

Adventurer

Description: Adventurers are motivated by boredom, restlessness, and wanderlust. The mundane world is excruciating for them, so they seek out the abnormal, the forbidden, and most of all, the dangerous. For some, that means exploring unknown lands or testing new technology under life-threatening conditions, but for others, it means putting on a costume and fighting crime right at home, in a fantastic world right next to the mundane one. Adventurers rely, consciously or not, on the fantastic strokes of luck and serendipity that follow them around like loyal hounds, and they delight in taking on ridiculous odds just so they can beat them. They live in the impossible.

Sample Character: [Officer X-Ray](#)

Hit Die: 1d8

Power Die: 1d8

Skill Points at 1st Level: (6 + Int per level) x4

Skill Point per Level: 6 + Int modifier

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Craft (mechanical, visual arts) (Int), Diplomacy (Cha), Drive (Dex), Escape Artist (Dex), Fly (Dex), Heal (Int), Jump (Str), Knowledge (Int), Linguistics (Wis), Perception (Wis), Pilot (Dex), Ride (Dex), Stealth (Dex), Survival (Wis), Swim (Str), Use Device (Cha)

Proficiencies: 3

Adventurer							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features

1	+0	+1	+1	+1	+1	+3	Brawl, Lucky Item, Plot Device
2	+1	+1	+1	+1	+1	+4	Jack-of-All-Trades
3	+2	+2	+2	+2	+2	+4	Special Ability
4	+3	+2	+2	+2	+2	+5	Lucky Item (twice), Bonus Feat
5	+3	+3	+3	+3	+3	+5	Fabled Luck, Protective Instincts
6	+4	+3	+3	+3	+3	+6	Special Ability
7	+5	+3	+3	+3	+3	+6	Bonus Feat
8	+6/+1	+4	+4	+4	+4	+7	Lucky Item (thrice)
9	+6/+1	+4	+4	+4	+4	+8	Special Ability
10	+7/+2	+5	+5	+5	+5	+9	Protective Instincts
11	+8/+3	+5	+5	+5	+5	+9	Renaissance Man
12	+9/+4	+6	+6	+6	+6	+10	Bonus Feat, Special Ability
13	+9/+4	+6	+6	+6	+6	+10	Skill Mastery
14	+10/+5	+6	+6	+6	+6	+11	Bonus Feat
15	+11/+6/+1	+7	+7	+7	+7	+11	Special Ability, Protective Instincts
16	+12/+7/+2	+7	+7	+7	+7	+12	Bonus Feat x2
17	+12/+7/+2	+8	+8	+8	+8	+13	Favoured Save
18	+13/+8/+3	+8	+8	+8	+8	+14	Special Ability
19	+14/+9/+4	+9	+9	+9	+9	+14	Bonus Feat x3
20	+15/+10/+5	+9	+9	+9	+9	+15	Protective Instincts

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Lucky Item (Su): At level 1, Adventurers can designate one possession (object, article of clothing, anything that can be carried), as their “lucky item.” Once per game session, before a single Saving Throw or Skill roll, Adventurers can invoke the luck of the item, which grants a +2 to the roll. If they lose the item during the course of an adventure before using its luck, they cannot call on its luck until they recover the item itself.

Any Lucky Item that gets lost or destroyed will “luckily” reappear, through any old justification that you like, by the end of the gaming session.

At levels 4 and 8, Adventurers can invoke the Lucky Item’s bonus twice and then thrice per session, respectively (yes, I said “thrice.” It’s a perfectly cromulent word).

Plot Device (Ex): At level 1, Adventurers gain one [Plot Device](#), as per the feat (see Chapter 4: Feats).

Jack of All Trades (Ex): At level 2, Adventurers can use all “trained only” skills as if they were trained. However, when using those skills untrained, a roll of 1 is a Critical Failure, which can result in breaking a tool, hurting themselves, or otherwise royally screwing up whatever they’re trying to do. Regardless of the specifics, the failure will be spectacular and unfavourable. GMs are encouraged to toss some-good natured disaster at the otherwise blessed-by-the-gods lives of Adventurers.

Special Ability (Ex): At levels 3, 6, 9, 12, 15, 18, Adventurers can take one of the abilities listed below. They can take each ability only once, unless its text says otherwise. Unlike Class Features, Special Abilities that

replicate feats require prerequisites, just like a normal feat.

- *Delay Disaster:* If an Adventurer fails to disarm a bomb or trap, it detonates or otherwise “goes off” 1d2 rounds later, at the end of the round, instead of going off immediately.
- *Encyclopaedic Memory:* You can re-roll any failed Knowledge check once. You can do this twice per session.
- *Evasion:* You can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage, then you instead take no damage. You can use Evasion only if you are wearing light armour or no armour. If you are helpless, you do not gain the benefit of Evasion.
- *Fisticuffs:* You gain a +2 competence bonus to damage rolls when you hit with an Unarmed Strike.
- *Nerves of Steel:* When using the Jack of All Trades class feature, rolling a 1 on a d20 does not count as a critical failure.
- *Nimbleness:* Your Speed increases by +5 feet.
- *Pursuit Specialist:* Gain a +4 competence bonus to Drive and/or Ride checks rolled while in hot pursuit of any adversary.
- *Slippery Mind:* If you fail a Will Save against a mind-affecting spell or power, you can re-roll that Will Save once, on your next turn.
- *Steady Hands:* Re-roll any failed Craft check a single time. You can do this twice per session.
- *Uncanny Dodge:* You retain your Dexterity bonus to Defence (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to Defence if you are immobilised. If you already have Uncanny Dodge, then this Special Ability grants Improved Uncanny Dodge instead.
- *Walk Away Unscathed:* If you crash or lose control of a

ground vehicle (car, truck, bus), then you can spend 1AP to take no damage. You don't have to be driving the vehicle to use this ability. You can use this ability to take half damage from being hit by a vehicle while you are on foot, regardless of whether the hit is an accident or a deliberate attack.

Bonus Feats: At levels 4, 7, 12, 16, and 19. Adventurers can choose a bonus feat from the following [groups](#): Defensive, Saves, Skills.

Fabled Luck (Ex): At level 5, once per day, Adventurers can roll two d20s for any roll requiring a d20 (attacks, skills, saves, initiative, etc.) and choose the more favourable roll.

Protective Instincts (Ex): At levels 5, 10, 15, and 20, Adventurers receive one of the three basic Save Enhancer feats (Lightning Reflexes, Great Fortitude, or Iron Will), at the player's discretion. If they already have all three, they can choose to take one of the Awesome save enhancers. If they have all three of them, they can take one of the Supreme save enhancers.

Renaissance Man (Ex): At level 11, all skills are considered Class Skills for the Adventurer, for the purposes of paying skill points.

Skill Mastery (Ex): At level 13, with 2 skills in which Adventurers already have at least one rank, including cross-class skills, they can now Take 10, even under stressful circumstances or when failure involves direct personal risk. If they are granted this class feature multiple times, they can pick 2 new skills each time.

Favoured Save (Ex): At level 17, Adventurers can Take 10 with one of their Saves (Fortitude, Reflex, or Will, player's choice).