

## Latent

The Latent focuses all of his psionic potential within his body. Sacrificing the ability to manifest changes on the outside world, he can instead make incredible actions and gains unthinkable physical abilities.

Select this advanced class if you want your character to master the psionic art of self-enhancement and become a Latent.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

## REQUIREMENTS

To qualify to become a Latent, a character must fulfil the following criteria.

**Base Attack Bonus:** +2

**Skills:** Concentration 6 ranks

**Feats:** Endurance, Wild Talent

## CLASS INFORMATION

The following information pertains to the Latent advanced class.

### Hit die

The Latent gains 1d10 hit points per level. The character's constitution modifier applies.

### Action points

The Latent gains a number of action points equal to 6+ one-half her character level, rounded down, every time she attains a new level in this class.

### Class skills

The Latent's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (current events, popular culture) (Int), Read/Write Language (none), Profession (Wis), Speak Language (none), Swim (Str), Tumble (Dex)

**Skill Points at Each Level:** 3+ Int Modifier

Table: The Latent

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 <sup>st</sup>	+0	+2	+1	+0	Psionic powers, psionic skills, rapid metabolism	+1	+0
2 <sup>nd</sup>	+1	+3	+2	+0	Mind armour, psionic powers	+1	+0
3 <sup>rd</sup>	+2	+3	+2	+1	Bonus feat, psionic powers	+2	+1
4 <sup>th</sup>	+3	+4	+2	+1	Psionic powers, trigger power	+2	+1
5 <sup>th</sup>	+3	+4	+3	+1	Mind armour, psionic powers	+3	+1
6 <sup>th</sup>	+4	+5	+3	+2	Bonus feat, psionic powers	+3	+2
7 <sup>th</sup>	+5	+5	+4	+2	Combat manifestation, psionic powers	+4	+2
8 <sup>th</sup>	+6	+6	+4	+2	Mind armour, psionic powers, trigger power	+4	+2
9 <sup>th</sup>	+6	+6	+4	+3	Bonus feat, psionic powers	+5	+3
10 <sup>th</sup>	+7	+7	+5	+3	Psionic powers, transfer energy	+5	+3

## CLASS FEATURES

All of the following features pertain to the Latent advanced class.

### Psionic Skills

A Latent has access to the following psionic skills. These skills are considered class skills for the Latent, and he can use his skill points to buy ranks in them, just like other skills in the game.

**Autohypnosis (Wis):** Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

<b>Task</b>	<b>DC</b>
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

**Resist Fear:** In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

**Tolerate Poison:** In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

**Willpower:** If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

**Try Again?:** For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

**Special:** You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

**Concentration (Con):** The normal Concentration skill expands to include psionic applications, as defined below.

**Check:** You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

**Try Again?:** You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

**Special:** By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

### **Psionic Powers**

The Latent's main strength is his ability to manifest offensive psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Latents don't have spellbooks and they don't prepare powers ahead of time. In addition, a Latent can use psionics while wearing armor without risking the failure of the power.

A Latent's level limits the number of power points available for manifesting powers. In addition, a Latent must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Latent's selection of powers is extremely limited and tied to combat. At 1st level, a Latent knows two 0-level powers of your choice. At each level, the Latent discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Latent's key ability modifier.

Unlike other psionics classes, all of a Latent's powers are based on his Constitution score.

Latent Level	Powers Discovered by Level					
	Pts/Day	0	1	2	3	4
1st	2	2	—	—	—	—
2nd	3	3	—	—	—	—
3rd	4	3	1	—	—	—
4th	5	3	2	—	—	—
5th	8	3	3	1	—	—
6th	11	3	3	2	—	—
7th	16	3	3	2	1	—
8th	21	3	3	3	1	—
9th	26	3	3	3	2	—
10th	33	3	3	3	2	1

A Latent can manifest a certain number of powers per day based on his available power points. He just pays the power point cost of a power to manifest it, no preparation necessary. The number of power points available per day is shown above.

### Rapid Metabolism

A Latent gains the ability to heal faster than is normal, even without active use of psionics. He increases his level by his Constitution modifier to determine natural healing.

### Mind Armour

At 2<sup>nd</sup> level, a Latent begins to infuse his skin with psionic energy. He gains a natural armour bonus to Defense increases. This ability combines with a natural armour bonus gained from any other source, including psionic powers from the *Natural Armour* power chain. This ability is maintained as long as the Psionic Fist has at least 1 power point remaining. At 2<sup>nd</sup> level, the bonus is +1. At 5<sup>th</sup> level, the bonus increases to +2. At 8<sup>th</sup> level, the bonus increases to +3.

### Bonus Feats

At 3rd, 6th and 9th level, the Latent gets a bonus feat. The bonus feat must be selected from the following list, and the Latent must meet all the prerequisites of the feat to select it.

Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Heroic Surge, Improved Initiative, Lightning Reflexes, Mobility, Quicken Power, Run, Toughness.

### Trigger Power

At 4<sup>th</sup>, and again at 8<sup>th</sup> level, the Latent gains the ability to ‘trigger’ known powers. This is identical to the Telepath ability of the same name. Remember that all Latent powers are based on Constitution.

### Combat Manifestation

At 7<sup>th</sup> Level, the Latent becomes adept at manifesting powers in combat. He gets a +4 bonus on concentration checks to manifest a power while on the defensive.

### Transfer Energy

At 10<sup>th</sup> level, the Latent gains the ability to use their psionic abilities, which normally affect only themselves, on another person. This requires touching the intended recipient, manifesting the power as normal and spending an action point. The power acts for all purposes as if the Latent himself were using it. If the power requires the expenditure of additional power points (for example, Psychofeedback), you must donate power points to them for this use at the time of manifestation. If the recipient has power points from a psionic class, you are not required to donate any, as they may use their own.

## LATENT POWERS

The Latent chooses his powers from the following list.

Those not found in the D20 Modern core rulebook or the Urban Arcana campaign setting can be found in the Psionics Handbook.

### 0-Level Latent Powers

- Burst** (Con). Speed improves by 10 feet for 1 round.
- Catfall** (Con). Recover well from a fall (as if it were 10ft. less)
- Lesser Natural Armour** (Con). Gain +1 natural armour bonus to Defense.
- Low-Light Vision** (Con). See with little light.
- Talons** (Con). Unarmed attack deals +1 damage.
- Valour** (Con). Gain a +1 morale bonus on saving throws.
- Verve** (Con). Gain 1 temporary hit point.

### 1st-Level Latent Powers

- Biofeedback** (Con). Some damage taken as nonlethal.
- Bite of the Wolf** (Con). Bite attack deals 1d8 damage.
- Combat Precognition** (Con). Gain a +1 insight bonus to Defense.
- Lesser Body Adjustment** (Con). Heal 1d8 hp, or gain a +1 bonus on the next Fortitude save to resist poison or disease, or heal 1 point of temporary ability damage.
- Spider Climb** (Con). Grants ability to travel on walls and ceilings.
- Vigour** (Con). Gain 3 temporary hit points.

### 2nd-Level Latent Powers

- Body Equilibrium** (Con). You can walk on nonsolid surfaces.
- Chameleon** (Con). Gain a +10 bonus on Hide checks.
- Claws of the Bear** (Con). Your unarmed attack deals 1d12 points of damage.
- Combat Focus** (Con). Gain a +4 insight bonus to initiative.
- Combat Prescience** (Con). Gain a +2 insight bonus on attack rolls.
- Darkvision** (Con). See in the dark.
- Sustenance** (Con). You can go without food and water.

### 3rd-Level Latent Powers

- Bite of the Tiger** (Con). Your bite attack deals 2d8 damage.
- Claws of the Vampire** (Con). Your unarmed attack deals 1d8 damage. You heal the same amount.
- Displacement** (Str). Attacks miss you 50% of the time.
- Duodimensional Hand** (Con). Your unarmed attacks deal slashing damage with an increased threat range.
- Prowess** (Con). Make an additional attack of opportunity.
- Ubiquitous Vision** (Con). You have all-around vision.

### 4th-Level Latent Powers

- Freedom of Movement** (Dex). Move normally despite impediments.
- Immovability** (Str). Become impossible to move.
- Inertial Barrier** (Con). Gain damage reduction 10/+3.
- Natural Armour** (Con). You gain a +4 natural armour bonus to Defense.
- Psychofeedback** (Str). Use power points to boost Str, Dex and/or Con modifiers.