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## Classes

There are five broad kinds of character classes in *Phoenix*: archetypal, F/X-based, generic, *d20 Modern*, and Omega levels (the superhero equivalent of Epic).

There are 11 classes designed around superhero archetypes: the millionaire playboy, the thrill-seeker, the vigilante, the living legend, etc. They are not designed around power-concepts, like the blaster, the tank, or the speedster. They are as independent of the powers as possible, which means that you can mix and match personality types with power-suites. We don't think that class choice should funnel you into one particular choice of tactic or behaviour. *Phoenix* characters start at 4th level by default because that way there is some parity between their HPs and their powers. Having a character who can punch out a tank but dies from a kitten's scratch ain't all that fun. You can, of course, start at 1st level if you want to because it's not like we can stop you.

- [Superhero Class Features](#)
  - [Adventurer](#): restless thrill-seekers who live on luck
  - [Champion](#): charismatic heroes with a cause
  - [Martial Artist](#): masters of exotic fighting systems
  - [Mastermind](#): forceful tacticians and leaders
  - [Sidekick](#): highly-trained team players
  - [Sleuth](#): addicted to mysteries and not afraid to swing their fists
  - [Sneak](#): the ever-lovin' masters of being sneaky
  - [Socialite](#): rich and motivated
  - [Soldier](#): military-trained professionals who get the job done
  - [Thinker](#): cerebral heroes who think before they act
  - [Warrior](#): masters of the sweet science of kicking ass

The other four types of classes are optional: FX-based, generic, *d20 Modern*, and Omega

[F/X Classes](#) are built around the three types of F/X powers.

- [Inventor](#): Supertech Invention
- [Mentalist](#): Psionic Manifestation
- [Mystic](#): Mystic Spell-Casting

[Generic Superheroes](#) are totally customizable classes that you build using a point-buy system.

[d20 Modern](#) classes are the Base and Advanced classes from *the d20 Modern Role-Playing Game*, which you can either use in *Phoenix* or mix with superhero classes.

[Omega Levels](#) are a high-powered option in *Phoenix* that allows you to play past level 20.

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## Superhero Class Features

Superhero classes have the same standard features as Core classes, plus a couple of extras. Taking an Occupation, rolling for Hit Points, and receiving both Skill points and Feats are unchanged from *Modern* rules. Your allotted Skill points are listed with your class. You get 2 feats at character creation and 1 every 3 levels thereafter (3, 6, 9, 12, etc.). Because all superheroes are expected to mix it up in combat a *little*, all *Phoenix* classes get the Brawl feat for free at first level. You also get to increase one ability score once every 4 levels, as per standard rules. The two differences are Power Dice and Proficiencies.

### Power Dice

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At every level, you roll your Power Die much like you would roll your Hit Points except that the Power Die is not modified by an ability score. Like Hit Points, however, you get your full Power Die at first level. Power Dice grant [Power Points](#) (much like Hit Dice grant Hit Points). You use Power Points (PPs) to fuel your powers.

## Proficiencies

At character creation, you get a set number of Proficiency feats (i.e., those feats with the word "proficiency" in their name). These feats can include both weapon and armour proficiencies. For example, the Adventurer gets 4 in total, so she can take 3 weapon proficiencies and 2 armour proficiencies, or 2 of each, but not 4 of each.

There are 7 proficiencies in total, 2 of which are unusually specialised (Exotic Weapons and Powered Armour), which leaves 5. Note that the Warrior and the Soldier, both very weapon-oriented classes, get 6 proficiencies, which means that they can take an Exotic Weapon or Firearm using only their class-granted proficiencies.

- Armour
- Armour (powered)
- Armour (shields)
- Firearms
- Weapon (exotic)
- Weapons (mêlée)
- Weapons (ranged)

## Sample Characters

Each class lists a character that's in the [NPC section](#) and is a sample for that class. They're examples of what you *could* do with these classes, but you shouldn't take them as limitations. Each class has a particular kind of game play in mind, but we encourage you to play the actual abilities any way you like.

## "Per Day" and "Per Session" Abilities

Any class feature that is listed as "per day" indicates that once you use the ability, you can't use it again until you (a) go to sleep and wake up *or* (b) 24 hours elapse since the last time you used it, whichever comes first. This represents an ability that is so draining that you can only physically and/or mentally expend yourself like that once a day.

"Per session" abilities refer to one day of gaming. You can use this ability once during a gaming session on a particular day. It represents the kind of ability that characters might invoke only once in an issue of a comic book or an episode of a television show. If your gaming day is extra-long for some reason, then GMs can allow you to use a once-per-session ability twice in a session.

## Class Feature Types

There are three kinds of class features: Extraordinary, Power-Like, and Super.

**Extraordinary** (Ex) class features are (ostensibly) not outside the realm of realistic possibility, but they are the kind of thing that only a superhero can do. The Adventurer's Plot Device, for example, is theoretically possible? someone could just be *that* well prepared? but most people can't always have the right tool on-hand for every job.

**Power-Like** (PL) class features duplicate a power and can be affected by the metapowers. This category includes mystical and psionic effects.

**Super** (Su) class features are outside of the realm of realism, but are so intrinsic to a particular way of looking at the world, which is what classes represent, that they cannot be affected by the metapowers. This includes the Martial Artist's ability to shift her life force within her body through Unity of Being, for example.

### Multi-Classing

Multi-classing works according to standard d20 rules in *Phoenix*, with two exceptions. First, **multi-class characters have access to all of their Class skills at every level.** Second, **starting proficiencies don't "stack" when you multi-class.** Instead, when you take a new class, you "top up" your proficiency total to match the new class. If the new class has more Proficiencies, then you gain the difference. If it has fewer, then you make no changes.

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## 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, <a href="#">Plot Device</a>
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

12	+9/+4	+6	+6	+6	+6	+10	Man 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).

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## Champion

**Description**: The Champion is a hero for an ideal, a nation, or an institution. Champions are living symbols, walking icons. They are charming, persuasive, and never at a loss to orate on the glory of their causes, the importance of the ideology for which they fight, or the malice and cruelty of their enemies. Champions fight with the dedication of the True Believer.

**Sample Character**: [Doc Sprocket](#)

**Hit Die**: d12

**Power Die**: d6

**Skill Points at 1st Level**: (4 + Int per level) x4

**Skill Points per Level**: 4 + Int modifier

**Class Skills**: Craft (visual art, writing) (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Int), Intimidate (Cha), Jump (Str), Perception (Wis), Perform (Cha), Pilot (Dex), Ride (Dex).

**Proficiencies**: 5

Champion Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+1	+1	+3	Brawl,

							Swaggering Bravado, Iconic Attack +2
2	+2	+1	+1	+1	+1	+4	Chutzpah! +2
3	+3	+2	+2	+2	+2	+4	Iconic Presence +2
4	+4	+2	+2	+2	+2	+5	Bombastic Aura I
5	+5	+3	+3	+3	+3	+5	Bonus Feat
6	+6/+1	+3	+3	+3	+3	+6	Iconic Attack +4
7	+7/+2	+3	+3	+3	+3	+6	Bonus Feat
8	+8/+3	+4	+4	+4	+4	+7	Chutzpah! +2
9	+9/+4	+4	+4	+4	+4	+8	Bonus Feat, Unshakable Resolve
10	+10/+5	+5	+5	+5	+5	+9	Iconic Attack +6
11	+11/+6/+1	+5	+5	+5	+5	+9	Bonus Feat x2
12	+12/+7/+2	+6	+6	+6	+6	+10	Iconic Presence +4
13	+13/+8/+3	+6	+6	+6	+6	+10	Bonus Feat x2
14	+14/+9/+4	+6	+6	+6	+6	+11	Iconic Attack (crit range x2)
15	+15/+10/+5	+7	+7	+7	+7	+11	Bonus Feat
16	+16/+11/+6/+1	+7	+7	+7	+7	+12	Chutzpah! +2
17	+17/+12/+7/+2	+8	+8	+8	+8	+13	Iconic Attack +6, Bonus Feat
18	+18/+13/+8/+3	+8	+8	+8	+8	+14	Iconic Presence +6
19	+19/+14/+9/+4	+9	+9	+9	+9	+14	Inflexible Will, Bonus Feat
20	+20/+15/+10/+5	+9	+9	+9	+9	+15	Iconic Attack +8

## Class Features

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

**Swaggering Bravado** (Ex): At level 1, Champions can re-roll any failed Charisma check or Charisma-based skill check. They can do this twice per session.

**Iconic Attack** (Ex): At level 1, Champions create a signature attack, something that symbolically reflects their cause, like the Brutal Police Baton of Justice, the Boot-Up-The-Ass of Parental Authority, or the Invisible Hand of the Market. Iconic Attacks can apply to standard attacks and special attacks alike, such as a Stunning Fist or a Bull Rush, but must be with the same weapon, including unarmed strikes. Iconic Attacks receive a +2 competency bonus to hit and damage. At levels 6, 10, 17, and 20, the bonus increases by +2. At level 14, the critical threat range of the attack doubles.

**Chutzpah!** (Ex): At levels 2, 12, and 18, Champions get a permanent +2 to Charisma.

**Iconic Presence:** (Ex) At levels 3, 12, and 18, Champions grant a cumulative +2 morale bonus to Will saves to those who fight on their side and remain within sight or earshot.



**Bombastic Aura** (Su): At level 4, Champions become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as an insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

**Bonus Feats:** At levels 5, 7, 9, 11, 13, 15, 17, and 19. Champions can choose a bonus feat from the following [groups](#): Defensive, Offensive, Saves.

**Unshakable Resolve** (Ex): At level 9, Champions can re-roll any Will save if their chosen ideals are at stake, or if they are forced to act contrary to those ideals.

**Inflexible Will** (Ex): At level 19, Champions can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.

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## Martial Artist

**Description:** Martial Artists, as their name indicates, turn the simple act of fighting into an art form, with all of the spiritual enlightenment, personal knowledge, and aesthetics that "art" implies. According to a Martial Artist, there is something beautiful about a deadly blow. Thousands of hours of training?mental, physical, and spiritual?go into perfecting their fighting techniques, not merely for the sake of accuracy and efficiency, but for the sake of the sheer pleasure of the movement and the mental states it both requires and creates. Though the martial arts themselves are most commonly associated with Asian styles, like *Kung Fu*, *Karate*, and *Tae Kwon Do*, there are equally complex and deadly techniques in other parts of the world, like French *Savate*, or Brazilian *Capoeira*. Even the humble boxer is the master of a martial art.

**Sample Character:** [Monkey Queen](#)

**Hit Die:** d8

**Power Die:** d8

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

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Autohypnosis (Wis), Climb (Str), Craft (mechanical) (Int), Jump (Str), Perception (Wis), Stealth (Dex), Tumble (Dex).

**Proficiencies:** 5

Martial Artist							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+1	+1	+1	Brawl, Combat Martial Arts, Imp. Unarmed Damage
2	+2	+1	+1	+1	+1	+1	Evasion
3	+3	+2	+2	+2	+2	+2	Defensive Awareness
4	+4	+2	+2	+2	+2	+2	Uncanny Dodge
5	+5	+3	+3	+3	+3	+3	Imp. Unarmed Damage,

6	+6/+1	+3	+3	+3	+3	+3	Bonus Feat Float Like a Butterfly
7	+7/+2	+3	+3	+3	+3	+3	Protective Instincts
8	+8/+3	+4	+4	+4	+4	+4	Improved Uncanny Dodge
9	+9/+4	+4	+4	+4	+4	+4	Bonus Feats x2
10	+10/+5	+5	+5	+5	+5	+5	Improved Unarmed Damage, Bonus Feat
11	+11/+6/+1	+5	+5	+5	+5	+5	Improved Evasion
12	+12/+7/+2	+6	+6	+6	+6	+6	Bonus Feats x2
13	+13/+8/+3	+6	+6	+6	+6	+6	Protective Instincts
14	+14/+9/+4	+6	+6	+6	+6	+6	Sting Like a Bee
15	+15/+10/+5	+7	+7	+7	+7	+7	Improved Unarmed Damage, Bonus Feat
16	+16/+11/+6/+1	+7	+7	+7	+7	+7	Favoured Save
17	+17/+12/+7/+2	+8	+8	+8	+8	+8	Unity of Being
18	+18/+13/+8/+3	+8	+8	+8	+8	+8	Bonus Feats x2
19	+19/+14/+9/+4	+9	+9	+9	+9	+9	Ageless
20	+20/+15/+10/+5	+9	+9	+9	+9	+9	Improved Unarmed Damage, Bonus Feat

### Class Features

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

**Combat Martial Arts:** At level 1, Martial Artists receive this feat for free.

**Improved Unarmed Damage:** At levels 1, 5, 10, 15, and 20, Martial Artists receive this feat and thus increase the damage they inflict with their unarmed strikes. They can take the feat normally, in addition to receiving this class feature.

**Evasion (Ex):** At level 2, Martial Artists can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

**Defensive Awareness (Ex):** At level 3, Martial Artists gain an insight bonus to Defence that equals their Wisdom modifier. This bonus applies only if they wear no armour.

**Uncanny Dodge (Ex):** At level 4, Martial Artists retain their Dexterity bonus to Defence (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to Defence if they are immobilised. If

they already have Uncanny Dodge, then they get Improved Uncanny Dodge instead. At level 8, Martial Artists get **Improved Uncanny Dodge** and can no longer be flanked. This class feature denies anyone else the ability to Sneak Attack them by flanking them, unless they have at least 4 more character levels or hit dice than the Martial Artist in the class that grants the Sneak Attack feature.

**Bonus Feats:** At levels 5, 9, 10, 12, 15, 18, and 20, Martial Artists can choose a bonus feat from the following [groups](#): Defensive, Combat, Offensive.

**Float Like a Butterfly (PL):** At level 6, Martial Artists receive *Amazing Leap* and two ranks in Powered Leap (enhancement) and one rank in *Catfall*. These ranks stack with any previous ranks the Martial Artist has taken in those two powers.

**Protective Instincts (Ex):** At levels 7 and 13, Martial Artists receive one of the three basic Save Enhancer feats (Lightning Reflexes, Great Fortitude, or Iron Will), player's choice. 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.

**Improved Evasion (Ex):** At level 11, Martial Artists' Evasion ability improves. They still take no damage on a successful Reflex saving throw against attacks, but also take only half damage on a failed save. A helpless Martial Artist does not gain the benefit of Improved Evasion.

**Sting Like a Bee (Ex):** At level 14, the critical multiplier of Martial Artists' unarmed strikes increases by x2 (thus x2 becomes x3, and so on), and the critical threat range doubles from (thus 20 becomes 19-20, 19-20 becomes 17-20, etc.).

**Favoured Save (Ex):** At level 16, Martial Artists can Take 10 with one of their Saves (Fortitude, Reflex, or Will; player's choice).

**Unity of Being (Su):** At level 17, Martial Artists can, as a swift action, trade PPs for HPs or HPs for PPs, at a ratio of 2:1. This means that they could trade 12 HPs for 6PPs or vice-versa. They cannot trade enough points to put their HPs to zero or lower, and there is no such thing as negative PPs. Martial Artists must be conscious to use this class feature.

**Ageless (PL):** At level 19, Martial Artists no longer take any penalties for ageing. Although they do still physically age and will eventually die of old age, their ability scores never change as a result of the ageing process.

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## Mastermind

**Description:** Masterminds pride themselves on planning for every contingency, knowing their enemies' every strength and weakness, and learning to use both against them. Regardless of their physical power, Masterminds employ complex tactics, manipulation and mind games, and strategic thinking with military precision. Before they walk into a room, they have already played out every possible scenario in their minds and planned for them all. Masterminds are particularly good at either inspiring or terrorizing their lieutenants into serving them with unquestioning efficiency. They get especially good use out of abilities that provide helpers and servants (i.e., Ally, Connection, Grunt, Minion, Personal Assistant) or those that grant the ability to aid or inspire others in combat (Improved Team Player, Error: Reference source not found). Though the Mastermind may seem best suited as a villain, they can just as easily be inspirational leaders of men and women. The difference between Masterminds and Champions, though, is that Masterminds often will not stand shoulder-to-shoulder with their followers in battle, instead taking up a less glorious, but potentially more useful, position far behind the lines.

**Sample Character:** [Slag](#)

**Hit Die:** d6

**Power Die:** d10

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

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Bluff (Cha), Computers (Int), Craft (chemical, mechanical, pharmaceutical) (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Perception (Wis), Pilot (Dex), Profession (Int), Sense Motive (Wis), Sleight of Hand (Dex), Use Device (Cha).

**Proficiencies:** 3

Mastermind Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+1	+0	+2	+1	+3	Brawl, Imposing Presence +2
2	+1	+1	+0	+3	+1	+4	Tactical Genius +2, Special Ability
3	+2	+2	+1	+3	+2	+4	Inspiring Presence +2
4	+3	+2	+1	+4	+2	+5	Bombastic Aura
5	+3	+3	+1	+4	+3	+5	Bonus Feat, Cross-Trained
6	+4	+3	+2	+5	+3	+6	Imposing Presence +4
7	+5	+3	+2	+5	+3	+6	Tactical Genius +4, Special Ability
8	+6/+1	+4	+2	+6	+4	+7	Inspiring Presence +4
9	+6/+1	+4	+3	+6	+4	+8	Inflexible Will, Bonus Feat
10	+7/+2	+5	+3	+7	+5	+9	Mind Expansion
11	+8/+3	+5	+3	+7	+5	+9	Imposing Presence +6, Special Ability
12	+9/+4	+6	+4	+8	+6	+10	Tactical Genius +6, Chutzpah! +2
13	+9/+4	+6	+4	+8	+6	+10	Inspiring Presence +6
14	+10/+5	+6	+4	+9	+6	+11	Bonus Feat, Special Ability
15	+11/+6/+1	+7	+5	+9	+7	+11	Mind Expansion
16	+12/+7/+2	+7	+5	+10	+7	+12	Imposing Presence +8, Chutzpah! +2
17	+12/+7/+2	+8	+5	+10	+8	+13	Tactical Genius +8
18	+13/+8/+3	+8	+6	+11	+8	+14	Inspiring Prese nce +8
19	+14/+9/+4	+9	+6	+11	+9	+14	Bonus Feat x2, Special Ability
20	+15/+10/+5	+9	+6	+12	+9	+15	Chutzpah! +2,

## Class Features

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

**Imposing Presence** (Ex): At level 1, Masterminds receive a +2 competency bonus to all Bluff, Diplomacy, and Intimidate checks. The bonus increases by +2 at levels 6 (+4), 11 (+6), and 16 (+8).

**Tactical Genius** (Ex): At level 2, Masterminds can grant a +2 circumstance bonus to the skill checks and attack rolls of anyone who fights on their side and remains within 50'. This requires a move action to bark orders or otherwise direct their allies. Masterminds can do this three times per day. This effect lasts for a number of rounds equal to the Mastermind's Charisma modifier +2. The bonus increases by +2 at level 7 (to +4), 12 (to +6), and 17 (to +8).

**Special Ability** (Ex): At levels 2, 7, 11, 14, and 19, Masterminds can take one of the abilities listed below. They can take each ability only once, unless the text says otherwise. Unlike Class Features, Special Abilities that replicate feats require prerequisites, just like a normal feat.

- *Encyclopaedic Memory*: You can re-roll any failed Knowledge check once. You can do this twice per session.
- *Exhort Lieutenants*: By expending 1AP and a free action, you can grant a +1 bonus to the skill checks and saves of up to ten people at a time. The effect lasts a number of rounds equal to your Charisma modifier.
- *Bonus Feat*: You can pick a free feat from one of the following groups: Defensive, Saves, and Skills.
- *Opportunist*: Any time an opponent within your standard m el e reach takes damage from someone else's attack, you can choose to make an Attack of Opportunity against that opponent. You can do so only once per round, even with Combat Reflexes, and this attack counts against your total number of Attacks of Opportunity.
- *Scare Tactics*: Once per day, Masterminds can roll two d20s for any Intimidate check and select the best result.
- *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.
- *Vanish Into Another Life*: Free 4CP Additional Identity, ready for use at all times.

**Inspiring Presence** (Ex): At level 3, Masterminds grant a +2 morale bonus to attack and damage rolls and Will saves against fear or charm effects to anyone who fights on their side and remains within 50 ft. This effect requires not effort on the Mastermind's part and lasts for as long as the Mastermind actively fights in the battle. This bonus increases at level 8 (to +4), 13 (to +6), and 18 (to +8).

**Bombastic Aura** (Su): At level 4, Masterminds become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as a insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

**Bonus Feat**: At levels 5, 9 14, 19 Masterminds can take a feat from one of the following [groups](#): Defensive, Saves, and Skills.

**Cross Trained** (Ex): At level 5, Masterminds gain this feat.

**Inflexible Will** (Ex): At level 9, Masterminds can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.

**Mind Expansion**: At levels 10, 15, and 20, Masterminds apply a permanent +1 to either Intelligence, Wisdom, or Charisma (player's choice).

**Chutzpah!**: At levels 12, 16, and 20, Masterminds get a permanent +2 to Charisma.

## Sidekick

**Description:** Sidekicks are more than just junior partners of an older or more powerful superhero. They are experts at playing a supporting role in a superhero's quest for justice. Sidekicks' abilities are geared toward staying out of the spotlight in order to keep their hero looking good. They are highly-trained team players who not only excel at following, but also make their leaders better at leading.

**Sample Character:** [Sponge](#)

**Hit Die:** d8

**Power Die:** d8

**Skill Points at 1st Level:** (5 + Int per level) x4

**Skill Point per Level:** 5 + Int modifier

**Class Skills:** Climb (Str), Computers (Int), Craft (electronic) (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Heal (Int), Jump (Str), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Tumble (Dex).

**Proficiencies:** 3

Sidekick Level	BA	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+0	+2	+1	+2	+0	Brawl, Restore Confidence, Team Player
2	+1	+0	+3	+1	+3	+0	Improved Flanking I
3	+2	+1	+3	+2	+3	+0	Heroic Intervention
4	+3	+1	+4	+2	+4	+0	Sneak Attack +1d6, Armour of Obscurity
5	+3	+1	+4	+3	+4	+1	Evasion
6	+4	+2	+5	+3	+5	+1	Improved Team Player, Bonus Feat
7	+5	+2	+5	+3	+5	+1	Unwavering Loyalty +2, Imp Flanking II
8	+6/+1	+2	+6	+4	+6	+1	Sneak Attack +2d6, Uncanny Dodge
9	+6/+1	+3	+6	+4	+6	+2	Distraction (-1)
10	+7/+2	+3	+7	+5	+7	+2	Unwavering Loyalty +4
11	+8/+3	+3	+7	+5	+7	+2	Set-Up Attack, Improved Evasion
12	+9/+4	+4	+8	+6	+8	+2	Sneak Attack +3d6, Bonus Feat

13	+9/+4	+4	+8	+6	+8	+3	Distraction (-2)
14	+10/+5	+4	+9	+6	+9	+3	Unwavering Loyalty +6, Bonus Feat
15	+11/+6/+1	+5	+9	+7	+9	+3	Bonus Feat
16	+12/+7/+2	+5	+10	+7	+10	+3	Sneak Attack +4d6, Bonus Feat
17	+12/+7/+2	+5	+10	+8	+10	+4	Distraction (-3)
18	+13/+8/+3	+6	+11	+8	+11	+4	Unwavering Loyalty +8, Bonus Feat x2
19	+14/+9/+4	+6	+11	+9	+11	+4	Bonus Feat x2
20	+15/+10/+5	+6	+12	+9	+12	+4	Sneak Attack +5d6, Bonus Feat

### Class Features

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

**Restore Confidence (Ex):** At level 1, twice per session, Sidekicks can grant any one comrade within 50 ft. a free re-roll on any Will save. This requires an immediate action, to yell something encouraging, flash a big, goofy grin, or otherwise offer moral support.

**Team Player:** At level 1, Sidekicks receive this feat.

**Improved Flanking I (Ex):** At level 2, Sidekicks can grant a teammate a flanking bonus just by engaging in mêlée against the same opponent. The Sidekick's position relative to the team mater does not matter. Only the Sidekick's team mate gains the flanking bonuses. At level 7, Sidekicks received **Improved Flanking II (Ex)**, which means that the Sidekick now gains the Flanking bonus as well.

**Armour of Obscurity (Ex):** At level 4, Sidekick's become experts at not attracting the attention of their enemies. They can take the Charisma bonus of any ally who is (a) within 30' and (b) visibly present to the enemy, and add it to their own Defence score as a competence bonus.

**Sneak Attack (Ex):** At levels 4, 8, 12, 16, and 20, Sidekicks receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Sidekick has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 ft.

With a sap (blackjack) or an unarmed strike, Sidekicks can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a sneak attack, not even with the usual -4 penalty.

Sidekicks can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, which includes people, aliens, and fantasy creatures (Chapter 10: Heroes and Villains), but it does not include undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Sidekicks must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot

Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

**Heroic Intervention** (Ex): At level 3, Sidekicks gain this feat.

**Evasion** (Ex): At level 5, Sidekicks can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

**Cooperative Attack, Improved**: At level 6, Sidekicks receive this feat.

**Bonus Feats**: At levels 6, 12, 14, 15, 16, 18, 19, and 20, Sidekicks can choose a bonus feat from the following [groups](#): Defensive, Combat, Save.

**Unwavering Loyalty** (Ex): At level 7, Sidekicks receive a +2 to any roll to resist mental effects (psionic, magical, etc.) that would compel them to betray, harm, or abandon their allies. This bonus improves by +2 at level 10 (to +4), level 14 (to +6), and level 18 (to +8).

**Uncanny Dodge** (Ex): At level 8, Sidekicks retain their Dexterity bonus to Defence (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to Defence if they are immobilized. If they already have Uncanny Dodge, then they automatically get Improved Uncanny Dodge instead.

**Distraction** (Ex): At level 9, Sidekicks are such an annoyance to adjacent opponents that those opponents suffer a -1 to Defence. This penalty stacks with the effects of Flanking and other such distraction ploys in combat. The penalty improves by 1 at level 13 (to -2) and 17 (to -3).

**Set-Up Attack** (Ex): At level 11, Sidekicks can effectively give their highest attack to an adjacent ally. Sidekicks use a standard action to create an opportunity for an ally to attack an opponent that they both threaten in mêlée. The attack made by the ally is either at the Sidekick's highest attack bonus, or the ally's, whichever is higher. Sidekicks can Set Up only one attack per round. The attack happens during the Sidekick's round, but is rolled by the ally. The ally expends one Attack of Opportunity in order to use the Sidekick's Set-Up Attack.

**Improved Evasion** (Ex): At level 11, Sidekicks become even better at avoiding damage. When they fail Reflex saves they take only half damage, and if they succeed they take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

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## Sleuth

**Description**: The thinking crime fighter, Sleuths are experts in surveillance, detection, psychology, gathering information in all its forms, and using evidence to not only reconstruct crimes but solve them in progress or even predict them before they happen. Sleuths themselves vary greatly in terms of style and practise. Some are all brains, paying attention to nothing but verifiable evidence and irrefutable logic. Some are all guts, relying on instinct and an uncanny feel for people. Some are immaculately dressed and exude class. Some are rumpled, down-on-their-luck alcoholics. Some are private detectives who are pulled into adventures as part of their jobs, some are free agents who just stick their noses into mysteries when they smell them, and some are law-enforcement agents sworn to uphold justice. The one thing that ties them together is the driving need to take the random facts all around them and turn them into concrete stories, to know what *really* happened when nobody else does.

**Sample Character**: [Deadline](#)



**Hit Die:** d6

**Power Die:** d6

**Skill Points at 1st Level:** (8 + Int per level) x4

**Skill Point per Level:** 8 + Int modifier

**Class Skills:** Appraise (Int), Bluff (Cha), Computers (Int), Craft (writing) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Heal (Int), Intimidate (Cha), Knowledge (Int), Perception (Wis), Profession (Int), Research (Int), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex).

**Proficiencies:** 3

Sleuth Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+1	+1	+2	+1	+1	Brawl, Bonus Advantage
2	+1	+1	+1	+3	+1	+1	Investigative Knack +4, Bonus Feat
3	+2	+2	+2	+3	+2	+2	Special Ability
4	+3	+2	+2	+4	+2	+2	Sharp Eyes I, Sixth Sense +2, Connection
5	+3	+3	+3	+4	+3	+3	Stick to the Shadows +2, Sneak Attack +1d6
6	+4	+3	+3	+5	+3	+3	Special Ability
7	+5	+3	+3	+5	+3	+3	Sharp Eyes II, Connection
8	+6/+1	+4	+4	+6	+4	+4	Investigative Knack +6, Bonus Feat
9	+6/+1	+4	+4	+6	+4	+4	Special Ability
10	+7/+2	+5	+5	+7	+5	+5	Stick to the Shadows +4, Sneak Attack +2d6
11	+8/+3	+5	+5	+7	+5	+5	Bonus Feat, Connection
12	+9/+4	+6	+6	+8	+6	+6	Special Ability
13	+9/+4	+6	+6	+8	+6	+6	Investigative Knack +8, Sixth Sense +4
14	+10/+5	+6	+6	+9	+6	+6	Bonus Feat x2
15	+11/+6/+1	+7	+7	+9	+7	+7	Stick to the Shadows +6, Sneak Attack +3d6
16	+12/+7/+2	+7	+7	+10	+7	+7	Special Ability
17	+12/+7/+2	+8	+8	+10	+8	+8	Skill Mastery, Connection
18	+13/+8/+3	+8	+8	+11	+8	+8	Bonus Feat x2

19	+14/+9/+4	+9	+9	+11	+9	+9	Special Ability, Sixth Sense +6
20	+15/+10/+5	+9	+9	+12	+9	+9	Stick to the Shadows +8, Sneak Attack +4d6

## Class Features

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

**Bonus Advantage** (Ex): At level 1, Sleuths receive one of two bonus Ads, either Law-Enforcement Powers (2CP), or a Rank 2 Connection (2CP). At levels 4, 7, 11, and 17, Sleuths receive another 2CP to spend on Connection or Law-Enforcement Powers, as they see fit.

**Investigative Knack** (Ex): At level 2, Sleuths receive a +4 bonus to any and all rolls pertaining to directly examining evidence, either on the scene or in a crime lab after the fact. At levels 10 and 13, this bonus increases by +2.

**Bonus Feat**: At levels 2, 8, 11, 14, and 18 Sleuths can choose a bonus feat from the following [groups](#): Combat, Saves, and Skills.

**Special Ability** (Ex): At levels 3, 6, 9, 12, 16, and 19, Sleuths 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.

- *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*, then you do not gain the benefit of Evasion.
- *Cross-Trained*: You gain this feat.
- *Fisticuffs*: You gain a +2 competence bonus to damage rolls when you hit with an Unarmed Strike.
- *Nimbleness*: Your Speed increases by +5 feet.
- *Pursuit Specialist*: +4 competence bonus to Drive/Ride/Pilot checks made to pursue or tail another vehicle.
- *Roughhousing*: +1d6 to Sneak Attacks.
- *Scholarly Pursuits*: 6 bonus ranks in any Knowledge skill. Sleuths can take this special ability multiple times.
- *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.
- *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.

**Sharp Eyes I** (Ex): At level 4, Sleuths can re-roll any failed Search or Observe check. They can do so twice per session. At level 7, Sleuths get **Sharp Eyes II**, at which point they can re-roll any failed Search or Observe check four times per session.

**Sixth Sense** (Ex): At levels 4, 13, and 19, Sleuths receive a +2 to all skills or checks related to observation: Forgery, Decipher Script, Gather Information, Investigate, Observe, Search, Sense Motive, and Treat Injury.

**Sneak Attack** (Ex): At levels 5, 10, 15, and 20, Sleuths receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target

actually has a Dexterity bonus or not), **or when the Sleuth has flanked them.** This extra damage is initially 1d6, and increases by 1d6 at the levels indicated above. **Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, Sleuths can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a sneak attack, not even with the usual -4 penalty.

Sleuths can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, which includes people, aliens, and fantasy creatures (see Chapter 10: Heroes and Villains), but it does not include undead, constructs, oozes, plants, and phase (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Sleuths must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature's because their vital spots (body and/or head) are out of your reach.

**Stick to the Shadows** (Ex): At level 5, Sleuths receive a +2 competence bonus to Stealth checks. The bonus increases by +2 at levels 10 (to +4), 15 (to +6), and 20 (to +8).

**Skill Mastery** (Ex): At level 17, with 2 skills in which Sleuths 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.

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## Sneak

**Description:** Sneaks just don't like being trapped. They take any barrier to their freedom, literal or figurative, as a personal insult, and they have an almost pathological desire to pick all the locks, open all the doors, or talk their way out of any and all restrictions. They can be agents of the law but they'll tend to see their jobs as making sure that freedom is enjoyed by all. They have a stronger tendency to work outside or even in opposition to the law, though, in which case they see it as another thing keeping them *from* their freedom.

**Sample Character:** [The Batter](#)

**Hit Die:** d6

**Power Die:** d6

**Skill Points at 1st Level:** (10 + Int per level) x4

**Skill Point per Level:** 10 + Int modifier

**Class Skills:** Appraise (Int), Bluff (Cha), Climb (Str), Computers (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Jump (Str), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex) Stealth (Dex), Swim (Str), Tumble (Dex).

**Proficiencies:** 3

Sneak Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
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1	+0	+0	+2	+0	+1	+0	Sneak Attack +1d6
2	+1	+0	+3	+0	+1	+0	Special Ability
3	+2	+1	+3	+1	+2	+0	Sneak Attack +2d6
4	+3	+1	+4	+1	+2	+0	Special Ability, Bonus Feat
5	+3	+1	+4	+1	+3	+1	Sneak Attack +3d6
6	+4	+2	+5	+2	+3	+1	Special Ability
7	+5	+2	+5	+2	+3	+1	Sneak Attack +4d6, Bonus Feat
8	+6/+1	+2	+6	+2	+4	+1	Special Ability
9	+6/+1	+3	+6	+3	+4	+2	Sneak Attack +5d6
10	+7/+2	+3	+7	+3	+5	+2	Special Ability, Bonus Feat
11	+8/+3	+3	+7	+3	+5	+2	Sneak Attack +6d6
12	+9/+4	+4	+8	+4	+6	+2	Special Ability
13	+9/+4	+4	+8	+4	+6	+3	Sneak Attack +7d6, Bonus Feat
14	+10/+5	+4	+9	+4	+6	+3	Special Ability
15	+11/+6/+1	+5	+9	+5	+7	+3	Sneak Attack +8d6
16	+12/+7/+2	+5	+10	+5	+7	+3	Special Ability, Bonus Feat
17	+12/+7/+2	+5	+10	+5	+8	+4	Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	+8	+4	Special Ability
19	+14/+9/+4	+6	+11	+6	+9	+4	Sneak Attack +10d6, Bonus Feat
20	+15/+10/+5	+6	+12	+6	+9	+4	Special Ability, Bonus Feat

### Class Features

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

**Sneak Attack** (Ex): At all odd-numbered levels, Sneaks receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Sneak has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, Sleuths can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a sneak attack, not even with the usual -4 penalty.

Sneaks can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, which includes people, aliens, and fantasy creatures (see Templates, Chapter 10: Heroes and Villains), but it does not include undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Sneaks must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

**Special Abilities (Ex):** At all even-numbered levels, Sneaks can take one of the abilities, listed in italics. 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.

- *Calm Nerves*: You can take 10 on any Reflex save, but you must declare your intention to do so before you make your rolls.
- *Crippling Strike*: Victims of Sneak Attacks take -2 penalty to Strength for 1d4 rounds.
- *Defensive Roll*: Once per day, you can take half damage from any attack that would bring you to 0 or fewer HPs. This requires a Reflex save equal to the damage. You cannot make Defensive Rolls if you are denied your Dexterity bonus (if any) or are unaware of the in-coming attack. The effects of this special ability do not stack with *Evasion*.
- *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, then you do not gain the benefit of Evasion.
- *Evasion, Improved*: Your Evasion ability improves. You still take no damage on a successful Reflex saving throw against attacks, but also take only half damage on a failed save. If you are helpless, you do not gain the benefit of Improved Evasion.
- *False Papers*: Gain a 2CP Alternative Identity. You can take this special ability multiple times. It grants a new Alternate Identity each time.
- *Nimbleness*: Your Speed increases by +5 feet.
- *Opportunist*: Any time an opponent within your standard mêlée reach takes damage from someone else's attack, you can choose to make an Attack of Opportunity against that opponent. You can do so only once per round, even with Combat Reflexes, and this attack counts against your total number of Attacks of Opportunity.
- *Resiliency*: Gain a +1 bonus to both Fortitude and Will saves.
- *Skill Mastery*: With 2 skills in which you already have at least one rank, including cross-class skills, you can now Take 10, even under stressful circumstances or when failure involves direct personal risk. You may select this special ability multiple times, and you may pick 2 new skills each time.
- *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.
- *Trap Evasion*: You gain a +2 bonus to Reflex saves to avoid traps and a +2 dodge bonus to Defence against attacks by traps. You can take this special ability twice. Its effects stack.
- *Trap Speciality*: You gain a +2 competence bonus to detect, design, understand, disarm, or set up traps. You also gain Trapfinding, which means that you can attempt to defeat Super traps (i.e., traps with Origins). If you beat the DC of a Defeat Security check by 10, then you bypass the trap or device without setting it off. Finally, you can attempt to Disable traps and other devices that have DCs higher than 20.
- *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 you automatically get Improved Uncanny Dodge instead.
- *Uncanny Dodge, Improved*: You can no longer be flanked. This defence denies anyone else the ability to Sneak Attack you by flanking you, unless they have at least 4 more levels than you in the class that grants the Sneak Attack feature.

**Bonus Feats:** At levels 4, 7, 10, 13, 16, 19, and 20, Sneaks can choose a bonus feat from the following [groups](#): Defensive, General, Skills.

## Socialite

**Description:** Socialites are rich and charming and have a great deal of time on their hands. What others accomplish through training, skill, or sheer luck, Socialites accomplish through a dazzling array of fabulous toys and a genetic inability to conceive of their own potential failure. Socialites never let *anyone* see them sweat. They are often magnanimous about their wealth, donating to public charities or funding high-profile groups of heroes, but they can also be secretive, waging a war against crime from the shadows. Socialites are everybody's pal and everybody's not-so-secret crush. They make friends easily and call on those friends for help, perhaps grudgingly but most often quite willingly.

**Sample Character:** [Brain Doctor](#)

**Hit Die:** d6

**Power Die:** d6

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

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Appraise (Int), Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge, Linguistics (Wis), Perception (Wis), Pilot (Dex), Ride (Dex), Sense Motive (Wis).

**Proficiencies:** 3

Socialite Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+0	+0	+2	+2	+3	Brawl, Comfortable Lifestyle (+4 Wealth), Reputation +1
2	+1	+0	+0	+3	+3	+4	Perks (4 CP)
3	+2	+1	+1	+3	+3	+4	Cross-Trained, Reputation +2
4	+3	+1	+1	+4	+4	+5	Bombastic Aura
5	+3	+1	+1	+4	+4	+5	Perks (2 CP), Swaggering Bravado, Reputation +3
6	+4	+2	+2	+5	+5	+6	Rakish Charm +2, Connection
7	+5	+2	+2	+5	+5	+6	Chutzpah!, Bonus Feat, Cross-Trained, Reputation +4
8	+6/+1	+2	+2	+6	+6	+7	Perks (2 CP)
9	+6/+1	+3	+3	+6	+6	+8	Rakish Charm +4, Connection, Reputation +5
10	+7/+2	+3	+3	+7	+7	+9	Chutzpah!, Bonus Feat
11	+8/+3	+3	+3	+7	+7	+9	Perks (3 CP),

12	+9/+4	+4	+4	+8	+8	+10	Reputation +6 Rakish Charm +6, Connection
13	+9/+4	+4	+4	+8	+8	+10	Chutzpah!, Bonus Feat x2, Reputation +7
14	+10/+5	+4	+4	+9	+9	+11	Rakish Charm +8, Perks (2 CP)
15	+11/+6/+1	+5	+5	+9	+9	+11	Cross-Trained, Reputation +8
16	+12/+7/+2	+5	+5	+10	+10	+12	Chutzpah!, Bonus Feat x2
17	+12/+7/+2	+5	+5	+10	+10	+13	Perks (3 CP), Reputation +9
18	+13/+8/+3	+6	+6	+11	+11	+14	Chutzpah!, Bonus Feat x3
19	+14/+9/+4	+6	+6	+11	+11	+14	Rakish Charm +10, Connection, Reputation +10
20	+15/+10/+5	+6	+6	+12	+12	+15	Perks (4 CP)

### Class Features

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

**Reputation** (Ex): At all odd levels, Socialites receive a +1 to their Reputation scores. They either can't resist smiling for the cameras, even though they have secret lives as crime fighters, or they use their wealthy status as a cover for those secret lives.

**Comfortable Lifestyle** (Ex): At level 1, Socialites receive a +4 bonus to their Wealth, which represents their fabulous affluence.

**Perks** (Ex): At levels 2, 5, 8, 11, 14, 17, and 20, Socialites receive additional CPs with which they can take one of the Ads listed below. These additional CPs represent inheritances from wealthy relatives, the maturing of investments made decades beforehand, or their increased fame and glory, either as superheroes or private citizens. Socialites can save these CPs to buy an expensive Ad, or spend them one at a time. Acceptable Perks: [Ally](#), [Alternate Identity](#), [Assistant](#), [Connection](#), [Archive](#), [Good Rep](#), [Windfall](#)

**Cross Trained** (Ex): At levels 3, 7, and 15, Socialites gain this feat.

**Bombastic Aura** (Su): At level 4, Socialites become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as a insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

**Swaggering Bravado** (Ex): At level 5, Socialites can re-roll any failed Charisma check or Charisma-based skill check. They can do this twice per session.

**Rakish Charm** (Ex): At levels 6, 9, 12, 14, and 19, Socialites receive a +2 to all Bluff, Diplomacy, and Gather Information checks, to a total of +10 by level 19.

**Connection** (Ex): At levels 6, 9, 12, and 19, Socialites receive a 2CP Connection Ad. Socialites can either take new Connections every time, creating a network of friends and allies, or put the points into the same Connection, which would represent not only the Connection's rising influence in the world, but an increasing trust in the Socialite. The Connection(s) can be people Socialites know in their normal lives, or as their super personae, or a mixture of the two.

**Chutzpah!** (Su): At levels 7, 10, 13, 16, and 18, Socialites get a permanent +1 to Charisma.

**Bonus Feats:** At levels 7, 10, 13, 16, and 18, Socialites can choose a bonus feat from the following [groups](#): General, Saves, Vehicle.

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## Soldier

**Descriptions:** Soldiers put their military training and their equipment to effective use. They execute their missions with mechanical precision, and they take great pride in their efficiency. They are exceedingly loyal, placing the needs of the group and the mission above the needs of the individual. They tend toward world-weariness, though. Their practicality can sometimes lead to cynicism and fatalism. Some Soldiers who become extremely embittered can become *Mercenaries*. Instead of acting out of duty to the mission, they sell their skills for money, and their loyalty is based on professionalism rather than belief in their leaders.

**Sample Character:** [Chaingun Sally](#)

**Hit Die:** d10

**Power Die:** d6

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

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Climb (Str), Drive (Dex), Handle Animal (Cha), Jump (Str), Linguistics (Wis), Perception (Wis), Survival (Wis).

**Proficiencies:** 6

### Soldier

Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+0	+2	+1	Brawl, Bonus Feat
2	+2	+1	+1	+0	+3	+1	Sneak Attack +1d6
3	+3	+2	+2	+1	+3	+2	Bonus Feat
4	+4	+2	+2	+1	+4	+2	Protective Instincts, Evasion
5	+5	+3	+3	+1	+4	+3	Bonus Feat
6	+6/+1	+3	+3	+2	+5	+3	Sneak Attack +2d6
7	+7/+2	+3	+3	+2	+5	+3	Bonus Feat
8	+8/+3	+4	+4	+2	+6	+4	Skill Mastery
9	+9/+4	+4	+4	+3	+6	+4	Bonus Feat
10	+10/+5	+5	+5	+3	+7	+5	Sneak Attack



							+3d6
11	+11/+6/+1	+5	+5	+3	+7	+5	Bonus Feat
12	+12/+7/+2	+6	+6	+4	+8	+6	Protective Instincts, <a href="#">Cross-Trained</a>
13	+13/+8/+3	+6	+6	+4	+8	+6	Bonus Feat
14	+14/+9/+4	+6	+6	+4	+9	+6	Sneak Attack +4d6
15	+15/+10/+5	+7	+7	+5	+9	+7	Bonus Feat
16	+16/+11/+6/+1	+7	+7	+5	+10	+7	Skill Mastery
17	+17/+12/+7/+2	+8	+8	+5	+10	+8	Bonus Feat
18	+18/+13/+8/+3	+8	+8	+6	+11	+8	Sneak Attack +5d6
19	+19/+14/+9/+4	+9	+9	+6	+11	+9	Bonus Feat
20	+20/+15/+10/+5	+9	+9	+6	+12	+9	Favoured Save, Bonus Feat

### Class Features

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

**Bonus Feats:** At every odd level, Soldiers can choose a bonus feat from the following [groups](#): General, Save, Vehicle.

**Sneak Attack (Ex):** At levels 2, 6, 10, 14, and 18, Soldiers receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Soldier has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, Soldiers can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a Sneak Attack, not even with the usual -4 penalty.

Soldiers can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, including people, aliens, and fantasy creatures, but not including undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Soldiers must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

**Protective Instincts (Ex):** At level 4 and 12, Soldiers receive one of the three basic Save Enhancer feats (Lightning Reflexes, Great Fortitude, or Iron Will), player's choice. 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.

**Evasion (Ex):** At level 4, Soldiers can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

**Skill Mastery (Ex):** At levels 8 and 16, with 2 skills in which Soldiers 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 gain this

class feature multiple times, they may pick 1 new skills each time.

**Cross Trained** (Ex): At Level 12, Soldiers gain this feat.

**Favoured Save** (Ex): At level 17, Soldiers can Take 10 with one of their Saves (Fortitude, Reflex, or Will, your choice).

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## Thinker

**Description:** Thinkers are cerebral creatures who get by on wits and smarts at the expense of strength. The real power, so says the Thinker, is in knowing more than your enemy. Thinkers, Sleuths, and Masterminds are cut from the same cloth in that regard, but the Thinker does not necessarily focus on one particular skill set, either puzzle-solving or leading people, but instead is a Renaissance Man or Woman who takes in knowledge and secrets from every direction and uses it all to their own, often inscrutable ends.

**Sample Character:** [Doctor Byrdapak](#)

**Hit Die:** d4

**Power Die:** d12

**Skill Points at 1st Level:** (10 + Int per level) x4

**Skill Point per Level:** 10 + Int modifier

**Class Skills:** Autohypnosis (Wis), Computers (Int), Craft (chemical, electronic, pharmaceutical, structural, visual arts, writing) (Int), Disable Device (Int), Knowledge (Int), Linguistics (Wis), Perception (Wis), (Wis), Powercraft (Int), Research (Int), Sense Motive (Wis), Use Device (Int).

**Proficiencies:** 2

### Thinker

Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+0	+0	+2	+0	+3	Brawl, Jack of All Trades
2	+1	+0	+0	+3	+0	+4	Renaissance Man
3	+1	+1	+1	+3	+1	+4	Special Ability
4	+2	+1	+1	+4	+1	+5	Plot Device
5	+2	+1	+1	+4	+1	+5	Sixth Sense
6	+3	+2	+2	+5	+2	+6	Special Ability
7	+3	+2	+2	+5	+2	+6	Inflexible Will
8	+4	+2	+2	+6	+2	+7	Tactical Genius +2, Mind Expansion
9	+4	+3	+3	+6	+3	+8	Special Ability
10	+5	+3	+3	+7	+3	+9	Bafflegab
11	+5	+3	+3	+7	+3	+9	Set-Up Attack
12	+6/+1	+4	+4	+8	+4	+10	Special Ability
13	+6/+1	+4	+4	+8	+4	+10	Tactical Genius +4
14	+7/+2	+4	+4	+9	+4	+11	Sixth Sense

15	+7/+2	+5	+5	+9	+5	+11	Special Ability, Baffleab
16	+8/+3	+5	+5	+10	+5	+12	Mind Expansion
17	+8/+3	+5	+5	+10	+5	+13	Tactical Genius +6
18	+9/+4	+6	+6	+11	+6	+14	Special Ability
19	+9/+4	+6	+6	+11	+6	+14	Contingency Plan
20	+10/+5	+6	+6	+12	+6	+15	Mind Expansion, Baffleab

## Class Features

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

**Jack of All Trades** (Ex): At level 1, Thinkers 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 those know-it-alls.

**Renaissance Man** (Ex): At level 2, all skills are considered Class Skills for the Thinker.

**Special Ability** (Ex): At levels 3, 6, 9, 12, 15, and 18, Thinkers 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.

- *Bonus Feat*: You can pick a free feat from one of the following [groups](#): Mystical, Psionic, Skills.
- *Encyclopaedic Memory*: You can re-roll any failed Knowledge check once. You can do this twice per session.
- *False Papers*: Gain a 2CP Alternative Identity. You can take this special ability multiple times. It grants a new Alternate Identity each time.
- *Fool Me Once*: If you encounter the same trap more than once (same manufacturer/builder), you get a cumulative +1 competence bonus to disarm/deactivate the trap. Upon seeing the trap for a second time, you get a +1, at the third time +2, etc. The maximum bonus is +10.
- *Learn From Your Mistakes*: You can re-roll any failed Craft or Knowledge check. On the re-roll, you can add your Intelligence modifier as a competence bonus. You can do this twice per session.
- *Mind Over Matter*: Three times per session, you can apply your Intelligence modifier as an insight bonus to any skill check, regardless of its key ability.
- *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.
- *Scholarly Pursuits*: 6 bonus ranks in any Knowledge skill. You can take this special ability multiple times. Each time, it yields another 6 ranks.
- *Skill Mastery*: With 2 skills in which you already have at least one rank, including cross-class skills, you can now Take 10, even under stressful circumstances or when failure involves direct personal risk. You may select this special ability multiple times, and you may pick 2 new skills each time.
- *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.

**Plot Device** (Ex): At level 4, Thinkers gain one Plot Device, as per the feat.

**Sixth Sense** (Ex): At levels 5 and 14, Thinkers receive a +2 to all skills or checks related to observation (Observe, Search, Spellcraft, Psicraft, etc.).

**Inflexible Will (Ex):** At level 7, Thinkers can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.

**Tactical Genius (Ex):** At level 8, Thinkers can grant a +2 competence bonus to the skill checks and attack rolls of anyone who fights on their side and remains visible to the Thinker and to whom the thinker can deliver orders/suggestions. This effect lasts for a number of rounds equal to the Thinker's Intelligence modifier +2. The bonus increases by +2 at level 13 (to +4), and 17 (to +6).

**Mind Expansion:** At levels 8, 16, and 20, Thinkers apply a permanent +1 to either Intelligence, Wisdom, or Charisma (player's choice).

**Bafflebab (Ex):** At level 10, Thinkers can spew out a fluid stream of smart-sounding gobbledygook. This takes a swift action to perform, and Thinkers can use it once per encounter/scene. Opponents who are in earshot and can understand the language that the Thinker is speaking must make Will saves (DC = 15 + Thinker's Intelligence bonus). Opponents who fail are so puzzled that they cannot attack the Thinker at all. Opponents who succeed are distracted enough that they cannot make attacks of opportunity against the Thinker. The effect lasts for 1d4 rounds. At levels 15, and 20, Thinkers can use Bafflebab one additional time per session.

**Set-Up Attack (Ex):** At level 11, Thinkers can effectively give their highest attack to an adjacent ally. Thinkers use a standard action to create an opportunity for an ally to attack an opponent that they both threaten in mêlée. The attack made by the ally is either at the Thinker's highest attack bonus, or the ally's, whichever is higher. Thinkers can Set Up only one attack per round. The attack happens during the Thinker's round, but is rolled by the ally. The ally expends one Attack of Opportunity in order to use the Thinker's Set-Up Attack.

**Death Retcon (PL):** At level 19, Thinkers are so well-prepared that they can avoid being damaged by otherwise lethal attacks. They gain the ability to invoke a Death Retcon once per game session without having to spend Action Points. They must follow all the standard rules for Death Retcon.

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## Warrior

**Description:** Warriors are masters of combat, from good old fisticuffs to complex weapons training. They don't always have the exoticism of the Martial Artist, or the flair of the Champion, or the rigorous training of the Soldier, but they *do not give up* and they almost always have a fresh set of tricks up their sleeves.

**Sample Character:** [Lone Star](#)

**Hit Die:** d10

**Power Die:** d6

**Skill Points at 1st Level:** (4 + Int per level) x4

**Skill Point per Level:** 4 + Int modifier

**Class Skills:** Climb (Str), Craft (mechanical) (Int), Drive (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Perception (Wis), Pilot (Dex), Ride (Dex), Swim (Str), Tumble (Dex).

**Proficiencies:** 6

Warrior

Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+2	+1	+0	+2	+1	Brawl, Bonus Feat, Natural Aptitude
2	+2	+3	+1	+0	+3	+1	Bonus Feat
3	+3	+3	+2	+1	+3	+2	Bonus Feat, Cross-Trained
4	+4	+4	+2	+1	+4	+2	Bonus Feat
5	+5	+4	+3	+1	+4	+3	Bonus Feat, Natural Aptitude
6	+6/+1	+5	+3	+2	+5	+3	Bonus Feat
7	+7/+2	+5	+3	+2	+5	+3	Bonus Feat, Cross-Trained
8	+8/+3	+6	+4	+2	+6	+4	Bonus Feat
9	+9/+4	+6	+4	+3	+6	+4	Bonus Feat, Armsmaster
10	+10/+5	+7	+5	+3	+7	+5	Bonus Feat
11	+11/+6/+1	+7	+5	+3	+7	+5	Bonus Feat, Natural Aptitude
12	+12/+7/+2	+8	+6	+4	+8	+6	Bonus Feat
13	+13/+8/+3	+8	+6	+4	+8	+6	Bonus Feat, Cross-Trained
14	+14/+9/+4	+9	+6	+4	+9	+6	Bonus Feat x 2
15	+15/+10/+5	+9	+7	+5	+9	+7	Bonus Feat, Natural Aptitude
16	+16/+11/+6/+1	+10	+7	+5	+10	+7	Bonus Feat x 2
17	+17/+12/+7/+2	+10	+8	+5	+10	+8	Bonus Feat, Cross-Trained
18	+18/+13/+8/+3	+11	+8	+6	+11	+8	Bonus Feat x 2
19	+19/+14/+9/+4	+11	+9	+6	+11	+9	Bonus Feat, Tough as Nails
20	+20/+15/+10/+5	+12	+9	+6	+12	+9	Bonus Feat x 3

### Class Features

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

**Bonus Feats:** One at every level, Warriors can choose a bonus feat from the following [groups](#): Defensive, Combat, Offensive.

**Natural Aptitude** (Ex): At levels 1, 5, 11, and 15, Warriors can apply a +2 bonus to one of two pairs of skills: either Gather Information and Intimidate, *or* Bluff and Diplomacy. Once Warriors pick one of the two pairs, the bonuses apply to only that pair. The choice is permanent.

**Cross Trained** (Ex): At levels 3, 7, 13, and 17, Warriors gain this feat.

**Armsmaster** (Ex): At level 9, Warriors receive a -2 penalty to attack rolls when using weapons they are not proficient with, as opposed to the standard -4. If Warriors take the Weapon Familiarity feat, they reduce the penalty by another -2, thus bringing it to zero, and giving them the ability to wield any weapon ever created by human hands or anybody else's.

**Tough as Nails** (Ex): At level 19, Warriors can Take 10 on any Fortitude Save, but they must declare their intention to do so before they make their rolls.

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## F/X Classes

If you want an actual inventor, mentalist, or mystic as a class, players and GM can agree to use one of the optional F/X classes.

- [Inventor](#)
- [Mentalist](#)
- [Mystic](#)

These classes do not get access to powers or traits because their powers are built into their classes, and they receive only 4 CPs per level. They can buy other things with CPs, though (i.e., skills, feat, and advantages), and they can buy enhancements for their class-granted powers.

If you do use the F/X classes, then the F/X powers ([Mystic Spellcasting](#), [Psionic Manifestation](#), [Supertech Invention](#)) become Class Features available only to the Inventor, Mystic, and Mentalist, not powers available to everybody.

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## Inventor

Inventors are scientists who have gone a little bit further than the state of the art should allow, blurring the lines between science and science fiction. Although they are often greatly admired in the scientific community, they are just as often ostracized for their "unorthodox" methods or disbelieved for their astonishing ability to work technological miracles, even in the most strenuous situations and with the most destroyed equipment. The Inventor's most obvious weapons are their inventions, powerful Supertech devices that give them access to incredible forces, but their real strength is their intelligence itself.

**Sample Character:** [The Mad Engineer](#)

**Hit Die:** d4

**Power Die:** d12

**Skill Points at First Level:** (8 + Intelligence bonus) x4

**Skills Points per Level:** 8 + Intelligence bonus

**Class Skills:** Computers (Int), Craft (chemical, electrical, mechanical, pharmaceutical, structural) (Int), Disable Device (Int), Heal (Int), Knowledge (Int), Profession (Wis), Research (Int), Powercraft (Int).

**Proficiencies:** 2

### Inventor

Level	Base Attack	Fort	Ref	Will	Def.	Rep	Class Features
1	+0	+0	+0	+2	+0	+0	Brawl, <a href="#">Supertech Invention</a>
2	+1	+0	+0	+3	+0	+0	Bonus Feat
3	+1	+1	+1	+3	+1	+0	<a href="#">Supertech</a>

4	+2	+1	+1	+4	+1	+1	<a href="#">Invention I</a> Special Ability
5	+2	+1	+1	+4	+1	+1	<a href="#">Supertech</a> <a href="#">Invention II</a>
6	+3	+2	+2	+5	+2	+1	Bonus Feat
7	+3	+2	+2	+5	+2	+2	<a href="#">Supertech</a> <a href="#">Invention III</a>
8	+4	+2	+2	+6	+2	+2	Special Ability
9	+4	+3	+3	+6	+3	+2	Macgyver
10	+5	+3	+3	+7	+3	+3	Bonus Feat
11	+5	+3	+3	+7	+3	+3	Plot Device
12	+6/+1	+4	+4	+8	+4	+3	Special Ability
13	+6/+1	+4	+4	+8	+4	+4	Bafflelab
14	+7/+2	+4	+4	+9	+4	+4	Bonus Feat
15	+7/+2	+5	+5	+9	+5	+4	Invent Nullifier
16	+8/+3	+5	+5	+10	+5	+5	Special Ability
17	+8/+3	+5	+5	+10	+5	+5	Improved Nullifier
18	+9/+4	+6	+6	+11	+6	+5	Bonus Feat
19	+9/+4	+6	+6	+11	+6	+6	Improved Nullifier
20	+10/+5	+6	+6	+12	+6	+6	Special Ability

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

**Barred from Powers:** Inventors cannot buy any powers other than *Supertech Invention* and its enhancements.

**[Supertech Invention](#) (PL):** At level 1, Inventors receive this power for free. They can make Doohickies of up to 6CP. At every Inventor class level thereafter, they receive 1 level of the Increase Power enhancement (see Chapter 5: Powers). They can also use their 3CP per level to upgrade this power.

**Bonus Feats:** At levels 2, 6, 10, 14, and 18, Inventors can choose from the following [groups](#): General, Supertech, Vehicle.

**Supertech Invention I (PL):** At level 3, Inventors receive the Sustain Power enhancement of *Supertech Invention*. At level 5, they receive **Supertech Invention II**, the Multiple Activations enhancement. Finally, at level 7, they get **Supertech Invention III**, which grants the Multiple Powers enhancement.

**Special Ability (Ex):** At levels 4, 8, 12, 16, and 20, Inventors 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 you fail 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.
- *Fool Me Once:* If you encounter the same trap more than once (same manufacturer/builder), you get a cumulative +1 Insight bonus to disarm/deactivate the trap. Upon seeing the trap for a second time, you get a +1, at the third time +2, etc. The maximum bonus is +10.
- *Jack of All Trades:* You can use all "trained only" skills as if you were trained. However, when using those skills untrained, a roll of 1 is a Critical Failure, which can result in breaking a tool, hurting yourself, or otherwise royally screwing up whatever you'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 Thinker.
- *Learn From Your Mistakes :* If you spend an Action Point, you can re-roll any failed Craft or Knowledge check. On the re-roll, you can add your Intelligence modifier as an insight bonus. You must declare your intention to do this before the results of the original roll are calculated and/or announced.
- *Nerves of Steel:* When you use the Jack of All Trades special ability, you can roll a 1 on a d20 and it does not count as a

critical failure.

- *Skill Mastery*: With 2 skills in which you already have at least one rank, including cross-class skills, you can now Take 10, even under stressful circumstances or when failure involves direct personal risk. You may select this special ability multiple times, and you may pick 2 new skills each time.
- *Steady Hands*: You can re-roll any failed Craft check once. This does not add any time to the Craft attempt. It represents your ability to see one of your own mistakes coming and correct for it. You can do this twice per session.

**Macgyver** (Ex): At level 9, Inventors can build any *Inventions* that they are already otherwise capable of building but do so almost instantaneously and at nearly no material cost. They must spend 1 Action Point, and they must have a smattering of electronic bits and pieces to work with in addition to a few every-day tools (screw-driver, pliers, a little black tape, etc.). For example, they could scavenge the parts of a lamp, a pop machine, and a VCR to make a laser blaster (i.e., *Energy Attack: Heat*). In a pinch, Inventors can use a Plot Device for the tools and/or the components, which means that if they have two Plot Devices available to them, then they're ready to go at all times. Creating *Inventions* in this way requires Research and Powercraft checks, the DCs of which are +5 their normal DC. There is no Wealth check. The total build time is one minute. Macgyver devices last for 3d6 rounds or until the end of the scene in which they're first used. At the end of either of those durations, the devices dramatically fall to pieces.

**Plot Device** (Ex): At level 11, Inventors gain one, or one additional, Plot Device.

**Bafflegab** (Ex): At level 13, Inventors can spew out a fluid stream of smart-sounding gobbledygook. This takes a swift action to perform, and Inventors can use it once per session. Opponents who are in earshot and can understand the language that the Inventor is speaking must make Will saves (DC = 15 + Inventor's Intelligence bonus). Opponents who fail are so puzzled that they cannot attack the Inventor at all. Opponents who pass are distracted enough that they cannot make attacks of opportunity against the Inventor. At levels 10, 15, and 20, Thinkers can use Bafflegab one additional time per session.

**Invent Nullifier** (PL): At level 15, Inventors can build Supertech devices that are tailor-made to attack a *specific* individual person or target for maximum effect, but the device has no effect on anything or anyone else. This device is called a Nullifier.

To make such a device at all requires **intimate knowledge of the target**. With first-hand knowledge (i.e., having seen the target in a battle or other situation in which his/her/its abilities were on display), the Inventor must make a Research check, the DC of which equals 20 plus the target's ECL.

The cost of the parts needed to build a Nullifier equal **PDC 15 + target's ECL**.

Building a Nullifier takes a number of **days equal to the target's ECL**. The Inventor cannot do anything else in those days other than eat and sleep. Before they start building the device, Inventors must choose if their Nullifier will be Non-Lethal or Lethal.

A **non-lethal** Nullifier removes all the target's PPs and disperses them in a harmless light-show, suppresses all their powers for 4d6 rounds, and provokes a Fortitude save (DC 30). A **lethal** Nullifier reduces the target's total HPs by half and provokes a Massive Damage roll, which the target must succeed at or die. GMs can rule that particularly powerful targets, like gods or cosmic powers, cannot be killed by a Nullifier. In that case, it merely reduces their HPs to -1 (stabilised).

Once completed, a Nullifier is a **two-handed device** (of any shape and/or configuration, be creative) with which the Inventor, and no one else, must make a **touch attack** against the target.

If the touch attack fails, then the Nullifier goes off in a spectacular show of special effects worthy of an Oscar, but nothing much happens after that. If the touch attack succeeds, then the device inflicts either the Non-Lethal or Lethal effects described above.

The Nullifier is a **single-use item**. Whether the attack hits or misses, it burns itself out in the process, and if the Inventor wants another one, she must repeat all the steps and rolls to construct a new one, even for the same target.

**Improved Nullifier** (PL): At levels 17 and 19, Inventors can add one of the following improvements to any Nullifiers that they build:



- *Penetration:* The DCs for Fortitude saves against your Nullifier's effects rise by +10. Therefore, the Massive Damage roll is DC 25, and the Fortitude save against unconsciousness is DC 40.
- *Range:* Your Nullifiers now have a range of 25 feet. You can take this improvement multiple times. The effects stack.
- *Reusable:* Your Nullifiers are just robust enough that you can reuse them. After you resolve the effects of your Nullifier on your target, it has a 75% chance of remaining functional, which means that you can try to use it against on the same target. You can keep reusing it until either you roll over 75%, or the target is defeated.
- *Trigger:* Your Nullifiers can now "go off" on their own (a) at a specified time (or after a specified countdown), (b) when they come into contact with their designated target, or (c) that target enters the Nullifier's effective range.

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## Mentalist

Mentalists have learned to channel their minds and their wills into psionic powers that manifest in the world. They tend to be less flashy than Mystics, but no less powerful or potentially deadly for it. Mentalist often employ esoteric meditation practices, derived either from faraway cultures or from personal investigation. Mentalists manifest their psi-powers mostly through intuition, and though they can certainly learn from each other, there is no fraternity of psionic study.

**Sample Character:** [Force Majeure](#)

**Hit Die:** d4

**Power Die:** d12

**Skill Points at 1st Level:** (3 + Intelligence per level) x 4

**Skill Point per Level:** 3 + Intelligence modifier

**Class Skills:** Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (Int) (visual art, writing), Diplomacy (Cha), Knowledge (Int), Perform (Cha), Psicraft (Int), Sense Motive (Wis), Use Device (Cha).

**Proficiencies:** 2

### Mentalist

Level	Base Attack	Fort	Ref	Will	Def	Rep	Class Features
1	+0	+0	+0	+2	+0	+0	Brawl, Psi-Power Level 1, Psicrystal Affinity
2	+1	+0	+0	+3	+0	+0	Psionic Meditation
3	+1	+1	+1	+3	+1	+0	Psi-Power Level 2
4	+2	+1	+1	+4	+1	+1	Narrow Mind
5	+2	+1	+1	+4	+1	+1	Psi-Power Level 3
6	+3	+2	+2	+5	+2	+1	Bonus Feat
7	+3	+2	+2	+5	+2	+2	Psi-Power Level 4
8	+4	+2	+2	+6	+2	+2	Speed of Thought
9	+4	+3	+3	+6	+3	+2	Psi-Power

10	+5	+3	+3	+7	+3	+3	Level 5 Mind Blade
11	+5	+3	+3	+7	+3	+3	Psi-Power Level 6
12	+6/+1	+4	+4	+8	+4	+3	Bonus Feat
13	+6/+1	+4	+4	+8	+4	+4	Psi-Power Level 7
14	+7/+2	+4	+4	+9	+4	+4	Mind Blade Enhancement
15	+7/+2	+5	+5	+9	+5	+4	Psi-Power Level 8
16	+8/+3	+5	+5	+10	+5	+5	Up the Walls
17	+8/+3	+5	+5	+10	+5	+5	Psi-Power Level 9
18	+9/+4	+6	+6	+11	+6	+5	Bonus Feat
19	+9/+4	+6	+6	+11	+6	+6	Mind Blade Enhancement
20	+10/+5	+6	+6	+12	+6	+6	Psionic Endowment

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

**Barred from Powers:** Mentalists cannot buy any powers, including traits and items.

**Psionic Manifestation:** Mentalists get the base power at character creation.

**Starting Psi-Powers (PL):** At level 1, Mentalists start to awaken 1st-level psi-powers from within their consciousness, and can learn to master a number equal to their Charisma modifiers +4. At each level thereafter, they gain a number of psi-powers equal to their Charisma modifier.

**Psicrystal Affinity (Ex):** At level 1, Mentalists gain this feat.

**Psionic Meditation (Ex):** At level 2, Mentalists gain this feat.

**Narrow Mind (Ex):** At level 4, Mentalists gain this feat.

**Bonus Feats:** At levels 6, 12, and 18. Feat groups: Defensive , Psionic, Saves.

**Speed of Thought (Ex):** At level 8, Mentalists gain this feat.

**Mind Blade (PL):** At level 10, Mentalists gain the ability to manifest a semi-solid blade composed of psychic energy. Manifesting a Mind Blade takes a move action. The blade has the same statistics as a short sword (1d6 damage, crit 19–20/x2). Mentalists apply their Charisma modifier to attack and damage with a Mind Blade, instead of their Strength modifier. A Mentalist's personality affects the appearance of her Mind Blade. An upright, righteous Mentalist's blade might be a straight shaft of pure white light. A playful, chaotic mind could produce a dancing blade of flame. A malevolent and villainous Mentalist's blade could be pitch black and covered in spikes. Mentalists who are smaller or larger than medium-sized create mind blades that are proportionate to their size. Consult the SRDs to determine the damage of over- or under-sized weapons.

Mind Blades have Hardness 10 and 10 hit points, so they can be sundered, but Mentalists can create another one on their next move action. The moment they relinquish their grip on their blade, it dissipates. A Mind Blade is a Super weapon (Psionic Origin) for the purposes of bypassing DR.

Mentalists wield Mind Blades just like mundane weapons, therefore they can use them in conjunction with feats like Power Attack and Weapon Specialization. Psi-powers, spells, or other effects that would enhance a normal weapon work on Mind Blades, although obviously such effects are not permanent and like bonuses don't stack.

In addition to the Psionic weapon enhancements in Chapter 6, you can also load your Mind Blade with the following:

- **Keen:** Double weapon's critical threat range.
- **Merciful:** 2d6 NL instead of 1d6 HPs.
- **Mighty Cleave:** One additional Cleave attack (if you have Cleave already)
- **Vicious:** The Mind Blade does an additional 2d6 damage to the victim as well as 1d6 to the wielder.

**Mind Blade Enhancement (PL):** At levels 14 and 19, the **Mind Blade receives a +4**, either in the form of a bonus to attack/damage, or an equivalent enhancement (player's choice), or some combination of the two (player's choice). See Chapter 6: F/X, for Psionic enhancements. As of level 14, Mentalists can also **purchase enhancements for their Mind Blades at a cost of 2CP per +1** (or equivalent), but a single Mind Blade can have a maximum +10 to hit/damage and +10 in equivalent enhancements (total +20). In this respect, the Mind Blade behaves just like an Esoteric Item, see Chapter 5: Powers)

In addition to the enhancements in Chapter 6: F/X, Mentalists can apply the following enhancement to a Mind Blade:

- *Ranged Mind Blade:* The Mind Blade is so coherent that its wielder can throw it like a ranged weapon. It dissipates when it either misses or hits its target. Thrown mind blades have a range increment of 30 feet. (Moderate psychokinesis; EML 10th, Craft Psionic Arms and Armour, *concussion blast*, +1 bonus.)

**Up the Walls (Ex):** At level 16, Mentalists gain this feat.

**Psionic Endowment (Ex):** At level 15, Mentalists gain this feat.

**Multi-Classing:** Upon taking the Mentalist class, you receive a number of psi-powers equal to your Charisma modifier +6, just like starting Mentalists.

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## Mystic

Mystics are the masters of lost arts that manipulate the blind forces of nature and the power of ancient gods. They wield magical spells fashioned by great mages and powerful priests who lived and died centuries ago. Many in the modern world don't believe that Mystics even exist, and those few who do believe often fear them, even if those Mystics fight on the side of justice and peace. Mystical power defies logic, reason, and science and therefore is not just frightening for what it can do but for its ability to sweep aside the entire modern world with a gesture and a puff of smoke.

**Sample Character:** [Cyrus Samedi](#)

**Hit Die:** d4

**Power Die:** d12

**Skill Points at 1st Level:** (3 + Intelligence per level) x 4

**Skill Point per Level:** 3 + Intelligence modifier

**Class Skills:** Craft (Int) (visual art, writing), Knowledge (Int), Fly (Dex), Linguistics (Wis), Preception (Wis), Research (Int), Spellcraft (Int), Use Device (Wis).

**Proficiencies:** 2

## Mystic

Level	Base Attack	Fort	Ref	Will	Def	Rep	Class Features
1	+0	+0	+0	+2	+0	+0	Brawl, Spellcasting, Starting Spells, 0th and 1st-Level Spells, Summon Familiar
2	+1	+0	+0	+3	+0	+0	Bonus Feat
3	+1	+1	+1	+3	+1	+0	2nd-Level Spells
4	+2	+1	+1	+4	+1	+0	Special Ability
5	+2	+1	+1	+4	+1	+1	3rd-Level Spells
6	+3	+2	+2	+5	+2	+1	Spell Defence +1
7	+3	+2	+2	+5	+2	+1	4th-Level Spells
8	+4	+2	+2	+6	+2	+1	Bonus Feat
9	+4	+3	+3	+6	+3	+2	5th-Level Spells
10	+5	+3	+3	+7	+3	+2	Special Ability
11	+5	+3	+3	+7	+3	+2	6th-Level Spells
12	+6/+1	+4	+4	+8	+4	+2	Spell Defence +2
13	+6/+1	+4	+4	+8	+4	+3	7th-Level Spells
14	+7/+2	+4	+4	+9	+4	+3	Bonus Feat
15	+7/+2	+5	+5	+9	+5	+3	8th-Level Spells
16	+8/+3	+5	+5	+10	+5	+3	Special Ability
17	+8/+3	+5	+5	+10	+5	+4	9th-level Spells
18	+9/+4	+6	+6	+11	+6	+4	Spell Defence +3
19	+9/+4	+6	+6	+11	+6	+4	Bonus Feat
20	+10/+5	+6	+6	+12	+6	+4	Special Ability

**Barred from Powers:** Mystics cannot buy any powers, including traits and items.

**Spellcasting (PL):** Mystics get the [Mystic Spellcasting](#) base power at character creation.

**Spell Lists:** The Mystic Spells lists are in Chapter 6: F/X.

**Starting Spells (PL):** At level 1, Mystics know all 0-level spells (Cantrips and Orisons) and a number of spells equal to their Wisdom modifier + 6. At each subsequent Mystic level, they automatically learn or research a number of new spells equal to their Wisdom modifier. If they find spell books or scrolls, they can attempt to learn those spells in the conventional manner.

**Spell Access:(PL):** At odd-numbered levels, Mystics gain access to new and more powerful spell levels as detailed in their spell lists (see Mystic Spells in Chapter 6: F/X).

**Summon Familiar (PL):** At level 1, Mystics can summon a familiar according to the rules laid out for Wizards/Sorcerers.

**Bonus Feats:** At level 2, 8, 14, and 19. Feat groups: General, Mystical, Save.

**Special Ability (PL):** At levels 4, 10, 16, and 20, Mystics 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.

- *Mystic Channelling*: In exchange for increasing the casting time of a spell, reduce the PP cost by 2. A spell with a casting time of swift becomes a move action, a move action becomes a standard action, standard becomes full-round, full-round spells require one complete round plus a swift action, and then the cycle starts again. Increased casting time for metamagic feats apply *before* Mystic Channelling increases.
- *Mystic Defence*: +1 bonus to Fortitude and Reflex. You can take this special ability twice. Its effects stack. This is a Super effect with a mystic Origin.
- *Mystic Knowledge*: Gain 2 spells of any level that you can cast. You can take this special ability multiple times. Its effects stack.
- *Mystic Power*: You permanently gain a number of PPs equal to 2 + Wisdom modifier. You can take this special ability multiple times. Its effects stack.
- *Mystic Will*: +2 bonus to your Will save. This bonus stacks with any and all other bonuses to Will. This is a Super effect with a mystic Origin.
- *School Concentration*: Pick one arcane school or divine domain. With that school or domain, your targets' save DCs increase by +1. You can take this special ability multiple times. Its effects stack.

**Spell Defence (PL)**: At level 6, Mystics receive a +1 bonus to resist or break free of mystical effects. This potentially includes saving throws, skill checks, grapple checks, etc. At level 6, this bonus increases to +2, and at level 18 it increases to +3. This is a Super effect with a mystic Origin.

**Multi-Classing**: If you multi-class into Mystic, you receive all Cantrips/Orisons and a number of spells equal to your Wisdom modifier +6, just like a starting Mystic.

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## Generic Superhero

As its name suggests, this class is generic, which means that it belongs to the genre called "superhero." You can build any kind of superhero class you want out of it.

**If you use the Generic class, then everybody should use it.** By virtue of its modular nature, the Generic Superhero has the potential to be far more powerful than all the others. It is an optimizer's dream. That can be great fun if you're at a table full of optimizers, or if none of them are optimizers, but it can also create a great deal of imbalance if some use the Generic class and some use the standard classes.

When you create a Generic Superhero, **you get 100CPs to buy your Generic Class Features**, everything from Hit Dice to Sneak Attacks. You can max out your combat stats?Base Attack, Defence, Saves?at the expense of all the others, for example, or forego combat in favour of Skills and Reputation.

### Base Attack, Saves, Defence, and Reputation

You buy all four of these stats by progression rate. The rates and costs?what bonus you get per level for how many CPs?are listed in the two tabs. Thus, a "Fair" Defence modifier costs 6cp, and grants the bonuses listed under "Fair," for example. Note that you must buy all three saves separately, thus they are less expensive than either Attack or Defence bonuses.

If you use the optional [Act-Roll System](#) rather than Power Dice, then you can also buy your Act-Roll bonus off of this table. Just remember that, for the Act-Roll bonus, you use only the higher bonus, not the iterative bonuses listed under Base Attack.

#### Generic Class Bonus Costs

Level	Base Attack / Act Roll	Fort, Ref, Will, Def, & Rep
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	Poor	Fair	Good	Poor	Fair	Good	Excel.
1	+0	+0	+1	+0	+1	+2	+3
2	+1	+1	+2	+0	+1	+3	+4
3	+1	+2	+3	+1	+2	+3	+4
4	+2	+3	+4	+1	+2	+4	+5
5	+2	+3	+5	+1	+3	+4	+5
6	+3	+4	+6/+1	+2	+3	+5	+6
7	+3	+5	+7/+2	+2	+3	+5	+6
8	+4	+6/+1	+8/+3	+2	+4	+6	+7
9	+4	+6/+1	+9/+4	+3	+4	+6	+8
10	+5	+7/+2	+10/+5	+3	+5	+7	+9
11	+5	+8/+3	+11/+6/+1	+3	+5	+7	+9
12	+6/+1	+9/+4	+12/+7/+2	+4	+6	+8	+10
13	+6/+1	+9/+4	+13/+8/+3	+4	+6	+8	+10
14	+7/+2	+10/+5	+14/+9/+4	+4	+6	+9	+11
15	+7/+2	+11/+6/+1	+15/+10/+5	+5	+7	+9	+11
16	+8/+3	+12/+7/+2	+16/+11/+6/+1	+5	+7	+10	+12
17	+8/+3	+12/+7/+2	+17/+12/+7/+2	+5	+8	+10	+13
18	+9/+4	+13/+8/+3	+18/+13/+8/+3	+6	+8	+11	+14
19	+9/+4	+14/+9/+4	+19/+14/+9/+4	+6	+9	+11	+14
20	+10/+5	+15/+10/+5	+20/+15/+10/+5	+6	+9	+12	+15

#### Generic Class Bonus Costs

	Base Attack	Saves (each)	Defence	Reputation	Act-Roll
<b>Poor</b>	4cp	2cp	3cp	2cp	4cp
<b>Fair</b>	8cp	4cp	6cp	4cp	8cp
<b>Good</b>	12cp	6cp	9cp	6cp	12cp
<b>Excellent</b>	-	8cp	12cp	8cp	-

#### Hit Dice and Power Dice

These die-based features have the same cost, because they're of approximately equal value, so they're listed here, together. In this case, you pay a one-time cost of having a particular die for the rest of your class's career.

#### Generic Hit Dice and Power Dice

Cost	Die
2cp	d4
4cp	d6
6cp	d8
8cp	d10
10cp	d12

#### Skills

There are two things to buy for Skills: skill points and class skills. **Skill points per level cost 3cp each.** This is in addition to your Intelligence modifier. You calculate skills at character creation and per level just as you would with any other class. You purchase **class skills at a cost of 2cp each.**

**Proficiencies:** 2cp each.

## Class Features

The Generic Superhero has no class features of its own, but it can buy them at a cost of 3CP each (except as indicated below). There are two rules that apply here, however. First, you can **buy class features only at the minimum level at which they're offered** for an existing class. For example, no class receives Protective Instincts before 4th level. Therefore a Generic Superhero cannot take it until 4th level. Second, **many class features effectively have prerequisites** because there is a I and a II, for example, like Uncanny Dodge or Stick to the Shadows. Therefore, just like feats, you cannot take the "Improved" or "II" version if you do not have the beginner version.

The class feature "**Bonus Feat**" **costs 10CPs** initially, at which point you must pick three Feat Groups. These are your feat groups for the rest of your career. From then on, you get a bonus feat every third level from one of those three groups but starting at 2nd level (i.e., 2nd, 5th, 8th, 11th, 14th, 17th, and 20th).

The class feature "**Special Ability**" **costs 10CPs** initially, at which point you have to choose one class's Special Ability list (not including the Sneak). From then on, you get 1 Special Ability every three levels (i.e., 3rd, 6th, 9th, 12th, 15th, and 18th). Because it is so much longer than all the others, **the [Sneak's Special Ability list](#) costs 15CPs** to purchase.

## Harmonized Starting CPs

When you build a Generic superhero, you receive 40CPs to spend on Natural ability scores, 40CPs for your character levels?because you start play with a 4th level character?and finally 100CPs to spend on your Class Features. A GM who is comfortable with facing down a table full of very powerful characters can, at her discretion, **give Generic heroes 180CPs to spend on everything.** This optional rule would mean that your players could build the lowest ability scores and the weakest class features in order to buy the most devastating power suite possible, or pump the PC's Natural scores up to all 20s, or build a class with Excellent in every category (BA, Defence, Saves, etc.). Inexperienced players might accidentally build something unplayable, but experienced optimizers will most certainly crunch the numbers and build something remarkably powerful. **GMs should hesitate before taking this option,** but for those who enjoy that sort of thing, have at it!

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## d20 Modern Classes

If you have a particular fondness for the standard classes in the MSRDS, then you can still play them in *Phoenix* using one of the two following optional rules: using the *Modern* classes (Base/Advanced) or mixing them (Base/Superhero). However, **we don't recommend you mix these options** because the superhero classes are significantly stronger than the modern classes. However, if you don't mind having different power levels in the same game, then have at it. It's your game.

## Modern Classes

You can simply use the Base and Advanced classes from *d20 Modern* as written but with the addition of 10CP per level and access to Powers and Ads/Comps. The standard classes are less powerful than the superhero classes, in keeping with the superhero genre, but if you know and like those standard classes, then you can use them without much trouble. All you need to add to a pre-existing class in order to play it in *Phoenix* is a Power Die. The Table below lists the power dice for the standard Advanced classes.

### Base/Advanced Power Dice

Class	Die	Class	Die
Strong	d6	Field Scientist	d8
Fast	d8	Gunslinger	d6
Tough	d6	Infiltrator	d6
Smart	d8	Investigator	d6
Dedicated	d8	Mage	d10
Charismatic	d6	Martial Artist	d6
Acolyte	d10	Negotiator	d8
Battlemind	d10	Personality	d8
Bodyguard	d6	Soldier	d6
Daredevil	d6	Techie	d6
Field Medic	d8	Telepath	d10

If you want to use a class that's not in the table, it's not particularly difficult to come up with a power die. Power Dice range from d6 to d10. The Power Die is granted based primarily on need. If the class is oriented toward a particular kind of power that requires a lot of PPs, then it gets a bigger power die. The Thinker, for example, needs that d10 because its combat abilities are very weak. Warriors, on the other hand, get only d6 because they already have a fair bit of combat readiness, but they're also more likely to take traits or powers that don't require a lot of PPs. If you use the *Phoenix* classes and the standard Advanced classes as a guide, you can assign power dice based on parallel character concepts.

**Sample Character:** John Law

### Mixed Classes

In this model, you use the Base classes and treat the *Phoenix* classes like Advanced classes. Your first four levels are in a Base class; they become your backstory from before you were a superhero. When you start playing, you can continue with that Base class or switch to an Advanced class when you meet the prerequisites. The Table below lists the prerequisites for the 13 *Phoenix* classes.

**Sample Character:** [Ms. Comet](#)

### Phoenix Class Prerequisites

Class	Hit Dice	Power Dice	Base Attack	Skill (5 Ranks)	Feat
Adventurer	1d8	1d8	+2	Knowledge (history)	Action Hero
Champion	1d12	1d6	+3	Knowledge (theology/philosophy)	Heroic Intervention
Martial Artist	1d8	1d8	+3	Tumble	Combat Martial Arts
Mastermind	1d6	1d10	+3	Intimidate	Frightful Presence
Sidekick	1d8	1d8	+2	Escape Artist	Low Profile
Sleuth	1d6	1d6	+2	Perception	Scepticism
Sneak	1d6	1d6	+2	Disable Device	Defensive Martial Arts
Socialite	1d6	1d6	+2	Diplomacy	Renown
Soldier	1d10	1d6	+3	Craft (mechanical)	Point-Blank Shot
Thinker	1d4	1d12	+1	Knowledge (any)	Skill Aptitude
Warrior	1d10	1d6	+3	Climb, Jump, or	Toughness



Inventor	1d4	1d12	+1	Swim	
Mystic	1d4	1d12	+1	Powercraft	Mastercraft
Mentalist	1d4	1d12	+1	Spellcraft	Mystical Aptitude
				Psicraft	Wild Talent

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## Omega Levels

Given just how powerful superheroes can get?igniting suns with their [Energy Attacks](#), restarting the time-stream through pure will, becoming like unto gods on Earth?it's only appropriate that they should be able to progress past level 20. Levels 21 and beyond are called the Omega Levels. There are two options for playing Omega-level characters.

**The easiest way is to multi-class.** If you take alternating levels of [Soldier](#), [Sneak](#), and [Socialite](#), for example, you can build a very tough skill-monkey who can appear like magic and knock foes on their asses, which might just resemble a certain millionaire-playboy that we've all heard of. Alternatively, a [Thinker/Soldier](#) could be an enlightened fighter who is just as capable at diplomacy as combat, like a certain Amazonian we all know and love. A [Warrior/Inventor](#) might build a wrist-mounted web-shooter. A [Thinker/Martial Artist](#) might be a blind lawyer by day and a vigilante by night. By combining the 13 existing classes in creative ways, you can create a path that leads up to 40th or even 60th level and thus create new flavours of classes that recreate a great number of superhero character types.

The other option is to **extend an existing class past 20th level**, which takes some work but can satisfy the character-class-purists among you. **Players and GMs must work in tandem** in order to construct new levels for existing classes. Players should not do it on their own. Alternatively, GMs can build new levels themselves and present them to the players, although there should be some room for negotiation in this case.

**Each class's bonuses follow a pattern.** Producing Omega-Level tables for all classes would take up a lot of room, so instead, the table below lists the stats by progression type (poor, fair, good, excellent). Determine which progressions your class's stats use, and then apply that number to your character. For example, if you're playing a Soldier, your BAB is "good," which means that at level 27, your highest attack will be at +27. You'll notice that BAs don't grant more than five iterative attacks in a round. We've done this because, frankly, doing seven attacks in a round is a nightmare to try to play at the table. However, if you use the optional [Full Flurry System](#), then you calculate your maximum number of attacks based on your total BA, and there is no hard limit on the number of attacks you can have per round.

**Class features are a bit more tricky**, but they, too, follow a more or less predictable progression. They are awarded at semi-regular intervals: every three or four or five levels. They also increase at a set rate, from +1 to +2 and so on, or from +2 to +4. For every mathematically-predictable class feature you have, just extend the frequency and the increase. For example, [Masterminds](#) get Inspiring Presence starting at 3rd level, and it increases by +2 every 5 levels, so you can continue that pattern past 20th level. However, the [Sleuth](#) gets Investigative Knack at 2nd, 8th, and 13th level, which is not a regular progression. We occasionally have to break the pattern in order to avoid "dead" levels (levels with no bonus). In Omega levels, you can simply approximate the progression of irregular class features. Investigative Knack is *about* every 6 levels and the bonus starts at +4 and increases by +2 every time, so you can continue that pattern. Extending a class into Omega levels requires a bit of judgement and a little leg work, but it's not as hard as it sounds. If you end up with something that's too powerful, not powerful enough, or just not very fun to play, then adjust it. You always have that option.

**Sample Character:** [Phoenix Maximus](#)

### Omega Level Bonuses

Level	Base Attack / Act Roll			Fort, Ref, Will, Def., & Rep.			
	Poor	Fair	Good	Poor	Fair	Good	Excellent

21	+10/+5	+15/+10/+5	+21/+16/+11/+6/+1	+7	+9	+12	+15
22	+11/+6/+1	+16/+11/+6/+1	+22/+17/+12/+7/+2	+7	+10	+13	+16
23	+11/+6/+1	+17/+12/+7/+2	+23/+18/+13/+8/+3	+7	+10	+13	+16
24	+12/+7/+2	+18/+13/+8/+3	+24/+19/+14/+9/+4	+8	+11	+14	+17
25	+12/+7/+2	+18/+13/+8/+3	+25/+20/+15/+10/+5	+8	+11	+14	+18
26	+13/+8/+3	+19/+14/+9/+4	+26/+21/+16/+11/+6	+8	+12	+15	+19
27	+13/+8/+3	+20/+15/+10/+5	+27/+22/+17/+12/+7	+9	+12	+15	+19
28	+14/+9/+4	+21/+16/+11/+6	+28/+23/+18/+13/+8	+9	+12	+16	+20
29	+14/+9/+4	+21/+16/+11/+6	+29/+24/+19/+14/+9	+9	+13	+16	+20
30	+15/+10/+5	+22/+17/+12/+7	+30/+25/+20/+15/+10	+10	+13	+17	+21
31	+15/+10/+5	+23/+18/+13/+8	+31/+26/+21/+16/+11	+10	+14	+17	+21
32	+16/+11/+6/+1	+24/+19/+14/+9	+32/+27/+22/+17/+12	+10	+14	+18	+22
33	+16/+11/+6/+1	+24/+19/+14/+9	+33/+28/+23/+18/+13	+11	+15	+18	+23
34	+17/+12/+7/+2	+25/+20/+15/+10	+34/+29/+24/+19/+14	+11	+15	+19	+24
35	+17/+12/+7/+2	+26/+21/+16/+11	+35/+30/+25/+20/+15	+11	+16	+19	+24
36	+18/+13/+8/+3	+27/+22/+17/+12	+36/+31/+26/+21/+16	+12	+16	+20	+25
37	+18/+13/+8/+3	+27/+22/+17/+12	+37/+32/+27/+22/+17	+12	+17	+20	+25
38	+19/+14/+19/+4	+28/+23/+18/+13	+38/+33/+28/+23/+18	+12	+17	+21	+26
39	+19/+14/+19/+4	+29/+24/+19/+14	+39/+34/+29/+24/+19	+13	+18	+21	+26
40	+20/+15/+20/+5	+23/+25/+20/+15	+40/+38/+30/+25/+20	+13	+18	+22	+27

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