

URBAN ARCANA

campaign setting

making
URBAN ARCANIA
MORE PRESTIGIOUS



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wizards of the coast urban arcana modern campaign setting

Based on the *d20 Modern Roleplaying Game* by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan, utilizing mechanics developed for the DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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The new *URBAN ARCANA Campaign Setting* expands on many concepts found in the *d20 MODERN Roleplaying Game*. First and foremost, it takes the 15-page campaign model presented in the core rules and transforms it into a full-fledged roleplaying world. *URBAN ARCANA* provides details on the history, denizens, and fantastic aspects of a world that would be very similar to our own if monsters roamed the sewers, magic was real, and your neighbors included elves, dwarves, and other familiar fantasy races.

Just as importantly, *URBAN ARCANA* adds several new aspects to the *d20 MODERN* rules. Here you can find new advanced classes, equipment, spells, creatures, and NPCs that can enhance any *d20 MODERN* game, whether or not it is based in the *URBAN ARCANA* setting.

URBAN ARCANA also introduces a concept that is already familiar to players of *DUNGEONS & DRAGONS* and other d20 system games—prestige classes. In fact, we found ourselves so inspired by the possibilities for different character archetypes that we soon had more prestige classes than we could possibly fit into the allotted space in the book. Rather than let the extras languish, we decided to offer them as a web enhancement.

Like those presented in the *URBAN ARCANA* book, the following prestige classes have requirements that are more restrictive than those for advanced classes, reflecting far deeper specialization. In general, prestige classes are accessible only after a hero has gained 8 to 10 character levels, and they often have requirements found only in advanced classes. These prestige classes were designed to interact with the other material in the *URBAN ARCANA Campaign Setting*, but they can be used in any *d20 MODERN* campaign.

Mastermind: This brilliant planner thrives on knowledge. She has plenty of minions to do her bidding while she sits at the center of her web and schemes.

Shapeshifter: A hardy hero with the ability to change form, the Shapeshifter can imitate others.

Sniper: The Sniper is a highly professional firearms expert who is skilled at making single, devastating shots.

SpecOp: An experienced, seasoned soldier, the SpecOp has greatly improved combat skills and capabilities.

Spellslinger: This magical gunslinger can make firearms disobey the laws of physics.

MASTERMIND

Masterminds are organizers, planners, and leaders. These expert controllers see the world as a giant game of chess, and they enjoy maneuvering others to do their bidding. Some oversee their operations openly, while others remain shadowy figures, influencing events from the background. Not all Masterminds are evil—indeed, most feel that they are acting in the best interests of some group or another. All, however, are capable and dangerous adversaries.

Select this prestige class if you want your character to have loyal minions, to create and supervise the execution of complex plans, and to acquire power and material benefits through careful manipulation of people, corporations, and governments.

The fastest path into this prestige class is via a combination of the Smart hero and Charismatic hero basic classes,



plus the advanced classes that use the abilities of these two classes as prerequisites. The Smart hero's Plan talent is particularly useful. Other paths are also possible.

Requirements

To become a Mastermind, a character must fulfill the following criteria.

Skills: Diplomacy 10 ranks, Gather Information 10 ranks, Knowledge (any) 10 ranks.

Special: Reputation bonus +2, Wealth bonus +10. (The character's Wealth bonus may drop below this level from time to time, but she must have a Wealth bonus of at least +10 every time she gains a level in this prestige class.)

Class Information

The following information pertains to the Mastermind prestige class.

Hit Die

A Mastermind gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Mastermind gains a number of action points equal to 5 plus one-half her character level, rounded down, every time she advances a level in this class.

Class Skills

The Mastermind's class skills are as follows.

Bluff (Cha), Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 9 + Intelligence modifier.

Class Features

The following features pertain to the Mastermind prestige class.

Equipment Connections

Through her various connections, a Mastermind gains access to equipment that would normally be limited or restricted. She does not have to pay the additional costs associated with buying such equipment.

Minions

At 2nd level, the Mastermind can attract a band of devoted followers who can aid her in bringing her plans to fruition. These minions can include fanatical warriors, dedicated assistants, skilled accomplices, devoted employees, trainees, lackeys, and flunkies. Each is loyal to the Mastermind (with allegiance to her and her causes) and treats her as a friend, mentor, and wise leader, regardless of the situation.

At 2nd level and once per character level thereafter, the Mastermind may attempt a special check to attract new followers. Roll 1d20 and add her Reputation bonus plus her Mastermind level. If the result is 20 or higher, she succeeds, and her new minions arrive in 10 + 2d6 days. If the check fails, she cannot try again until she gains another character level. Failure does not prevent the Mastermind from hiring employees in a normal fashion, but these individuals are not fanatically loyal.

The maximum character level of any single minion is two levels lower than the Mastermind's character level. The total levels of her minions cannot exceed her Reputation bonus plus her current Mastermind level. Within those parameters, the Mastermind may select the number, class, and level of the minions she attracts, subject to the GM's approval. (For example, the Mastermind cannot gain a psionic agent if there are none in the game.) The GM determines the details of the minions.

Plan X

At 2nd level, the Mastermind gains the plan X ability, which functions similarly to the Smart hero's plan talent (see the strategy talent tree in the Smart Hero description in the d20 *MODERN Roleplaying Game*). Unlike the Smart hero's plan talent, plan X has no prerequisites beyond the appropriate levels in the Mastermind prestige class.

When making Intelligence checks in conjunction with this ability, the Mastermind gains a bonus equal to her total character level. This bonus lasts for as many rounds as the Mastermind has character levels, then diminishes at the normal rate thereafter.

Uncanny Dodge X

At 3rd level, the Mastermind gains the uncanny dodge class ability, or increases the level of this ability if she already has it. If the Mastermind does not have uncanny dodge 1 (a class feature of the Fast hero), she gains it now. This ability enables her to retain her Dexterity bonus to Defense (if any), even when caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized.) If she already has uncanny dodge 1 from another source but does not have uncanny dodge 2, she gains the latter instead. With uncanny dodge 2, the Mastermind can no longer be flanked—she can react to opponents on opposite sides of her as easily as she can to a single attacker. If the Mastermind already has uncanny dodge 2, then no further benefit accrues.

TABLE 1-1: THE MASTERMIND

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|-----------------------|---------------|------------------|
| 1st | +0 | +0 | +0 | +2 | Equipment connections | +0 | +2 |
| 2nd | +1 | +0 | +0 | +3 | Minions, plan X | +1 | +2 |
| 3rd | +1 | +1 | +1 | +3 | Uncanny dodge X | +1 | +2 |
| 4th | +2 | +1 | +1 | +4 | Exceptional minions | +1 | +3 |
| 5th | +2 | +1 | +1 | +4 | Imposing reputation | +2 | +3 |

Exceptional Minions

When the Mastermind reaches 4th level, the maximum total levels of her minions increases to twice her Reputation bonus plus her total character levels. The maximum character level for any single minion is still two levels below her own character level.

Imposing Reputation

A 5th-level Mastermind's reputation precedes her, making her more effective in the use of certain social interaction skills. Her Reputation bonus applies to all Bluff, Intimidate, Diplomacy, and Gather Information checks she makes. Furthermore, it becomes more difficult for anyone to use one of those skills against her or her minions. If such an attempt involves an opposed check, the Mastermind (or her minion) gains a bonus equal to the Mastermind's Reputation bonus on the opposing check. Otherwise, the DC for the opponent's check increases by an amount equal to the Mastermind's Reputation bonus. In addition, the DC for any Investigate, Knowledge, or Research check made to probe issues directly involving the Mastermind increases by an amount equal to her Reputation bonus.

SHAPESHIFTER

Through study, accident, or devout empathy with the forces of the natural world, the Shapeshifter has gained the ability to take on other forms. This ability may stem from mental discipline, otherworldly intervention, mystic power, or previously untapped genetic potential. Whatever its source, however, it allows the user to assume animal forms and, eventually, human forms as well.

Select this prestige class if you want your character to be able to change shape.

The fastest path into this mystical prestige class is through the Tough hero basic class combined with the Wild Lord advanced class. Other paths are also available.

Requirements

To become a Shapeshifter, a character must fulfill the following criteria.

- Base Attack Bonus:** +4.
- Skills:** Handle Animal 10 ranks, Survival 10 ranks.
- Feat:** Animal Affinity.
- Special:** GM approval. The GM may choose to make this prestige class available only to characters who have been exposed to shapechanging effects, such as lycanthropy or mutagenic agents.

Class Information

The following information pertains to the Shapeshifter prestige class.

Hit Die

A Shapeshifter gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Shapeshifter gains a number of action points equal to 6 plus one-half her character level, rounded down, every time she advances a level in this class.

Class Skills

The Shapeshifter's class skills are as follows.
 Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Knowledge (current events, earth and life sciences, popular culture) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Shapeshifter prestige class.

Wild Shape

At 1st level, a Shapeshifter gains the spell-like ability to turn herself into a Small or Medium-size animal once per day. She may adopt only one animal form per use of this ability. As her level in the prestige class rises, she gains additional uses per day of this ability, but at a cost of one action point per use after the first. Her maximum number of uses per day is equal to her Shapeshifter level. It never costs action points for the Shapeshifter to return to human form.

The creatures available as *wild shape* forms include some giant versions of animals and large creatures but not magical beasts or creatures with types other than animal. Thus, the Shapeshifter may use *wild shape* to become a dog, a rat, or a giant lizard, but not a displacer beast. The form chosen must be that of an animal she is familiar with. For example, a Shapeshifter cannot become a species of dinosaur known only from fossil records.

The Shapeshifter can freely designate the new form's minor physical qualities (such as the color and texture of fur, feathers, or skin) within the normal ranges for an animal of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under her control but must fall within the norms for the animal's species. The Shapeshifter is effectively disguised as an average member of the new form's species, gaining a +10 bonus on her Disguise checks.

This change of form never disorients the Shapeshifter. Upon changing to an animal form, she regains lost hit points as if she had rested for 8 hours, though this healing does not

TABLE 1-2: THE SHAPESHIFTER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------------------|---------------|------------------|
| 1st | +0 | +1 | +1 | +1 | Wild shape | +0 | +0 |
| 2nd | +1 | +2 | +2 | +2 | Wild shape (Large, speech) | +1 | +0 |
| 3rd | +1 | +2 | +2 | +2 | Wild shape (Huge, Tiny) | +1 | +0 |
| 4th | +2 | +2 | +2 | +2 | Wild shape (human) | +1 | +0 |
| 5th | +2 | +3 | +3 | +3 | Wild shape (duplicate) | +2 | +1 |



restore ability damage or provide any other benefits of such rest, and changing back to human form does not heal her further. If slain, the Shapeshifter reverts to her original form, though she remains dead.

When the change occurs, the Shapeshifter's equipment, if any, melds into her new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. When the Shapeshifter reverts to her true form, any objects previously melded into the animal form reappear in the same locations they previously were and are once again functional. Any new items the Shapeshifter wore in animal form (such as a saddle, rider, or halter) fall off and land at her feet; any that she carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way.

The Shapeshifter acquires the physical and natural abilities of the creature whose form she has taken while retaining her own mind. Physical abilities include size as well as Strength, Dexterity, and Constitution scores. Natural abilities include natural armor, natural weapons (such as claws, bite, or a gore attack), sensory abilities (such as low-light vision), and similar gross physical qualities (presence or absence of wings or gills, number of extremities, and so forth). Natural abilities also include mundane movement capabilities, such as walking, swimming, and flying with wings. The Shapeshifter also gains all the species bonuses and feats of the animal form selected. She does not gain any supernatural or spell-like abilities (such as breath weapons or gaze attacks) of her new form, but she does gain all its extraordinary abilities. All these alterations last until the *wild shape* ends.

The Shapeshifter's new scores and faculties are average for the species into which she has transformed. She cannot, for example, turn herself into a wolf with a Strength of 20. Likewise, she cannot change into a bigger or more powerful version of a creature (or a smaller or weaker version).

The Shapeshifter retains her own Intelligence, Wisdom, and Charisma scores, level and classes, hit points (despite any change in her Constitution score), allegiances, base attack bonus, and base save bonuses. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The Shapeshifter also retains her own creature type (for example, humanoid), extraordinary abilities, and spell-like abilities, but not her supernatural abilities. She loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal of the selected kind can make. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Though the Shapeshifter retains any spells she may previously have carried, her new form may not permit her to use them. Unless the chosen form is one with prehensile hands (such as a monkey or an ape) or some other manipulative appendage, the Shapeshifter cannot manipulate manufactured weapons and magic items, including material components for magical spells. Likewise, her lack of a humanlike voice means she cannot communicate normally, cast spells with verbal components, or activate command word items. Psionic powers, if the Shapeshifter has access to them, remain effective. If the usability of a particular spell or item is in doubt, the GM's decision is final.

At 2nd level, the Shapeshifter adds Large animals to the forms she can assume. In addition, she gains the supernatural

ability to speak when in animal form. This ability may allow the use of some spells with verbal components and voice-activated devices, though the restrictions on material components still apply, as above.

At 3rd level, the Shapeshifter adds Tiny and Huge animals to the forms she can adopt.

At 4th level, the Shapeshifter may assume human, humanoid, and monstrous humanoid forms of Tiny to Huge size, though all the restrictions above still apply to such forms. The individual is typical member of the humanoid or monstrous humanoid species (as opposed to a specific individual), and the Shapeshifter gains a +5 circumstance bonus on Disguise checks when trying to appear as a member of that group.

At 5th level, the Shapeshifter can use her *wild shape* ability to duplicate a specific human or animal. She gains a +10 circumstance bonus on Disguise checks made to perpetuate this masquerade.

SNIPER

One shot, one kill—that's the Sniper's mantra. A firearms expert with a careful eye and a steady hand, the Sniper is a master not of the gunfight but rather of the surgical shot that takes down an opponent from afar. Snipers tend to strike swiftly and unexpectedly, then fade into the background.

Select this prestige class if you want your character to excel at the use of long-range weapons and be able to deal grievous harm to specific targets from a distance.

The fastest path into this prestige class is via the Gunslinger advanced class, though other paths are also possible.

Requirements

To qualify as a Sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Concentration 4 ranks, Move Silently 8 ranks.

Feats: Dead Aim, Far Shot.

Special: Defensive position class feature.

Class Information

The following information pertains to the Sniper prestige class.

Hit Die

A Sniper gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Sniper gains a number of action points equal to 5 plus one-half his character level, rounded down, every time he advances a level in this class.

Class Skills

The Sniper's class skills are as follows.

Balance (Dex), Climb (Str), Concentration (Con), Craft (electronic, mechanical) (Int), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Sniper prestige class.

Massive Shot

Professional snipers are trained to deliver particularly deadly shots. When the Sniper succeeds on an attack with a ranged weapon and deals damage that exceeds the target's massive damage threshold, the DC for the Fortitude save increases by twice the Sniper's level in this prestige class. For example, when a 3rd-level Sniper deals massive damage with a ranged weapon, the DC for the save is 15+6, or 21.

Improved Dead Aim

Using breathing techniques, impeccable timing, and finely honed skill, the Sniper has mastered the art of careful aim. When the Sniper reaches 2nd level, the circumstance bonus he gains when using the Dead Aim feat increases to +3. When he reaches 4th level, this bonus increases to +4.

Improved Far Shot

The Sniper is an expert at hitting a target at extreme range. When a 2nd-level or higher Sniper uses a firearm or archaic ranged weapon (such as a bow), its range increment is doubled. (This benefit does not stack with the increase in range increment from the Far Shot feat, but it does stack with increases from scopes or other equipment.) This ability has no effect on thrown weapons.

Center Mass

At 3rd level, the Sniper gains the ability to hit targets that others would miss. When the Sniper uses the Dead Aim feat, the cover bonus to the target's Defense is reduced by 4 (minimum +0). This benefit does not stack with the reduction in cover bonus from the Gunslinger's sharp-shooting ability.

Windage

The Sniper is skilled at correcting his aim. If a 4th-level or higher Sniper using the Dead Aim feat misses his target, he may spend 1 action point to reroll the attack, gaining a +1 bonus on the second attack roll. This second roll is made at the same base attack bonus as the first roll, and all bonuses or penalties that applied to the first roll also apply to the second. This second roll does not count as a second attack. However, the windage ability expends twice as much ammunition as the attack would normally require, so it can be used only if the weapon contains sufficient ammunition.

Critical Shot

The Sniper is a master at dropping a target with a single shot. A 5th-level Sniper using the Dead Aim feat with a Large or

larger firearm may attempt an automatic critical hit with his attack. The attempt requires a full-round action (in addition to the full-round action required for lining up the shot) and the expenditure of 1 action point. The Sniper takes a -8 penalty on the attack roll, but if the attack is successful, it is automatically a critical hit. The natural roll does not have to be within the weapon's threat range, and the sniper does not have to roll to confirm the critical hit.

SPECOP

When the task at hand is too delicate for a conventional military force, the special operations team is ready to go. Past or present members of Delta Force, the green berets, the SEALs, the SAS, Spetsnaz, and other elite military and paramilitary units have the skills, discipline, and endurance to take on the toughest of missions—often without ever letting the enemy know they have been there. Stealthy, rugged, and very, very lethal, SpecOps get in, take care of business, and get out while others are still wondering if the job can even be done.

Select this prestige class if you want your character to be an expert at unconventional warfare.

The fastest path into this prestige class is via the Strong hero basic class and Soldier advanced class, though other paths are possible.

Requirements

To qualify as a SpecOp, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skill: Knowledge (tactics) 6 ranks.

Feats: Advanced Firearms Proficiency, Athletic, Endurance, Stealthy, Weapon Focus (any).

Special: The candidate must have the weapon specialization class feature plus any one of the following: Demolitions 10 ranks, Speak Language 2 ranks and Read/Write Language 2 ranks, Treat Injury 5 ranks, Knowledge (tactics) 10 ranks, or Burst Fire.

Class Information

The following information pertains to the SpecOp prestige class.

Hit Die

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

Action Points

A SpecOp gains a number of action points equal to 7 plus one-half his character level, rounded down, every time he advances a level in this class.

TABLE 1-3: THE SNIPER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---|---------------|------------------|
| 1st | +1 | +0 | +1 | +0 | Massive shot | +1 | +0 |
| 2nd | +2 | +0 | +2 | +0 | Improved dead aim +3, improved far shot | +1 | +0 |
| 3rd | +3 | +1 | +2 | +1 | Center mass | +2 | +1 |
| 4th | +4 | +1 | +2 | +1 | Improved dead aim +4, windage | +2 | +1 |
| 5th | +5 | +1 | +3 | +1 | Critical shot | +3 | +1 |



Class Skills

The SpecOp's class skills are as follows.

Climb (Str), Diplomacy (Cha), Demolitions (Int), Hide (Dex), Jump (Str), Knowledge (tactics), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the SpecOp prestige class.

Specialist

A special operations team relies on the highly refined skills of its individual members. At 1st level, the SpecOp develops extreme capability in one of five areas of specialization. Choose one specialization from those given below.

Demolitions: This specialization requires 10 ranks in Demolitions. The SpecOp gains a +5 bonus on all Demolitions checks. With a Demolitions check result of 30 or higher, an explosive device placed by a demolitions SpecOp deals quadruple damage to a structure. It still deals normal damage to all other targets within its burst radius.

Language: This specialization requires 2 ranks in Speak Language and 2 ranks in Read/Write Language. The language SpecOp gains the linguist talent from the Smart hero basic class description (see page 26 of the *d20 MODERN Roleplaying Game*).

Medical: This specialization requires 5 ranks in Treat Injury. The medical SpecOp gains a +2 bonus on all Treat Injury checks made to restore hit points, stabilize dying characters, or perform surgery. In addition, he may take 10 on Treat Injury checks even if stress and distractions would normally prevent him from doing so.

Tactics: This specialization requires 10 ranks in Knowledge (tactics). The tactical SpecOp gains the plan talent from the Smart hero basic character description (see page 27 of the *d20 MODERN Roleplaying Game*). If he has no levels in Smart hero, he makes the required Intelligence check with no level bonus.

Weapons: This specialization requires the Burst Fire feat. The weapons SpecOp gains Exotic Firearms Proficiency in his choice of weapon categories as a bonus feat, assuming that he meets the prerequisites for it.

In addition, when the weapons SpecOp uses any exotic firearm with which he is proficient, the Reflex save DC (if any) that targets are allowed increases by +5. For example, if a weapons SpecOp who is proficient with heavy machineguns uses autofire with such a weapon, the saving throw DC for the targets is 20 instead of 15.

TABLE 1-4: THE SPECOP

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------------------|---------------|------------------|
| 1st | +1 | +2 | +1 | +0 | Specialist | +1 | +0 |
| 2nd | +2 | +3 | +2 | +0 | Bonus feat, hunt and evade | +1 | +0 |
| 3rd | +3 | +3 | +2 | +1 | Night mover | +2 | +0 |
| 4th | +4 | +4 | +2 | +1 | Bonus feat, shock and awe | +2 | +0 |
| 5th | +5 | +4 | +3 | +1 | Silent death | +3 | +1 |

Bonus Feat

At 2nd level and again at 4th level, the SpecOp gets a bonus feat. He must meet all the prerequisites for the selected feat, and it must be chosen from the following list: Cautious, Combat Reflexes, Exotic Firearms Proficiency (any), Guide, Heroic Surge, Improved Damage Threshold, Improved Initiative, Run, Toughness, Track, Trustworthy, Weapon Focus (any).

Hunt and Evade

A SpecOp is a master of survival in the wild. Unlike standard military personnel, he can move through hostile territory without even alerting the enemy to his presence. At 2nd level, he gains a +2 bonus on all Move Silently, Navigate, and Survival checks.

Night Mover

Special operations units rely on stealth and try to strike when the enemy is most vulnerable—often when she's asleep. At 3rd level, the SpecOp gains a +2 bonus on Hide checks made in darkness or under conditions that provide at least one-quarter concealment. This adjustment stacks with any bonuses provided by darkness, concealment, or equipment (such as fatigues or a ghillie suit).

Shock and Awe

A SpecOp knows how to hit his target with precision, speed, and power. At 4th level, he gains a +4 bonus on initiative, and his base speed increases by 5 feet.

Silent Death

The SpecOp is a master at taking out unsuspecting enemies. At 5th level, he gains the ability to make silent, deadly melee attacks against unprepared opponents.

As his first attack against a flat-footed opponent, the SpecOp may attempt a special grapple check. Because the target is flat-footed, this action does not provoke an attack of opportunity. If successful, the SpecOp begins a grapple normally, but the opponent may not speak or otherwise vocalize until his or her next turn. In addition, the SpecOp may immediately make an unarmed attack or an attack with a light melee weapon against the grappled foe. If this attack is successful, it deals triple damage (or normal damage against a target that is immune to critical hits). This ability can be used only against targets that are the same size category as the SpecOp or smaller.

SPELLSLINGER

The Spellslinger combines the hard reality of modern ranged weapons with the magical effects of arcane and divine spells. She could be a blind archer who strikes unseen targets, a lone

hunter who brings down werewolves, or a mysterious stranger who fires magical bullets that curve around corners.

Select this prestige class if you want your character to mix technology and magic, spinning them together to invest ranged weapon attacks with enhanced abilities.

The fastest path into this prestige class is via the Fast hero basic class combined with the Gunslinger advanced class, though other paths are also possible. To best utilize the Spell-slinger's upper-level abilities, a character should have one or more levels of a class that allows divine or arcane spellcasting.

Requirements

To become a Spell-slinger, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Concentration 6 ranks, Spellcraft 10 ranks.

Special: The candidate must have the Weapon Focus feat or class feature with one ranged weapon.

Class Information

The following information pertains to the Spell-slinger prestige class.

Hit Die

A Spell-slinger gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

A Spell-slinger gains a number of action points equal to 5 plus one-half her character level, rounded down, every time she advances a level in this class.

Class Skills

The Spell-slinger's class skills are as follows.

Balance (Dex), Concentration (Con), Craft (chemical, electronic, mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore, current events, history, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Spell-slinger prestige class.

Uncanny Dodge X

At 1st level, the Spell-slinger gains the uncanny dodge class ability, or increases the level of this ability if she already has it. If the Spell-slinger does not have uncanny dodge 1 (a class

feature of the Fast hero), she gains it now. This ability enables her to retain her Dexterity bonus to Defense (if any), even when caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if she's immobilized.) If she already has uncanny dodge 1 from another source but does not have uncanny dodge 2, she gains the latter instead. With uncanny dodge 2, the Spell-slinger can no longer be flanked—she can react to opponents on opposite sides of her as easily as she can to a single attacker. If the Spell-slinger already has uncanny dodge 2, then no further benefit accrues.

Enchanted Shot

At 2nd level and higher, the Spell-slinger can invest her shots with magical power. Each shot that she fires from a ranged weapon with which she has the Weapon Focus feat or class feature is treated as a magical attack with a +1 enhancement bonus. The projectile becomes enchanted as soon as it leaves the weapon (bow, crossbow, firearm). The Spell-slinger must actually be the one firing the weapon; she cannot grant this power to others.

This enhancement bonus increases as the Spell-slinger gains more levels in the prestige class. Thus, a 3rd-level Spell-slinger generates a +2 enhancement bonus, a 4th-level Spell-slinger generates a +3 enhancement bonus, and a 5th-level Spell-slinger generates a +4 enhancement bonus.

Negate Concealment

At 3rd level, the Spell-slinger gains the supernatural ability to reduce the benefit her targets gain from concealment—be it from brush, fog, or even invisibility—by 20% (minimum 0%). To make use of this benefit, the Spell-slinger must be using a ranged weapon with which she has the Weapon Focus feat or class feature.

Seeker Shot

At 4th level, the Spell-slinger may take a full-round action and spend 1 action point to fire a single shot at a target whose location is known to her. The projectile travels toward the target along a path determined by the Spell-slinger, swerving around corners and impediments, until it reaches the target, encounters an unavoidable obstacle, or moves a total distance equal to one range increment.

If the shot reaches the target, the attack is rolled normally, but all concealment and cover benefits the target may have are ignored. If the shot reaches an unavoidable obstacle, it behaves like any other missed shot. If the shot moves a total distance equal to one range increment, it continues in a straight line. If this line leads to the target, the attack is resolved normally, factoring in any modifiers such as range increments, cover, and concealment that may apply. Otherwise, it behaves like any other missed shot.

TABLE 1-5: THE SPELLSLINGER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|---------------------------------------|---------------|------------------|
| 1st | +1 | +0 | +0 | +0 | Uncanny dodge X | +1 | +0 |
| 2nd | +2 | +0 | +0 | +0 | Enchanted shot +1 | +1 | +0 |
| 3rd | +3 | +1 | +1 | +1 | Enchanted shot +2, negate concealment | +2 | +1 |
| 4th | +4 | +1 | +1 | +1 | Enchanted shot +3, seeker shot | +2 | +1 |
| 5th | +5 | +1 | +1 | +1 | Enchanted shot +4, imbued shot | +3 | +1 |



Imbued Shot

At 5th level, a Spellslinger who has divine or arcane spellcasting ability gains the supernatural ability to invest her shots with magical effects. If she has no spellcasting capability, then this class feature does not function.

As a standard action, the Spellslinger may spend 1 action point to fire a single shot invested with the power of one spell that she is currently capable of casting. The spell must have a target other than "You." Once the shot is fired, the spell is expended as if it had been cast normally.

An imbued shot may be aimed at an individual, an item, or a specific 5-foot square. When the target is a creature or object, treat the shot as a touch attack. In this case, the normal damage of the shot is negated and only the magical effect occurs. (In other words, the Spellslinger could fire a "healing bullet" that would produce a *cure light wounds* effect on the target without dealing damage.) When the target is a 5-foot square, use the rules for thrown explosives (see Chapter Five: Combat in the *d20 MODERN Roleplaying Game*).

Once you determine whether or where the shot hits, the spell's effects are centered on that spot. A spell that targets a creature or object functions only if the shot hits the intended target.

ABOUT THE AUTHORS

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