

Watcher

The Watcher is an expert at watching and listening. He develops his senses to a level of near-paranoia, but in doing so, is able to detect even the stealthiest of incursions. Often coming from the ranks of the law enforcement, as the most dedicated police officer on the force, or occasionally as a private detective, the Watcher is a master of catching his target. Even the military has uses for Watchers: they make the best scouts and guards available.

Select this advanced class if you want your character to excel at perceptive ability.

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

REQUIREMENTS

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

Base Attack Bonus: +2

Skills: Listen 6 ranks, Spot 6 ranks.

Feats: Track.

Class Information

The following information pertains to the Watcher advanced class.

Hit die

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

Action points

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

Class skills

The Watcher's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Drive (Dex), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Table: The Watcher

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+1	+1	+0	Target bonus +1	+1	+0
2nd	+1	+2	+2	+0	Sweep	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+1
4th	+3	+2	+2	+1	Sentry	+2	+1
5th	+3	+3	+3	+1	Target bonus +2	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+2
7th	+5	+4	+4	+2	Subdue	+4	+2
8th	+6	+4	+4	+2	Target bonus +3	+4	+2
9th	+6	+4	+4	+3	Bonus feat	+5	+3
10th	+7	+5	+5	+3	Blindsight	+5	+3

CLASS FEATURES

All of the following are features of the Watcher advanced class.

Target Bonus

The Watcher, as a full-round action, may designate an individual as a target. She spends 1 action point to select a target, and thereafter gains a competence bonus on certain actions involving that particular target. The Watcher does not need to know the target personally and may know him only through his actions or description ("The man who robbed the Bank on 4th Street," or "the person who committed the murder in room 247" will do). The Watcher may not select a target while she or the target is in combat, and once she chooses a target she must wait 24 hours before choosing another. The Watcher gains the target bonus on attacks against that particular target, as well as when using the following skills directly against the target, or in tracking the target: Bluff, Gather Information, Listen, Research, Search, Sense Motive and Spot. The target bonus applies to a single individual and lasts until the Watcher chooses a new target. The bonus is +1 at 1st level, +2 at 4th level and +3 at 8th level.

Sweep

A Watcher of 2nd level or higher knows how to size up an area and get the lay of the land in a single sweep of his eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Watcher (but not behind him). The Watcher can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Bonus Feats

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

Archaic Weapons Proficiency, Armour Proficiency (light), Defensive Martial Arts, Dodge, Elusive Target, Improved Initiative, Iron Will, Mobility, Firearms Proficiency, Point Blank Shot, Run, Trustworthy.

Sentry

When making a Spot or Listen skill check, a Watcher of 4th level or higher may take 10 even if stress and distractions would normally prevent him from doing so. She becomes so accomplished in the use of these skills that she can use them reliably even under adverse conditions.

Subdue

A Watcher of 7th level is experienced at subduing an opponent without causing lasting harm. When she uses a melee weapon to deal nonlethal damage, she does not suffer the normal -4 penalty on attack rolls.

Blindsight

At 10th level, a Watcher may spend an action point and a full-round action to gain the Blindsight special ability out to a range of 30 feet. This lasts for 10+Watcher's Wis Mod rounds.