

GateWalker

HEROES OF THE WASTES VOLUME 2



RT WYNTER



GateWalker: GW002 – Heroes of the Wastes, Volume 2

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ARCHETYPES

Forge

Investigator Archetype

Expert mechanics, engineers, and technologists those known as forges have one key trait that set them apart from others of their ilk, wanderlust. The urge to travel, explore, find new experiences, and overcome every challenge set before them is beyond their power to resist. Whether they are repairing an irrigation system for a small village or stopping a robotic death-machine they are thrilled with the constantly changing life on the road, or whatever passes for roads these days.

A forge has the following class features.

Bonus Feats: At 1st level the forge receives Technologist as a bonus feat. In addition at 3rd level and every 3 levels thereafter the forge receives a bonus feat selected from the following: amateur gunslinger, craft cybernetics, craft pharmaceutical, craft technological arms and armor, craft technological item, gunsmithing, robot's bane, scavenger's luck, skill focus (craft: mechanical), skill focus (disable device), skill focus (knowledge: engineering), skill focus (profession: pilot/driver), technology adept, and wrest charge. They may also select from any feat that requires the technologist feat or ranks in knowledge: engineering as a prerequisite or any other technology related feat that the gamemaster deems appropriate. The forge must meet the prerequisites for these feats.

This ability replaces alchemy and swift alchemy.

Recycle (Ex): At 4th level, a forge can dismantle existing technological items and construct new ones from the parts, though such creations are prone to malfunctioning. He trades in each item for an amount of crafting potential based on a fraction of its crafting cost (not price), as described below. He can

use this potential and his technological crafting feats to make a new item.

If he pays 100% of the cost in recycled materials, he crafts the new item at double the normal speed. In the process of cannibalizing the old items they are destroyed, and any excess gold value is lost. The item he creates is considered timeworn technology, even if new items were broken down to build it. Recycle technology cannot be used to build constructs, cybertech, pharmaceuticals, or technology that uses nanites. The amount of crafting potential a forge can extract from an item increases at levels 6th, 8th, and 10th levels according to the table below.

Technology Status	Crafting Potential (% of crafting cost)			
	4th	6th	8th	10th
Fully functioning	100%	100%	100%	100%
Reconditioned	75%	100%	100%	100%
Timeworn	50%	75%	100%	100%
Broken	10%	50%	75%	100%

This ability replaces poison lore, poison resistance, and poison immunity.

Legacy Hunter

Occultist Archetype

Legacy Hunters use the aid of arcane magics to track down relics of the past. Whether these relics are magic objects from the first age or historical or technological items from the second it matters not. They are passionate, some would say obsessed, with the civilizations that have come before and the objects and devices they have left behind.

A legacy hunter has the following class features.

Arcane Spells: A legacy hunter casts spells from the occultist spell list as arcane spells. She uses 0-level cantrips instead of knacks. In all other ways a legacy hunter's spell casting is the same as a standard occultist.

This ability modifies occultist spells and knacks.

Bonus Feats: At 4th, 8th, 12th, and 16th levels, a legacy hunter gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as item creation or metamagic feats. The legacy hunter must meet the prerequisites of these bonus feats.

This ability replaces shift focus, magic circles, binding circles, and fast circles.

Knowledge of the Ancients (Su): At 6th level, a legacy hunter can use her implements to draw knowledge from those that have come before to imbue herself with superhuman mental capabilities. As a swift action, a legacy hunter can grant herself a +4 insight bonus to Intelligence, Wisdom, or Charisma for 1 minute. The legacy hunter can use this ability once per day at 6th level, plus one additional time per day for every 4 occultist levels she possesses beyond 6th. If she activates knowledge of the ancients again before the duration expires, the new use replaces the old use.

This ability replaces outside contact.

Mystic

Oracle Archetype

Rather than being chosen by gods or immortals, some oracles seem to have been born chosen by the very universe itself. It is unknown whether there is a greater power at work here or if it is just a fluke of existence. Instead of their powers coming from a divine source, mystics draw power from a psychic connection to the vibrational patterns of existence itself. Many mystics become great healers and are often sought out for their wisdom and council. In fact, mystics, and oracles in general, far outnumber clerics on sundered earth.

A mystic has the following class features.

Psychic Spells: A mystic casts psychic spells drawn from the cleric/oracle spell list. He can cast any spell he knows without preparing it ahead of time. To

learn or cast a spell, a mystic must have a Wisdom score equal to at least 10 + the spell's level. The DC for a saving throw against a mystic's spell is 10 + the spell's level + the mystic's Wisdom modifier. The mystic casts knacks instead of orisons. All other aspects of the mystic's spellcasting remain unchanged.

This ability alters the oracle's spells and orisons class features

Mystic Revelations: The following revelations are available to all mystics regardless of their mystery.

Battle Mind (Ex): You gain a +2 to initiative. At 5th level, you receive Barroom Brawler as a bonus feat. At 10th level, you can use Barroom Brawler 2 times per day. You do not need to meet the prerequisites to receive this feat.

Mind Burster (Su): You can take a standard action to violently attack the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental assault. Those who fail this save are wracked with burning pain, taking 1d4 points of damage for every oracle level you possess. If this damage is enough to reduce the target to 0 hit points its head explodes dealing 1d6 fire damage per oracle level to everything in a 10 foot radius. Strangely enough the rest of the original target's body is completely unaffected by this explosion. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Psychic Healer (Su): Whenever you cast a cure spell (a spell with "cure" in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level to select this revelation.

Psychic Sensitive (Su): Once per day, you can enter a trance in which you commune with nearby spirits.

This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an augury spell with 80% effectiveness. At 5th level, the insight takes the form of a divination with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a commune spell. None of these spell effects require material components.

Psychic Stalker (Su): As a move action, you can call upon your occult connection to the universe to aid you in finding your prey. This grants you a +2 bonus on any one d20 roll related to tracking down your target. This effect lasts for 1 round. You can use this ability a number of times per day equal to your Charisma bonus.

Wild Strider

Ranger Archetype

They say that spending time in the deepest parts of the wasteland can do strange things to a person. Some rangers spend so much time scouting the wilderness of the wastes that they develop a psychic connection with nature and the spirits of the land. Still there are others who just seem to be born with these abilities. Rough and rugged these hardy folks are more than capable survivors and combatants. Their innate psychic abilities are just icing on the cake.

A wild strider has the following class features.

Psychic Spells: Beginning at 4th level a wild strider casts psychic spells drawn from the ranger spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a wild strider must have a Wisdom score equal to at least 10 + the spell's level. The DC for a saving throw against a wild strider's spell is 10 + the spell's level + the wild strider's Wisdom modifier. A wild strider can cast only a certain number of spells of each spell level per

day. His base daily spell allotment is the same as a standard ranger of the same level. In addition, he receives bonus spells per day if he has a high Wisdom score.

A wild strider's selection of spells is limited. He has the same number of spells known as a bloodrager of the same level.

This ability replaces the ranger's spells class feature.

Spirit Bond (Ex): At 4th level, instead of forming a bond with his hunting companions or an animal companion, the wild strider forms a bond with the spirits of nature themselves. Each day, as long as he is within one of his favored terrains, the Ranger can cast augury as a spell-like ability with a caster level equal to his Ranger level. In addition, he can call upon these spirits to cast any one Ranger spell that he is capable of casting, without having to know the spell. At 8th level, and every four levels thereafter, he can cast an additional spell in this way.

This ability replaces hunter's bond.

Wraith

Barbarian Archetype

Cool, calm, and quite often the very definition of patience a wraith is not a traditional barbarian. Rather than being fueled by unbound, primal, rage the wraith receives a series of cybertech implants that induces a chemically-enhanced combat state; the Chem-Rage. The wraith super-soldier implants rework her internal body chemistry augmenting her physical strength and agility. The process does dramatically shorten the wraith's lifespan, but also increases her combat effectiveness and precision.

A wraith has the following class features.

Class skills: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Weapon and Armor Proficiency: A wraith is proficient with all simple and martial weapons, all firearms, light armor, and shields (except tower shields).

Chem-Rage (Ex): A wraith can enter rage as a barbarian, except she gains a morale bonus to Strength and Dexterity instead of Strength and Constitution, and she does not take a penalty to Armor Class. She retains the bonus on Will saving throws.

When a barbarian ability would increase the wraith's Strength while raging, it increases her Dexterity instead.

This ability alters rage.

Crack Shot (Ex): At 5th level, a wraith adds her Dexterity modifier to her damage rolls when making ranged attacks with a firearm while raging.

This ability replaces improved uncanny dodge.

Cybertech Restrictions: Because of the sheer invasiveness of the wraith implants she cannot receive any other cyber tech implants.

On the Wings of Icarus: When a wraith reaches middle age she receives the mental attributes bonuses but does not receive the physical attribute penalties. This may seem like a good thing, but the chemicals produced by the wraith implants are actually burning up her body. When she reaches middle age the gamemaster makes a secret 2d4 roll and records the number. This number is the years of life the wraith has left before the enhancing chemicals burn up her body. The wraith is never sure when her final day will come. Sometime near the end of his final year her body simply stops working and she quite literally drops dead.

The void caller has made a dark pact with the ancient god-beings that live in the spaces between the stars. He sacrifices a portion of his connection with his eidolon in order to overwhelm his victims with a gibbering horde of aberrant abominations. As he grows in power so too does his connection to beings that reside in the deep-black granting him strange and bizarre abilities.

A void caller has the following class features.

Lesser Eidolon: A void caller's class level is halved (minimum 1) for the purposes of determining his eidolon's abilities, Hit Dice, evolution pool, and so on. The eidolon otherwise functions as normal. This ability replaces the summoner's normal eidolon ability.

Call the Black (Sp): Starting at 1st level, a void caller can cast summon monster I as a spell-like ability a number of times per day equal to 5 + his Charisma modifier. The void caller can use this ability when his eidolon is summoned. Only one summon monster spell may be in effect while the eidolon is summoned. If the void caller's eidolon is not summoned, the number of creatures that can be summoned with this ability is only limited by its uses per day. This ability otherwise functions as the summoner's normal summon monster I ability. The void caller can only use this ability to summon creatures of the aberration, ooze, or outsider types. Other than these restrictions, there is no limit to how many summon monster or gate spells the summoner can have active at one time. This ability replaces the summoner's normal summon monster I ability.

Dark Gift: The void caller's bond with dark forces only deepens as he raises in level. At 4th level and again at 8th level and 12th level, a void caller can select an oracle revelation from the Dark Tapestry mystery. He uses his summoner level as his oracle level for determining which revelations he can choose. This ability replaces bond senses, shield ally, maker's call, transposition, and greater shield ally.

Void Caller

Summoner Archetype

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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