master Assassin [General, Melee]

You are an expert at striking at your opponents' weak spots with a weapon.

Prerequisites: Assassin, BAB +12

Benefit: Your threat range is increased by 2 when using a melee weapon (in addition to the benefit of the Assassin feat).

Master Duelist [General, Melee]

You are an expert with a certain type of weapon.

Prerequisite: Weapon Master with a selected weapon, BAB +12

Benefit: Your bonuses from Weapon Master are increased to +3 to attack rolls and +6 to damage rolls when using the selected weapon. Finally, once per game session, you may choose to reroll a failed attack roll when using the selected weapon. You may not reroll a critical failure.

Special: This feat may be taken multiple times, each time applying it to a different weapon.

Master Sniper [General, Ranged]

You are an expert at making killing shots with ranged weapons at long range.

Prerequisites: Sniper, BAB +18

Benefit: When you receive a bonus to your attack roll due to aiming or bracing your weapon, your threat range is increased by the amount of the bonus. Thus, if your threat range is 19-20, and you have a +2 bonus to your attack roll due to aiming, your threat range is increased to 17-20.

Maximize Program [Metaprogramming]

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mimicry [General, Melee] COPYRIGHT 2001, Carl Cramér

You can replicate almost any natural sound you have ever heard

Prerequisite: Perform (with training as a mimic).

Benefit: As a standard action, you can imitate almost any sound (footsteps, a door opening or closing, or two people fighting). You cannot simulate anything louder than a shout or duplicate the sound of any magical effect like a banshee's wail. Use the perform skill opposed by the audience's listen skill to be convincing.

Normal: Any performer capable of mimicking can imitate voices and common animal sounds. Imitating speech patterns and mannerisms is covered under the disguise skill. Special: You cannot make the sounds appear to come from somewhere else without additional abilities beside this feat.

Mobility [General]

Prerequisites: Dex 1+, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity caused when the character moves out of or within a threatened area.

Note: A condition that makes the character lose Dexterity to Defense (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Multiattack [General]

Prerequisite: Three or more natural cyberweapons.

Benefit: The character's secondary attacks with cyberweapons suffer only a -2 penalty.

Normal: Without this feat, the character's secondary attacks suffer a -5 penalty.

Multidexterity [General]

Prerequisite: Dex 15+, three or more cyberarms.

Benefit: The character ignores all penalties for using an off hand.

Normal: Without this feat, a character who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for characters with more than two arms.

Multiweapon Fighting [General]

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons.

Special: This feat replaces the Two-Weapon Fighting feat for characters with more than two arms. The Multidexterity feat further reduces penalties for offhand attacks.

Natural Leader [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

You are adept at leading organized efforts

Benefit: When organizing a cooperative effort, each helper can add the leader's Charisma bonus to their individual check rolls. Example: A group of 3 heroes is attempting to move a heavy boulder. This requires a strength check against DC 10 for the two helpers. If they make it, the leader gains a +2 circumstance bonus. The leader must then make his strength check. Using this feat, the leader can generate a morale based check bonus for the helpers and add his charisma modifier to their check rolls.

Night Owl [General, Trait] COPYRIGHT 2001, Eric D. Harry

A benefit to any adventurer, you only need a minimal

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amount of sleep to stay active and alert.

Benefit: You only need half the usual amount of sleep or trance (based on your race) to awaken fully refreshed and recovered from fatigue penalties. **Normal:** Without this feat you require 8 hours of sleep (4 hours of trance if an elf) to awaken refreshed. **Special:** Like elven spellcasters, you still need 8 hours of restful calm in order to prepare spells even if you have a lesser sleep or trance requirement to stay refreshed.

Pack Attack [General, Melee] COPYRIGHT 2001, Carl Cramér

You are trained to coordinate with others to bring down powerful enemies

Benefit: If an ally (with or without this feat) is flanking your opponent, you are considered to be flanking that opponent also, and get all the normal benefits of flanking. **Normal:** You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

Pack Initiative [General, Melee] COPYRIGHT 2001, Carl Cramér

You can coordinate your initiative with pack mates.

Prerequisite: Pack Attack

Benefit: If you and an ally both have this feat, you may change your initiative order to act on the same initiative count as your ally. This free action must be taken after initiative checks are rolled, but before regular rounds begin. It lasts for the entire combat, or until you ready or delay your action, just as if you had initially rolled this initiative roll. **Special:** You still cannot act on an initiative count higher than your normal maximum initiative count (20 + initiative bonus).

Pack Mule [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Folks can now carry just a wee bit more by knowing how to balance a pack.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Pack Rat [General, Melee] COPYRIGHT 2001, Bradley H. Bemis Jr.

You tend to find things you don't remember having

Benefit: There is a slim chance that you may have any small (2 lb. or less), standard item on your person or in your pack. The chance to find such an item is an intelligence check against a DC of 15 + the GP cost of the item (all items are considered to cost at least one GP for the purpose of this feat). This feat can only be attempted once for any item sought until after you have returned to a town area for supplies. **Example:** You have just located an ancient carving on a cave wall that yields secrets in a writing you do not understand.

Someone has the great idea to do a rubbing of the wall. Bonzo the wizard pulls out a piece of parchment, but no one has anything to rub over it with. You flip through the pockets of your cloak and find an old dried up husk of charcoal.

Notes: This feat cannot be used to find extra money, or salable items. You can only find one item of any item in this fashion (until you have a chance to restock in town). It is simply your tendency to absent-mindedly stick small things here and there without paying attention.

Pidgin [General, Melee] COPYRIGHT 2001, Carl Cramér

You can hold simple conversations in any language.

Benefit: You can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies and to barter, even if you have no language in common with those you are speaking to. You may use no more than two words in a sentence and two syllables in each word when role-playing the speaking of pidgin.

Point Blank Shot [General]

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Poison Resistance [General, Melee] COPYRIGHT 2001, Carl Cramér

You have c receive a +4 bonus to all Fortitude saves against poison.

Poison Tolerance [General, Melee] COPYRIGHT 2001, Carl Cramér

You have worked up a tolerance to certain poisons

Prerequisite: Poison Use, Con 13+

Benefit: You are able to train your body to ignore the effects of certain (specific) poisons. You must have access to the poison so you can gradually work up an immunity by subjecting yourself to increasingly larger doses. It takes at least a full dose of the poison and one month's time (during which you can still do other things) to work up the immunity.

Special: You can only maintain a number of immunities equal to your Constitution bonus at any one time. The immunity will fade in a month if you do not use another dose to keep it up.

Poison Use [General, Melee] COPYRIGHT 2001, Carl Cramér

Learn to use poisons effectively

Prerequisite: Alchemy

Benefit: You can use poisons with no danger to yourself.

Power Attack [General]

Prerequisite: Str 13+.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Power Double Weapon [General, Melee]

COPYRIGHT 2001, Eric D. Harry

You have learned to maximize the strength of your blows when wielding a double weapon.

Prerequisite: Double Weapon Fighting, Power Attack, base attack bonus +3 or higher.

Benefit: When wielding a double weapon, you add your full Strength bonus to damage rolls with all of your primary and secondary attacks. Normal: Without this feat you add your full Strength bonus to damage rolls with your primary attack(s) and half your Strength bonus to damage rolls with your secondary attack(s).

Power Finesse [General, Melee] COPYRIGHT 2001, Carl Cramér

Allows you to take Weapon Finesse for any melee weapon.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher, Weapon Finesse with one other weapon.

Benefit: You can now learn the Weapon Finesse feat applied to any melee weapon, regardless of it's size. Power Finesse has no other effect in and of itself.

Precise Shot [General]

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Program Focus [General]

Choose a class of program, such as Anti-System. The character's programs of that class are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new class of program.

Program Penetration [General]

Benefit: The character gets a +2 bonus to caster level checks (mid20+caster level) to beat a creature's spell resistance.

Program Mastery [Special]

Prerequisite: Spell Mastery is available only to 'Runners.

Benefit: Each time the 'Runner takes this feat, choose a number of programs equal to the 'Runner's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can load those spells without access to a cyberdeck.

Pull Blow [General, Melee] COPYRIGHT 2001, Sigfried Trent

You can choose to leave your victims alive when they would otherwise fall

Prerequisite: Expertise, Weapon Focus, Int 13+, Attack Bonus 3+, Heal Skill

Benefit: To use this feat you must be wielding a weapon for which you have weapon focus. When you damage an opponent and the damage dealt would take them below zero hit points you may pull your blow and deal exactly enough damage to take them to -1, where they will be unconscious but stable (not taking bleeding damage). You cannot use this feat on a critical strike.

Quick Defense [General, Defense] COPYRIGHT 2000, Bradley H. Bemis Jr.

Take defensive action before the initiative role during combat

Prerequisite: Alertness, Uncanny Dodge

Benefit: If threatened or surprised, you may take up the total defense position immediately. This action takes place before any attacks are made. This feat can only be used at the beginning of an encounter. Special: If you choose to take the Quick Defense action, you may not act again within that round.

Quick Draw [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

Quick Healer [General]

Your wounds heal faster than normal.

Prerequisites: CON 2+

Benefit: When you recover HP as a result of natural healing (but not surgical or other types of healing), you recover twice the normal number of points.

Quick Reload [General, Ranged]

tech noir – Feats

You can reload a weapon with incredible speed.

Prerequisites: DEX 1+, Speed Trigger, BAB +3

Benefit: You can take the reload weapon action as a free action rather than a half action. This feat can only be used once a round.

Quicken Program [Metaprogramming]

Benefit: Running a quickened program is a free action. The character can perform another action, even running another program, in the same round as the character runs a quickened program. The character may only run one quickened program per round. A program whose runtime is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

Quicksilver [General, Martial] COPYRIGHT 2001, Eric D. Harry

You are truly adept at dodging blows and avoiding damage in combat.

Prerequisite: Dex 13+, Dodge, base attack bonus +3 or higher.

Benefit: Increase the dodge bonus provided to your Defense by your Dodge feat to +2. This supersedes (does not stack with) the Dodge feat. You can also apply this +2 bonus as a dodge bonus to Reflex saves against your chosen opponent. Any condition that makes you lose your dexterity bonus to Armor Class also makes you lose any dodge bonuses to your Armor Class or Reflex saves. Special: This feat stacks with the Improved Dodge feat (also in this netbook), allowing you to apply the +2 dodge bonus to AC and Reflex saves granted by the Quicksilver feat against all opponents.

Rapid Metabolism [Psionic]

Prerequisite: Con 13+.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

Rapid Shot [General]

Prerequisites: Point Blank Shot, Dex 1+.

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

Riposte [General, Melee] COPYRIGHT 2001, Carl Cramér

After deflecting your opponents blow, you quickly

attack while they are over extended.

Prerequisite: Weapon Finesse, Expertise, base attack bonus +6 or more

Benefit: When unencumbered, in light armor or less, and wielding a weapon that you have Finesse for, you may make an attack of opportunity against an opponent who tries to attack you in melee and misses.

Special: This does not work if you are denied your dexterity bonus to AC. You cannot use other feats that allow extra attacks (such as cleave) with a riposte.

Run [General]

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Seductive [General] COPYRIGHT 2001, Carl Cramér

You are good at using your sexual charms.

Benefit: Sex sells, and friends can be won by seduction. You get a +4 bonus to Bluff and Diplomacy attempts against people who find your race and gender sexually attractive. After you use this feat, some people might seek to be intimate with you. They will resent a blunt rejection, worsening their attitude one step.

Sharp-Shooting [General, Ranged]

You may fire ranged weapons accurately through cover.

Prerequisites: Precise Shot, BAB +3

Benefit: You gain a +2 bonus to your attack roll when making a ranged attack against an opponent benefiting from partial cover.

Shot on the Run [General, Ranged]

Prerequisites: Point Blank Shot, DEX 1+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

Silver Spoon [Trait] COPYRIGHT 2001, Sigfried Trent

You were born into some privilege and your character starts out with a monetary advantage

Benefit: When creating your character you start with double the maximum starting euro for your class.

Special: This feat may only be taken at first level.

Simple Weapon Proficiency [General]

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Skill Focus [General]

Benefit: The character gets a +3 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Skill Mastery [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Choose a skill that you have a special mastery over

Prerequisite: Skill Focus in the specified skill

Benefit: You get a +4 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus or itself. Each time you take this feat, it applies to a new skill.

Skill Perfection [General, Melee] COPYRIGHT 2000, Bradley H. Bemis Jr.

Choose a skill in which you have achieved perfection

Prerequisite: Skill Mastery in the specified skill

Benefit: You get a +6 bonus on all skill checks with that skill

Special: You can gain this feat multiple times. Its effects do not stack with Skill Focus, Skill Mastery, or itself. Each time you take this feat, it applies to a new skill.

Snake Strike [General, Melee]

You are so fast at drawing your weapon that you consistently take your opponents by surprise.

Prerequisites: Flashing Weapon, Quick Draw, BAB +6

Benefit: When you draw a melee weapon to attack an opponent that you are not currently engaged in combat with, you may first make a feint attempt that opponent as a free action.

Snap Shot [General, Ranged]

You are able to get a shot off faster than most.

Prerequisites: Rapid Shot

Benefit: At the start of the round, you may subtract a number from all ranged attack rolls and add the same number to your initiative check. This number may not exceed your base attack bonus, and the effects last until

the start of the next round. You may not make melee attacks this round.

Sniper [General, Ranged]

You have been trained to make killing shots with ranged weapons at long range.

Prerequisites: Increased Precision, Marksman, Sharpshooting, BAB +9

Benefit: Your threat range is increased by 1 when firing a ranged weapon.

Speed Trigger [General, Ranged]

You are skilled with extremely rapid gunfire, even with single-shot firearms.

Benefit: You may make burst attacks even with firearms that do not normally allow burst fire (so long as the weapon has at least three shots remaining).

Spring Attack [General, Melee]

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor.

Stunning Fist [General]

Prerequisites: DEX 1+, Improved Unarmed Strike, CL 1+, BAB +8 or higher.

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + CL modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Sunder [General]

Prerequisites: Str 1+, Power Attack.

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

Sudden Action [General, Melee] COPYRIGHT 2000,

tech noir – feats

Michael J. Ketch

You may make a quick and decisive attack at the start of combat.

Prerequisite: Improved Initiative, Mobility, Quick Draw, Combat Reflexes

Benefit: If a combat begins with a surprise round and you are not surprised, you may draw your weapon (a free action) and take a partial action before initiative is rolled. This partial action may only be used to attack a surprised opponent, but a 5-foot step is allowed before or after the attack. You may also make draw your weapon and make a surprise attack in a non-combat situation with the use of this feat; the target of the attack is considered surprised.

Surge of Speed [General]

You may perform an additional action each round.

Benefit: You may take an extra standard action during your turn. This action may not be an attack. This feat may be used once per game session, plus one for every 4 character levels, though not more than once in any single round.

Threatened Reach [General, Melee] COPYRIGHT 2001, Eric D. Harry

Your mobility and footwork make you a deadly opponent in combat.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, Combat Reflexes, base attack bonus +6 or higher.

Benefit: Designate one opponent on your turn as a free action. Against this opponent, you increase your threatened range by 5 feet, as long as you maintain a direct, unimpeded line of sight with your chosen opponent. If this opponent provokes an attack of opportunity within this expanded range, you may take an immediate attack of opportunity against him. You are free to select a new opponent once per round in initiative order on your turn.

Normal: Your threatened range is normally 5 feet unless larger than M-sized or armed with a reach weapon.

Special: You may only use this feat when unarmored or in medium or lighter armor.

Tornado Attack [General, Melee] COPYRIGHT 2001, Eric D. Harry

You can combine your whirlwind attack with a 5-foot step, moving and striking in a whirlwind of deadly blows.

Prerequisite: Int 13+, Dex 13+, Dodge, Mobility, Spring Attack, Whirlwind Attack (& Expertise) or Whirlwind Strike, base attack bonus +12 or higher.

Benefit: You can take a 5-foot step while making your Whirlwind attack, allowing you to attack all opponents within range before and after your 5-foot movement. This requires a full-attack action, you can only strike at an individual opponent within range once and you are still limited to one 5-foot step per round. All restrictions and

Benefits to your 5-foot movement apply normally.

Toughness [General]

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

Track [General]

Benefit: To find tracks or to follow someone for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them, when the tracks backtrack and diverge.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
-----	--
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition Modifier	DC
-----	--
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2

Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+1
+10	
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.
 **Apply only the largest modifier from this category.

If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Trail of Blood [General, Melee]

You can mow down your enemies, leaving a swath of death behind you.

Prerequisites: Cleaving Charge, BAB +12

Benefit: As cleaving charge, except that you may move up to three 5-ft squares before each attack. You may not exceed your speed during the action.

Tumbling Attack [General, Melee] COPYRIGHT 2001, Brian A. Smith

Execute a startling series of attacks while you tumble through your enemy's midst.

Prerequisite: Dex 15+, Dodge, Int 13+, Expertise, Mobility, Spring Attack, base attack +6, Tumble Skill, Skill Focus - tumble

Benefit: As a full attack action, you are able to tumble up to 20 feet, and, if you succeed at your tumble check (see Tumble skill, PHB), you suffer no attacks of opportunity and you may make your full number of attacks while you tumble. However, you are able to attack no more than once from any single five foot square through which you move (including the squares in which you start and finish the tumble). Even with this feat, the move is so difficult to execute that it adds +2 to the DC of your tumble check and all attacks suffer -2 penalty to hit. If you fail your tumble check, you suffer attacks of opportunity normally and can make only a single attack.

Normal: You tumble as a move action and can make a single attack as a standard action.

Special: This feat cannot be used with ranged attacks or reach weapons. If you are using two weapons or a double weapon, you still may only attack once from each square, so that the maximum number of attacks you can execute is 5.

Twin Weapon Fighting [General, Melee] COPYRIGHT 2001, Eric D. Harry

You can wield a matching pair of weapons, one in each hand, with extraordinary ability.

Prerequisite: Ambidexterity, Two-Weapon Fighting, base attack bonus +6 or higher.

Benefit: Choose a one-handed weapon, based on your size. When wielding one of the chosen weapons in each hand, you wield the weapon in your offhand as if it were a light weapon. Normal: With the Ambidexterity and Two-Weapon Fighting feats, you can normally wield a pair of one-handed weapons at a 4 attack penalty with your primary and secondary weapons. This feat reduces the attack penalty to 2 with your primary and secondary weapons, the same penalties that you would have if you had a light weapon in your offhand.

Two-Weapon Fighting [General]

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Ultimate Duelist [General, Melee]

You have mastered a certain type of weapon.

Prerequisites: Master Duelist with selected weapon, BAB +18

Benefit: Your bonuses from Master Duelist are increased to +4 to hit rolls, and +10 to damage when using the selected weapon. In addition, you may choose to reroll a failed attack roll when using the selected weapon. You may not reroll a critical failure.

Special: This feat may be taken multiple times, each time applying it to a different weapon.

Vehicular Combat [General]

Prerequisite: Drive skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

Vehicular Gunfire [General]

Prerequisite: Drive skill, Vehicular Combat.

Benefit: The penalty the character suffers when using a ranged weapon from a moving vehicle is halved: -2 instead of -4 if the character's mount is taking a double move, and -4 instead of -8 if the character's mount is running.

Vehicular Overrun [General]

Prerequisites: Drive skill, Vehicular Combat.

tech noir – Feats

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Ventriloquism [General, Melee] COPYRIGHT 2001, Carl Cramér

You have learned to throw your voice, making it appear to come from someplace else

Prerequisite: Perform (with training as a ventriloquist)

Benefit: As a standard action, you can use the Perform skill to make your voice appear to come from another location. You must decide where you want your voice to appear to come from; the difficulty is equal to the number of feet away you wish to throw your voice. If there is something there that moves in a manner suggestive of speech or of making the sounds you are throwing, reduce the difficulty by 10. Listeners can try to realize what you are doing with an opposed listen roll, but such a listen roll is subject to normal range penalties.

Normal: Any performer who has chosen this field (see PHB) can learn to do this on stage, using a puppet, but with this feat, you can do it in action and be convincing.

Weapon Finesse [General]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Choose one light melee weapon. Alternatively, the character can choose a monosword, provided the character can use it in one hand.

Benefit: With the selected weapon, the character may use a Dexterity modifier instead of a Strength modifier on attack rolls. Since the character needs the second hand for balance, apply the armor check penalty of any shield worn to attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

Weapon Focus [General]

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

The character can choose "unarmed strike" or "grapple" for the character's weapon for purposes of this feat. The character can choose "ray," in which case the character is especially good with rays.

Benefit: The character adds +1 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Weapon Master [General, Melee]

You are skilled with a certain type of weapon.

Prerequisite: Improved Weapon Focus with selected weapon, BAB +6

Benefit: Your bonuses from Improved Weapon Focus increase to +2 to attack rolls, and +4 to damage when using the selected weapon.

Special: This feat may be taken multiple times, each time applying to a different weapon.

Whirlwind Attack [General]

Prerequisites: Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

Whirlwind Defense [General, Melee or Martial Style] COPYRIGHT 2001, Eric D. Harry

You are adept at defending yourself against multiple opponents.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher.

Benefit: When flanked in melee combat, your opponents subtract 2 from their flanking bonus to attack rolls and can only make sneak attacks against you if their character level is higher than yours.

Normal: Attackers in flanking position gain a +2 bonus on attack rolls and can make sneak attacks against you.

Zen Focus [General, Ranged]

You can sense the approximate location of foes without being able to see them.

Prerequisites: CL 2+

Benefit: When attacking an opponent with a ranged attack, reduce concealment bonuses to your target's Defense by half (rounding down).

Zen Shot [General, Ranged]

You have the uncanny ability to precisely track your enemies when firing at them.

Prerequisites: Zen Focus, BAB +4

Benefit: When attacking an opponent with a ranged

attack, ignore concealment bonuses to your target's Defense.

Zen Mastery [General, Ranged]

You may use your inner clarity to guide an attack more accurately to your target.

Prerequisites: Zen Shot, BAB +9

Benefit: You may add your CL to your attack bonus when attacking with any hurled weapon. this bonus is in addition to any other modifiers to the roll, including any other ability modifiers.

Feats to add:

quick reload
recoil reduction

tech noir – equipment

combat

Special Terms

Face

How wide a face a combatant presents in combat. Face is essentially the border between the square or rectangular space that a combatant occupies and the space next to it. These faces are abstract, not “front, back, left, and right,” because combatants are constantly moving and turning in battle. Unless a combatant is immobile, it practically doesn’t have a front or a left side—at least not one that can be identified on the tabletop.

Flanking

If a combatant is making a melee attack against an opponent, and an ally directly opposite the combatant is threatening the opponent, the combatant and the combatant’s ally flank the opponent. A combatant gains a +2 flanking bonus on the attack roll. A rogue in this position can also sneak attack the target. The ally must be on the other side of the opponent, so that the opponent is directly between the combatant and the ally.

Flat-Footed

At the start of a battle each combatant is flat-footed. A combatant can’t use a Dexterity bonus to Defense (if any) while flat-footed. A flat-footed combatant can’t make attacks of opportunity.

Initiative Check

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. If two or more combatants have the same initiative check result, the combatants who are tied go in order of Dexterity (highest first). If there is still a tie, flip a coin.

Combat Sequence

Step One:

The DM determines which combatants are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a partial action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

Step Two:

Combatants who have not yet rolled initiative do so.

Step Three:

Combatants act in initiative order.

Step Four:

When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

Attacks of Opportunity

Threatened Area

A combatant threatens the area into which it can make a melee attack, even when it is not a combatant’s action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity

from a combatant.

A combatant normally threatens all adjacent spaces. “Reach weapons” and “natural reach” can change the threatened area.

Provoking an Attack of Opportunity by Moving

If a combatant moves through (not simply into) or out of a threatened area, a combatant usually provokes an attack of opportunity.

If all a combatant does is take a normal move or a double move (not a run), the space that the combatant started out in is not considered threatened.

If a combatant’s entire move for the round is 5 feet, the 5 foot move does not provoke an attack of opportunity.

Provoking an Attack of Opportunity by Taking an Action

A combatant taking some kinds actions provokes attacks of opportunity, as described in the rules for each action type.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a combatant can only make one per round. The combatant does not have to make an attack of opportunity if the combatant doesn’t want to. A combatant can make the attack of opportunity at a combatant’s normal attack bonus - even if the combatant has already attacked this round.

The Combat Round

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a combatant can do in 1 round.

When a combatant’s turn comes up in the initiative sequence, that combatant performs his entire round’s worth of actions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Descriptions

Name: The name of the action type.

[Type]: The type of action – not an action, free, partial, move-equivalent, standard or full round.

[AoO]: Attack of Opportunity: Yes, no or maybe, depending on the action description.

Description: A brief description of the action.

Action Types

Not an Action: Some activities are not even considered free actions. They literally don’t take any time at all to do and are considered an inherent part of doing something else.

Free Action: A combatant can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what a combatant can really do for free.

Partial Action: As a general rule, a combatant can do as much with a partial action as a combatant could with a standard action minus a move. Typically, a combatant may take a 5-foot step as part of a partial action.

Move-Equivalent Action: Move-equivalent actions take

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the place of movement in a standard action or take the place of an entire partial action. The combatant can normally also take a 5 foot step.

Standard Action: A standard action allows a combatant to do something and move a combatant's indicated speed during a combat round. A combatant can move before or after performing the activity of the action.

Full-Round Action: A full-round action consumes all a combatant's effort during a round. The only movement a combatant can take during a full-round action is a 5-foot step before, during, or after the action. A combatant can also perform free actions. Some full-round actions do not allow a 5-foot step.

Actions

Aid another [Standard][AoO: No]

Description: If a combatant threatens an opponent with which an ally is engaged in melee combat, the combatant can attempt to aid the ally as a standard action. The combatant makes an attack roll against Defense 10. If the combatant succeeds, the combatant's ally gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to Defense against that opponent (the combatant's choice).

Attack (melee) [Standard][AoO: No]

Description: The combatant attacks an opponent in a space that combatant threatens. The attack roll is:

mid20 + Attack modifiers vs. Defense of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the mid20 is always a miss, and a natural 20 on the mid20 is always a hit.

If the modified attack roll is equal to or greater than the Defense of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

Attack (ranged) [Standard][AoO: Yes]

Description: The combatant attacks an opponent in line of sight to the combatant, within range of the ranged weapon being used. A target is in line of sight if no obstructions between the combatant and the target grant 100% cover. The maximum range for a thrown weapon is five range increments, for projectile weapons it is ten range increments. The attack roll is:

mid20 + Attack modifiers vs. Defense of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the combatant and the target after the first will impose a penalty, per the weapon description.

A natural 1 on the mid20 is always a miss, and a natural 20 on the mid20 is always a hit.

If the modified attack roll is equal to or greater than the Defense of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If a combatant shoots or throws a ranged weapon at a target that is engaged in melee with an ally, that combatant suffer a -4 penalty on it's attack roll. Two combatants are engaged in melee if they are enemies of each other and either threatens the other. (A held, unconscious, or otherwise immobilized combatant is not considered engaged unless he is actually being attacked.)

If a combatant's target (or the part of a target a combatant is aiming at, if it's a big target) is at least 10 feet away from the nearest ally, the combatant can avoid the -4 penalty, even if the combatant being aimed at is engaged in melee with an ally.

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

Bull rush [Standard][AoO: Yes]

Description: A combatant can bull rush as an attack action or a charge action.

When a combatant bull rushes, the combatant attempts to push an opponent straight back instead of attacking him. A combatant can only bull rush an opponent who is one size category larger than the combatant, the same size, or smaller.

Initiating a Bull Rush: First, the combatant moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens the combatant, probably including the defender. Any attack of opportunity made by anyone other than the defender against the combatant during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the combatant against the defender likewise has a 25% chance of accidentally targeting the combatant.

Second, the combatant and the defender make opposed Strength checks. The combatant adds a +4 bonus for each size category that the combatant is above Medium-size or a -4 penalty for each size category that the combatant is below Medium-size. The combatant gets a +2 charge bonus if the Bull Rush is attempted at the end of a Charge. The defender gets a +4 stability bonus if he has more than two legs or is otherwise

exceptionally stable.

Bull Rush Results: If the combatant beat the defender, the combatant pushes the defender back 5 feet. If the combatant wishes to move with the defender, the combatant can push the defender back up to a distance of an additional 1 foot for each point by which the combatant exceeded the defender's check result. A combatant can't, however, exceed his or her normal movement limit.

If the combatant fails to beat the defender's Strength check, the combatant moves 5 feet straight back. If that space is occupied, the combatant falls prone in that space.

Climb [Full][AoO: No]

Description: As a full round action, a combatant can climb at one half base speed.

Climb [Move Equivalent][AoO: No]

Description: As a move equivalent action, a combatant can climb at one quarter base speed.

Charge [Full][AoO: Yes]

Description: The combatant must move before attacking, not after. The combatant must move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the combatant threatens the target. A combatant can't run past the target and attack from another direction.

After moving, the combatant may make a single melee attack or a bull rush. The combatant gets a +2 bonus on the attack roll. The combatant also suffers a -2 penalty to Defense for 1 round.

A lance deals double damage if employed by a mounted combatant in a charge.

A target can ready certain piercing weapons, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack is successful.

Coup de grace [Full][AoO: Yes]

Description: A combatant can use a melee weapon to deliver a coup de grace to a helpless foe. A combatant can also use a bow or crossbow, provided the combatant is adjacent to the target. The attacker automatically hits and scores a critical hit. If the target survives the damage, the target must make a Fortitude save (DC 10 + damage dealt) or die.

It's overkill, but a rogue also gets her extra sneak attack damage against a helpless foe when delivering a coup de grace.

A combatant can't deliver a coup de grace against an opponent that is immune to critical hits, such as a golem.

Delay [Not an Action][AoO: No]

Description: When a combatant delays, the combatant voluntarily reduces it's own initiative result for the rest of the combat. When a combatant's new, lower initiative count comes up later in the same round, the combatant can act normally. A combatant can specify this new initiative result or just wait until some time

later in the round and act then, thus fixing the combatant's new initiative count at that point.

A combatant can only voluntarily lower its initiative to -10 minus its initiative bonus. When the initiative count reaches -10 minus a delaying combatant's initiative bonus, that combatant must act or forfeit any action that round.

If multiple combatants are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying combatants both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying combatants are trying to go after the other, the one with the highest initiative bonus gets to go last.

Disarm(4) [Varies][AoO: Yes]

Description: The combatant and an adjacent target make opposed attack rolls with the their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. If the combatant beats the target, the target is disarmed. If a combatant attempted the disarm action unarmed, the combatant now has the weapon. Otherwise, it drops to the ground at the target's feet. If the combatant fails, then the target may make an attempt to disarm the combatant as an immediate, free action.

Note: A target wearing spiked gauntlets can't be relieved of the gauntlets by a disarm action. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt made by an opponent.

This action substitutes for a melee attack, not an action. As melee attacks, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Dive Attack [Full][AoO: Yes]

Description: Creatures that fly can make dive attacks.

A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage.

Double move [Full][Varies]

Description: A combatant can move up to double base speed.

The space where a combatant begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a combatant's move from that space.

Draw a weapon [Move Equivalent][AoO: No]

Description: If a combatant has a base attack bonus of +1 or higher, a combatant can combine one of these actions with a regular move. If a combatant has the Two-Weapon Fighting feat, a combatant can draw two light or one-handed weapons in the time it would normally take a combatant to draw one.

Drop an item [Free][AoO: No]

Description: The item falls to the floor in the same space as the combatant.

Drop to the floor [Free][AoO: No]

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Description: The combatant is considered to be prone.

Escape from a net [Full][AoO: Yes]

Description: The description of the net involved will include information on how to determine if an escape attempt has been successful or not.

Extinguish flames [Full][AoO: No]

Description: This action will extinguish small fires on equipment, furniture, or the combatant's person. Larger blazes will require the use of water, sand, or some other material to snuff the flames.

Feint [Standard][AoO: No]

Description: This is a specialized use of the Bluff skill. See the Bluff skill for more details.

Full attack [Full][AoO: No]

Description: If a combatant gets more than one attack per action, the combatant must use the full attack action to use those additional attacks. A combatant does not need to specify the targets of the attacks ahead of time. A combatant can see how the earlier attacks turn out before assigning the later ones.

The combatant may take a 5 ft. step before, after, or between the attacks.

If a combatant gets multiple attacks based on a combatant's base attack bonus, the combatant must make the attacks in order from highest bonus to lowest.

Deciding between an Attack or a Full Attack Action: After a combatant's first attack, if the combatant has not yet taken a 5-foot step, a combatant can decide to move instead of making a combatant's remaining attacks.

The combatant uses each attack to attack an opponent in a space that combatant threatens. The attack roll is:

mid20 + Attack modifiers vs. Defense of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the mid20 is always a miss, and a natural 20 on the mid20 is always a hit.

If the modified attack roll is equal to or greater than the Defense of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target, which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the full attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

Grapple [Varies][AoO: Yes]

Description: Grappling means wrestling and struggling hand-to-hand.

Repeatedly in a grapple, a combatant needs to make opposed grapple checks against an opponent. A grapple check is something like a melee attack roll.

A combatant's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a combatant uses when making an attack roll.

A combatant provokes an attack of opportunity from the target the combatant is trying to grapple. If the attack of opportunity deals the combatant damage, the combatant fails to start the grapple.

To start a grapple, a combatant first needs to grab and hold a combatant's target. Attempting to start a grapple is the equivalent of making a melee attack. If a combatant gets multiple attacks in a round, a combatant can attempt to start a grapple multiple times (at successively lower base attack bonuses). A monk can use his unarmed attack rate of attacks per round while grappling.

Step 1: Grab:

The combatant makes a melee touch attack to grab the target. If the combatant fails to hit the target, the combatant fails to start the grapple.

Step 2: Hold:

Make an opposed grapple check. If the combatant succeeds, the combatant has started the grapple, and the combatant deals damage to the target as if with an unarmed strike.

If the combatant loses, the combatant fails to start the grapple. The combatant automatically loses an attempt to hold if the target is two or more size categories larger than the combatant is (but the combatant can still make an attempt to grab such a target, if that's all the combatant wants to do).

Step 3: Move In:

To maintain the grapple, the combatant must move into the target's space. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the combatant's target.

Step 4: Grappling:

The combatant and the target are now grappling. If a combatant's target is already grappling someone else, then the combatant can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the combatant, and the combatant's grab automatically succeeds. The combatant still has to make a successful opposed grapple check to deal damage and must still move in to be part of the grapple.

When a combatant is grappling (regardless of who started the grapple), the combatant can make an

opposed grapple check as an attack. If the combatant wins, the combatant can do the following:

Damage a combatant's Opponent: A combatant deals damage as with an unarmed strike (1d3 points for Medium-size attackers or 1d2 points for Small attackers, plus Strength modifiers). If a combatant wants to deal normal damage, the combatant suffers a -4 penalty on the grapple check. Exception: Monks deal more damage on an unarmed strike than other combatants, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without paying the usual -4 penalty for changing normal damage to subdual damage.

Pin: A combatant can hold an opponent immobile for 1 round. (If a combatant gets multiple attacks, the combatant can use subsequent attacks to damage the opponent. A combatant can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a combatant is pinned, opponents other than the one pinning the combatant get a +4 bonus on attack rolls against the combatant (but the combatant is not helpless).

Break Another's Pin: A combatant can break the hold that an opponent has over an ally.

Escape: A combatant can escape the grapple. A combatant can take whatever movement the combatant gets. If more than one opponent is grappling a combatant, the combatant's grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a combatant if they don't want to.)

When an opponent has pinned a combatant, the combatant is held immobile (but not helpless) for 1 round. The combatant can make an opposed grapple check as a melee attack. If the combatant wins, the combatant escapes the pin, but the combatant is still grappling.

In addition to making opposed grapple checks, a combatant has a few other options while grappling.

Weapons: A combatant can attack with a light weapon while grappling (but not while pinned or pinning). A combatant can't attack with two weapons while grappling.

Wriggle Free: A combatant can make an Escape Artist check (opposed by a combatant's opponent's grapple check) to get out of a grapple or out of being pinned (so that the combatant is just being grappled). Doing so counts as a standard action; if a combatant escapes a grapple, the combatant can also move in the same round.

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than a combatant count for half, opponents that are one size category larger than a combatant count double, and opponents two or more size

categories larger count quadruple.

Additional enemies can aid their friends with the aid another action.

While a combatant is grappling, that combatant's ability to attack others and defend itself is limited.

No Threatened Area: A combatant doesn't threaten any area while grappling.

No Dexterity Bonus: A combatant loses its Dexterity bonus to Defense (if it has one) against opponents it isn't grappling. (A combatant can still use the bonus against opponents the combatant is grappling.)

Heal a dying friend [Standard][AoO: Yes]

Description: This may involve the use of a MedTech's special ability or a use of the Healing skill. ****

Load a Pistol, SMG, or Rifle [Move Equivalent][AoO: Yes]

Description: Self-explanatory.

Load a Shotgun or Heavy Weapon [Full][AoO: Yes]

Description: Self-explanatory.

Move a heavy object [Move Equivalent][AoO: Yes]

Description: Self-explanatory.

Open a door [Move Equivalent][AoO: No]

Description: Self-explanatory.

Overrun (charge) [Standard][AoO: Yes]

A combatant can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than the combatant. Only one attempt to overrun can be made per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a combatant attempts to move through the opponent's area.

First, a combatant must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the combatant or to block the combatant. If he avoids the combatant, the combatant keeps moving. (A combatant can always move through the space occupied by someone who lets a combatant by.) If the defender blocks a combatant, make a trip attack against the defender (see Trip, below). If the combatant succeeds in tripping the defender, the combatant can continue the charge in a straight line as normal.

If a combatant fails and is tripped in turn, the combatant is prone in the defender's space. If a combatant fails but is not tripped, the combatant has to move 5 feet back the way the combatant came. If that space is occupied, the combatant falls prone in that space.

Pick up an item [Move Equivalent][AoO: Yes]

Description: A character must be in the same space as the item to be picked up.

Ready [Standard][AoO: No]

Description: The ready action lets a combatant prepare to take an action later, after a combatant's turn is over but before a combatant's next one has begun. Readying is a standard action, so a combatant can move as well. It does not provoke an attack of opportunity (though the

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action that a combatant readies might do so).

Only partial actions can be readied. See the table in the description of “Start full round action” for a list of standard partial actions.

Specify the partial action a combatant will take and the conditions under which it will be taken. When those conditions are met, the combatant may take the readied partial action. The partial action comes before the action that triggers it. For the rest of the fight, the combatant’s initiative result is the count on which the combatant took the readied action, and the combatant acts immediately ahead of the combatant whose action triggered the readied action.

If the combatant takes the readied action into a subsequent round, and the conditions are met before the combatant’s normal initiative, the combatant’s initiative rises to that new point in the order of battle, the combatant may take the readied action, and whether that action is taken or not, the combatant does not get a regular action that round.

Refocus (no move) [Full][AoO: No]

Description: Refocus is a full-round action during which a combatant cannot move. The combatant moves up in the initiative count and is positioned as though it had rolled a 20 on the initiative check. Other modifiers (such as for Dexterity and for the Improved Initiative feat) also apply to this roll of 20 when determining the new initiative check result.

Retrieve a stored item [Move Equivalent][AoO: Yes]

Description: Self-explanatory.

Run [Full][AoO: Yes]

The combatant can move up to four times the combatant’s base speed in a straight line (or three times base speed if the combatant is in heavy armor). The combatant loses any Dexterity bonus to Defense since the combatant can’t avoid attacks.

A combatant can run for a number of rounds equal to the combatant’s Constitution score, but after that, the combatant must succeed at a Constitution check (DC 10) to continue running. The combatant must check again each round in which the combatant continues to run, and the DC of this check increases by 1 for each check a combatant has made. When a combatant fails this check, the combatant must stop running. A combatant who has run to the limit must rest for 1 minute (10 rounds) before running again. During a rest period, the combatant can move no faster than a normal move.

Sheathe a weapon [Move Equivalent][AoO: Yes]

Description: A character with the two-weapon fighting Feat can sheathe two weapons on the same action.

Speak [Free][AoO: No]

Description: The DM may place limits on what may be reasonably communicated in a six-second combat round.

Stand up from prone [Move Equivalent][AoO: No]

Description: Self-explanatory.

Start full round action [Partial][AoO:No]

The start full-round action partial action lets a combatant start undertaking a miscellaneous full-round action, which the combatant can complete on the

following round (even with a partial action). This option is normally used when a combatant has been magically slowed or is suffering some other condition that restricts the combatant from taking full round actions. Table: Partial Actions

Attack of Opportunity*	Move
-----	----
-----	-----
Attack Partial Actions	
Attack (melee)	5-ft. step
No	
Attack (ranged)	5-ft. step
Yes	
Attack (unarmed)	5-ft. step
Maybe	
Partial charge	Yes (special)**
No	
Movement-Only Partial Actions	
Single move	Yes
No	
Partial run	X2
Yes	
Miscellaneous Partial Actions***	5-ft. step
Maybe	
Use special ability*	5-ft. step
Maybe	
Special Partial Action	
Start full-round action	No
Maybe	

*Regardless of the action, if a combatant moves within or out of a threatened area, a combatant usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

**A combatant must move in a straight line before attacking and must move at least 10 feet.

***Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

Strike a weapon [Standard][AoO: Yes]

Description: A combatant can use a melee attack with a slashing or bludgeoning weapon to strike a weapon that a combatant’s opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon attacked. Doing so provokes an attack of opportunity from the opponent because the combatant is diverting its attention from the opponent to the opponent’s armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, the attacker has made a successful attack against the weapon.

Strike an object [Standard][AoO: Maybe]

Attacking an inanimate, immobile object not in use by a combatant does not provoke an attack of opportunity. An inanimate, immobile object has a Defense of:

10 - 5 for no Dexterity + its size modifier.

Immobile objects are easy to hit. With a melee weapon,

the combatant gets a +4 bonus to the attack roll. If a combatant takes a full-round action to line up a shot (as with the coup de grace against a helpless foe), the combatant gets an automatic hit with a melee weapon and a +5 attack bonus with a ranged weapon. (Objects, however, are immune to critical hits.)

Attacking a held, carried, or worn object provokes an attack of opportunity. Objects that are held, carried, or worn by a combatant, are harder to hit. The object uses the combatant's Dexterity modifier (not its own - 5) and any magic deflection bonus to Defense the combatant may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a +5 Defense bonus because the opponent can move it quickly out of harm's way.

Table: Size and Defense of Objects

Size	Defense Modifier
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Trip an opponent [Varies][AoO: No]

A combatant can try to trip an opponent as a melee attack. A combatant can only trip an opponent who is one size category larger than a combatant, the same size, or smaller.

Making a Trip Attack: Make a melee attack as a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If a combatant wins, a combatant trips the defender. If a combatant loses, the defender may immediately react and make a Strength check opposed by a combatant's Dexterity or Strength check to try to trip a combatant.

A tripped combatant is prone. Standing up from prone is a move-equivalent action.

This attack form substitutes for a melee attack, not an action. As a melee attack, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Total defense [Standard][AoO: No]

Description: A combatant doesn't attack or perform any other activity other than moving at base speed, but the combatant gets a +4 dodge bonus to Defense for 1 round. The combatant's Defense improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

Use a skill that takes 1 action [Standard][Varies]

Description: Self-explanatory.

Use a skill that takes 1 round [Full][Varies]

Description: Self-explanatory.

Use an extraordinary ability [Free][No]

Description: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Use extraordinary ability [Standard][AoO: No]

Description: Self-explanatory.

Use feat [Varies][Varies]

Description: Self-explanatory.

Attack Roll Modifiers

Use these adjustments whenever a combatant is making a melee, ranged, full, or other type of attack action.

Table: Attack Roll Modifiers

Circumstance	Melee
Ranged	
Attacker flanking defender*	+2
Attacker on higher ground	+1
+0	
Attacker prone	-4
**	
Defender sitting or kneeling	+2
-2	
Defender prone	+4
-4	
Defender stunned, cowering, or off balance	+2***
+2***	
Defender climbing	+2***
+2***	
Defender surprised or flat-footed	+0***
+0***	
Defender running	+0***
-2***	
Defender grappling (attacker not)	+0***
+0****	
Defender pinned	+4***
-4***	
Defender has cover	— See Cover —
Defender concealed or invisible	- See Concealment -
Defender helpless	See Helpless Defenders

*A combatant flanks a defender when a combatant has an ally on the opposite side of the defender threatening him.

**Most ranged weapons can't be used while the attacker is prone, but a combatant can use a firearm while prone.

***The defender loses any Dexterity bonus to Defense.

****Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to Defense.

Helpless Combatants

A melee attack against a helpless combatant gets a +4 circumstance bonus on the attack roll. A ranged attack gets no special bonus. A helpless defender (naturally) can't use any Dexterity bonus to Defense. In fact, his

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Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense as if it were -5.

Two Weapon Fighting

If a combatant wields a second weapon in the off hand, that combatant can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and a combatant suffers a -6 penalty for regular attacks with a combatant's primary hand and a -10 penalty to the attack with a combatant's off hand. A combatant can reduce these stiff penalties in three ways:

- * If a combatant's off-hand weapon is light, the penalties are reduced by 2 each. A light weapon is one that's smaller than a weapon a combatant could use in one hand. Its size category is smaller than a combatant's. (An unarmed strike is always considered light.)
- * The Ambidexterity feat reduces the off-hand penalty by 4.
- * The Two-Weapon Fighting feat reduces both penalties by 2.

Double Weapons

A combatant can use a double weapon to make an extra attack as if the combatant were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Gun Combat and Rates of Fire

With a modern, self-loading firearm, you can fire off several shots during the time of a comparable melee attack. Pumping out a veritable cloud of lead is no more difficult than rapidly pulling the weapon's trigger. This is simulated with several special Rates of Fire for gun combat. Using a weapon with a special Rate of Fire lets you shoot several times with a single attack action.

These new Rates of Fire were designed with KISS in mind: Keep It Simple, Stupid. These rules attempt to model automatic fire and still allow simple, streamlined combat.

There are many types of burst-fire in the "real world", but for the purposes of this system, only three, five, ten, and fifty round bursts have been created.

Burst Attack [Standard][AoO: No]

You may only take the burst action when firing a weapon with the burst ability. This action allows you to fire a short burst of ammunition in a controlled manner, increasing your chances to hit and damage a single target. When taking a burst action, you choose the degree of control you want (narrow or wide burst), and the following effects:

Narrow burst: You receive a -3 circumstance modifier to your attack roll and a +2 circumstance modifier to your damage roll.

Wide burst: You receive a +1 circumstance modifier to your attack roll.

A burst attack uses up three shots.

Cover Fire [Full] [AoO: No]

By laying down cover fire with a firearm, you can protect your allies when they are forced into a situation where a foe has a good shot at them. When you take this action, you choose a single ally in your line of sight who receives a +4 dodge bonus to his Defense for 1 round against enemies who are also in your line of

sight. (you have to be able to shoot at them to force them to keep their heads down, or this action won't work). You cannot lay down cover fire for an ally who is involved in melee. Each ally beyond the first who lays down cover fire for the same individual grants only a additional +1 dodge bonus, and then only against foes within their line of sight. Laying down cover fire uses up 5 shots.

Strafe [Full][AoO: Yes]

The strafe action may only be taken if you are firing a weapon with the strafe ability. This action allows you to fire a long burst of ammo in an attempt to take down several opponents at once with a hail of fire. A Strafe attack can affect multiple adjacent 5-ft. squares at once, as long as none are directly in front of the others. You must also have a line of sight to each square you are targeting.

After selecting the number of adjacent 5-ft. squares equal to up to half the remaining ammunition in your weapon (rounded down), make a single attack roll with a -2 penalty for each square beyond the first (applying all normal modifiers as well). Compare this attack roll with the Defense of each target in the target squares separately, hitting or missing as usual. If one or more hits are scored, make a single damage roll and apply it to each target who was hit. A strafe attack uses up 2 shots per targeted square.

Suppressive Fire [Full][AoO: No]

You can use a firearm to pin down an opponent with suppressive fire, forcing him to seek cover and making it difficult for him to fire back. To do this, choose a single opponent in your line of sight who receives a -4 penalty to his attack rolls and skill checks for 1 round while he remains in your line of sight. In addition, the opponent must either leave your line of sight or take at least one-quarter cover by the start of your next action (provided the opponent has at least one action in the meantime) or you get a single attack against him as a free action.

You cannot lay down suppressive fire against an opponent who is involved in melee.

Each PC who coordinates suppressive fire on a single target beyond the first imposes an additional -1 penalty to the target's attack and skill rolls, for as long as the target remains in both attackers' lines of sight. All suppressing characters receive a free attack if the target fails to take cover.

Laying down suppressive fire uses up 5 shots.

Standard Fire (SF)

Standard Fire allows you to attack with a firearm as many times as you have attacks per round. Almost every firearm permits you to perform Standard Fire. But there are exceptions. For instance, certain machineguns and submachine guns only let you fire bursts.

Double Fire (DF)

Double fire lets you fire two shots with each attack. Each shot suffers a penalty to hit equal to half the weapon's recoil (round up, -1 minimum).

Double Fire may be directed at two separate targets.

This imposes a -4 penalty to hit both targets. Damage bonuses for specializations and the like apply to each shot you perform with Double Fire.

*** put in double fire example from PDF ***

Triple Fire (TF)

Triple fire lets you shoot three times with each attack. Each shot suffers a penalty to hit equal to the weapon's recoil (-2 minimum).

Like Double Fire, Triple Fire shots may be directed at separate targets, but with a -4 Attack penalty against each target. Damage bonuses for specialization and the like apply to each shot. Double-action weapons and auto-loaders are capable of Triple Fire.

*** put in triple fire example from PDF ***

3-round Burst (B3)

A burst occurs when several bullets are rapidly and automatically fired with a single pull of a firearm's trigger. The advantages of a Burst: it is easier to hit your target, and it is possible that you might hit your target multiple times, inflicting more damage.

A 3-round Burst counts as one attack; three bullets are fired with a single pull of the trigger. If you perform a Standard Attack Action, you can do one burst. If you perform a Full Attack Action, you can perform one burst for each attack.

A 3-round Burst provides a +3 Attack bonus.

For every 2 + Recoil points you roll over the number needed to hit your target, an additional bullet hits and inflicts normal damage, up to the total number of bullets fired at your target. Resolve the damage of each bullet separately. (For example, if you use a Recoil 3 weapon, for every five points you roll higher than the amount needed to hit your target, another bullet hits and inflicts damage.)

You cannot hit an opponent more times than the shots in your burst. For instance, if you fire a three round burst, no more than three shots can hit your target.

You cannot direct a 3-round Burst at multiple targets.

Damage bonuses for specialization and similar abilities apply to the first bullet in a burst, but not any others.

Point Blank Burst: If you fire a Burst at a target within 5' and hit, all bullets in the burst automatically hit the target.

10-round Burst (B10)

A 10-round Burst is an extended burst intended to spray an area with a hail of bullets. With a single pull of the trigger (one attack), 10 rounds are automatically fired from the weapon. For all practical purposes, a 10-round burst is rock-n-roll, fully automatic fire. 10-round Bursts are treated like area-effect attacks. It affects a 5' wide path in a straight line out the weapon's maximum range. Everything within that path suffers damage from the burst. A Reflex saving throw halves the damage. The DC of the saving throw equals 10 + your Attack bonus - the weapons' recoil - any penalties for range.

At one range increment, the weapon inflicts double normal damage; roll two times the normal dice and double all damage modifiers. At two range increments, it inflicts normal damage. At three or more range increments, a successful Reflex saving throw means the target suffers no damage at all.

Targets of a burst may apply Deflection bonuses to their Reflex save.

50-round Burst (B50)

Some self-loading fully automatic weapons, like modern Gatling guns, are capable of 50-round bursts. A 50-round Burst is similar to a 10-round burst in mechanics, except it affects a 10' wide path, the DC for the saving throw is 15 + your Attack bonus - the weapon's recoil - any penalties for range, and damage is greater.

At one range increment, the weapon inflicts triple normal damage; roll three times the normal dice and triple all damage modifiers. At two range increments, it inflicts double normal damage. At three range increments, normal damage. At four or more range increments, a successful Reflex saving throw means the target suffers no damage at all.

Inflicting Damage

Damage Rolls

If the attack roll result equals or exceeds the target's Defense, the attack is successful, and the combatant deals damage. Roll the appropriate damage for a combatant's weapon. Damage is deducted from the target's current hit points.

For Firearm hits, use the following table to determine location:

Location	Head	Torso	Right Arm	Left Arm	Left Leg	Right Leg
Roll	1-2	3-8	9-10	11-12	13-16	17-20

When using melee attacks, all hits are assumed to be in the torso unless a called shot is made.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Off-Hand Weapon

When a combatant deals damage with a melee weapon in the combatant's off hand, a combatant adds only one-half of the combatant's Strength bonus.

Wielding a Weapon Two-Handed

When a combatant deals damage with a melee weapon that the combatant is wielding two-handed, the combatant adds one and one half times the combatant's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Unarmed Strike Damage

An unarmed strike from a Medium-size combatant deals 1d3 points of damage (with a combatant's Strength modifier, as normal). A Small combatant's unarmed strike deals 1d2 points of damage. All damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Normal Damage

A combatant can specify that it's unarmed strike will

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deal normal damage before it makes an attack roll, but the combatant suffers a -4 penalty on its attack roll because it has to strike a particularly vulnerable spot to deal normal damage.

Critical Hits

When a combatant makes an attack roll and gets a natural 20, the combatant hits regardless of the target's Defense, and the combatant has scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, the combatant immediately makes a critical roll—another attack roll with all the same modifiers as the attack roll the combatant just made. If the critical roll also results in a hit against the target's Defense, the combatant's original hit is a critical hit. If the critical roll is a miss, then the combatant's hit is just a regular hit.

A critical hit means that the attacker rolls for damage more than once, as indicated by the weapon description for the weapon that scored the threat, with all the attacker's usual bonuses, and add the rolls together to get total damage.

Exception: Bonus damage represented as extra dice is not multiplied when a combatant scores a critical hit.

Increased Threat Range

Sometimes a combatant's threat range is greater than 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier

Some weapons, deal better than double damage with a critical hit.

Multiplying Damage

Sometimes a combatant multiplies damage by some factor, such as when a combatant scores a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Cover and Concealment

Depending on the situation, a combatant may gain bonuses or suffer penalties on the combatant's attack roll. A combatant's DM judges what bonuses and penalties apply.

Cover

Cover provides a bonus to a combatant's Defense. The more cover a combatant has, the bigger the bonus.

Table: Cover

Degree of Cover	Cover Defense Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	-	-

*Half damage if save is failed; no damage if successful.

Cover and Attacks of Opportunity

An attacker can't execute an attack of opportunity against a combatant with one-half or better cover.

Cover and Reach Weapons

If a combatant is using a reach weapon, a combatant standing between the attacker and the target provides cover to the target.

Generally, if both of the other combatants are the same

size, the one in the back has one-half cover (+4 Defense). If a combatant hit the combatant providing cover, it takes no damage because the attacker would strike it with the haft of the weapon.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers a combatant. The DM determines the value of cover. This measure is not a strict mathematical calculation because a combatant gains more value from covering the parts of the body that are more likely to be struck.

Cover Reflex Save Bonus

Add this bonus to Reflex saves against attacks that affect an area. For nine-tenths cover, a combatant also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the DM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases where a combatant uses another combatant as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering combatant, the covering combatant takes the damage intended for the target.

If the covering combatant has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering combatant from being hit, then the original target is hit instead. The covering combatant has dodged out of the way and didn't provide cover after all. A covering combatant can choose not to apply his Dexterity bonus to Defense and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered combatant from being hit.

Concealment

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

Concealment Example

Concealment	Example
Miss Chance	
One-Quarter	Light fog; moderate darkness; light foliage
One-Half	Dense fog at 5ft.
Two-Thirds	
Three-quarters	Dense foliage
Nine-tenths	Near total darkness
Total	Attacker blind; target invisible;
	total darkness; dense fog at 10 ft.

Concealment is subjectively measured as to how well concealed the defender is. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

tech noir – dataset
the dataset

Programs take 1 round per DU to swap in/out.

cyberware

cyberware – tech noir

- stuff to re-evaluate directly from SRD
 - feats
 - remove sword&fist feats
DONE
 - remove star wars feats? DONE
 - has any other OGL done feats of the “+2 to two skills” style?
 - go through nbof DONE
 - do copyright thingers
 - fix up feats
 - add the few feats I need to
 - skills
 - take SRD skill list DONE
 - take Spycraft skills DONE
 - make appropriate mods for setting
 - add stuff that’s missing
INTERFACE
 - re-evaluate class skill lists
 - give all classes similar numbers of class skills?
 - take a look at the d20 class construction kit
 - steal heavily from CP2020, other CP games
- stuff to do from scratch
 - cyberware (reimplement spells, feats)
 - programs (based on spells at all?)

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