

Houses of Dune

Taking a Great House grants a +2 Wealth bonus. This replaces the starting occupation a character can have. People who are not associated with a Great House usually take up an occupation.

House Atredies

Alignment:
Must be non-evil.

Abilities:
-2 Con, +2 Wis, +2 Cha.

Skills:
+2 house bonus to Perform (Oratory)
+2 house bonus to Diplomacy

Favored Class: Ginaz Weapon Master

House Harkonnan

Alignment:
Must be non-good.

Abilities:
+2 Str, +2 Con, -2 Wis, -4 Cha

Skills:
+2 house bonus to Intimidate

Favored Class: Heavy Trooper

House Corrino

Abilities:
+2 Int, +2 Cha, -2 Str

Skills:
+2 house bonus to Knowledge (Royalty)
+2 house bonus to Knowledge (Politics)
+2 house bonus to Diplomacy

Favored Class: Imperial Agent

House Ordos

Alignment:
Must be non-lawful

Abilities:
+2 Dex, -2 Con, -2 Wis

Skills:
+2 house bonus to Disguise
+2 house bonus to Forgery
+2 house bonus to Knowledge (Underworld)

Favored Class: Saboteur

House IX

Abilities:

-2 Con, +2 Int, -2 Dex

Skills:

+2 house bonus to Knowledge (Technology)

+2 house bonus to Craft (Mechanical)

+2 house bonus to Craft (Electrical)

Favored Class: Ixian Crafter.

Classes**Bene Geserit**

Alignment: Any Lawful

Hit Die: d8

Level	BAB	Fort	Reflex	Will	Wierding Way	Def	Special
1	+0	+2	+2	+2	-2/-2	+3	Wierding Way, Unarmed Strike (1d6)
2	+1	+3	+3	+3	-1/-1	+4	Voice (Command)
3	+2	+3	+3	+3	+0/+0	+4	Improved Metabolism (+4 Fort vs disease)
4	+3	+4	+4	+4	+1/+1	+5	Unarmed Strike (1d8)
5	+3	+4	+4	+4	+2/+2	+5	+1 Dodge Bonus to Def
6	+4	+5	+5	+5	+3/+3	+6	Voice (Stun)
7	+5	+5	+5	+5	+4/+4	+6	Improved Metabolism (+4 Fort vs Poison)
8	+6/+1	+6	+6	+6	+5/+5/+0	+7	Unarmed Strike (1d10)
9	+6/+1	+6	+6	+6	+6/+6/+1	+7	
10	+7/+2	+7	+7	+7	+7/+7/+2	+8	Voice (Suggestion), Improved Metabolism (Controlled Regeneration), +2 Dodge bonus to Def
11	+8/+3	+7	+7	+7	+8/+8/+8/+3	+8	
12	+9/+4	+8	+8	+8	+9/+9/+9/+4	+9	Unarmed Strike (2d6)
13	+9/+4	+8	+8	+8	+9/+9/+9/+4	+9	Improved Metabolism (Immunity to poison and disease)
14	+10/+5	+9	+9	+9	+10/+10/+10/+5	+10	Voice (Mass Suggestion)
15	+11/+6/+1	+9	+9	+9	+11/+11/+11/+6/+1	+10	+3 Dodge bonus to Def, +1 Insight bonus to Def
16	+12/+7/+2	+10	+10	+10	+12/+12/+12/+7/+2	+11	Unarmed Strike (2d6)
17	+12/+7/+2	+10	+10	+10	+12/+12/+12/+7/+2	+11	Improved Metabolism (Viral Weapon)
18	+13/+8/+3	+11	+11	+11	+13/+13/+13/+8/+3	+12	Voice (2d6 dmg, deafness)
19	+14/+9/+4	+11	+11	+11	+14/+14/+14/+9/+4	+12	
20	+15/+10/+5	+12	+12	+12	+15/+15/+15/+10/+5	+13	Unarmed Strike (2d6), Improved Metabolism (Timeless Body), +4 Dodge Bonus to Def, +2 Insight bonus to Def

Class skills:

Balance, Climb, Concentration, Diplomacy, Escape Artist, Hide, Jump, Knowledge (History), Knowledge (Religion), Knowledge (Life Sciences), Listen, Move Silently, Sense Motive, Spot, Swim and Tumble.

Skill Points: 4 + Int Mod.

Action Points: 6 + half character level.

Features:

Proficiencies: Proficient with all simple weapons and light armor.

Unarmed Strike: A BS is considered armed when fighting unarmed. She does not suffer the –4 penalty for non proficiency and does not incur AoOs when fighting unarmed.

Wierding Way: When unarmed and unarmored, a Bene Geserit (BG) can choose to use the attack bonus of the Wierding Way.

Voice: All Voice abilities are standard actions. Subject to AoOs. DC is 10 + Cha Mod + BS. Usable once per day per BS level.

At 1st level, a Bene Geserit (BS) can command a target with the Voice. The target obeys the next single word command for one round. (Example, Stop! Go! Fall!) Will save negates.

At 6th level, a BS can stun a target for 2d4 rounds. Will negates.

At 10th level, a BS can use suggestion. She can target only 1 creature. As long as her suggestions are non-threatening, the target remains under her control. The target is allowed a new will saving throw if suggested to do an action he or she does not normally do. (Asking someone to harm a friend or suggesting someone to enter a well-known pond of piranhas.) Will negates.

A BS must maintain concentration. Once concentration ceases, the target is released and cannot be effected by your Suggestion ability for one full day.

At 14th level, a BS can use Mass Suggestion. She can choose to effect more than 1 creature. Once concentration ceases, all creatures are release. Otherwise, everything else is the same as the Suggestion ability.

At 18th level, a BS can us a destructive form of the Voice. Affects 1 target. The target takes 2d6 points of damage, no save. Then the target rolls a will save to avoid being stunned for 2d4 rounds.

Improved Metabolism

At 3rd and 7th level, the BS gains a +4 enhancement bonus to disease and poisons respectively. At 13th level, BS are now immune to all diseases and poisons.

At 10th level, the BS gains the ability to heal hit point damage on herself only, once per day. Healing equals to her twice her BS level.

At 17th level, the BS can store viruses, bacteria and poisons. She must lower her immunity and saving throws and subject herself to the poisons and diseases. If she survives, she can store the poison and disease in her body for later use.

As desired, she can release the stored poison or disease into another victim. The BS must succeed at a melee touch attack. The target get a Fort save to avoid. DC is 10 + BS level + Con mod.

She can also modify the poisons and diseases stored in her body. She must succeed at a Fort save (DC 10 + BS level) to avoid activating it herself. If she succeeds at the save, she can then change the type of ability damage. Example, a poison that does 1d6 dex/2d6 con can be converted to a poison that does 1d6 Int/2d6 Wis.

At 20th level, she can slow the aging process in her own body. She continues to gain her aging bonus, but no longer suffers her aging penalties.

Bene Thilexiu

Hit die: d8

Gender: Male

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+2	+0	+0	+1	Status (Lab Assistant)
2	+1	+3	+0	+0	+1	Brew Potion
3	+1	+3	+1	+1	+2	
4	+2	+4	+1	+1	+2	
5	+2	+4	+1	+1	+3	Status (Assistant Genetic Researcher), Brew Potion (4 th)
6	+3	+5	+2	+2	+3	
7	+3	+5	+2	+2	+4	
8	+4	+6	+2	+2	+4	Brew Potion (5 th)
9	+4	+6	+3	+3	+5	
10	+5	+7	+3	+3	+5	Status (Genetic Researcher)
11	+5	+7	+3	+3	+6	Brew Potion (6 th)
12	+6/+1	+8	+4	+4	+6	
13	+6/+1	+8	+4	+4	+7	
14	+7/+2	+9	+4	+4	+7	Brew Potion (7 th)
15	+7/+2	+9	+5	+5	+8	Status (Advance Genetic Researcher)
16	+8/+3	+10	+5	+5	+8	
17	+8/+3	+10	+5	+5	+9	Brew Potion (8 th)
18	+9/+4	+11	+6	+6	+9	
19	+9/+4	+11	+6	+6	+10	
20	+10/+5	+12	+6	+6	+10	Status (Master Genetic Researcher), Brew Potion (9 th)

Class Skills:

Balance, Climb, Craft, Diplomacy, Knowledge (Life Sciences), Knowledge (Religion), Knowledge (Chemistry), Listen, Move Silently, Research, Sense Motive and Spot

Skill points: 2 + int mod

Action Points: 6 + half character level.

Features:

Proficiencies: Proficient with all simple weapons and light armor.

Status

Lab Assistant: Gains +2 to all Knowledge (Life Sciences) Checks.

Assistant Genetic Researcher: Gains +4 to all Knowledge (Life Sciences) Checks.

Genetic Researcher: Gains +6 to all Knowledge (Life Sciences) Checks. Create Minor Ghola. Using dead cells, a Genetic Researcher can bring to life a clone. The Minor Ghola has half class levels and hit dice of the original specimen. A Genetic Researcher can have multiple minor gholas. Total minor ghola hit dice cannot exceed Genetic researcher's own hit dice.

Advance Genetic Researcher: Gains +8 to all Knowledge (Life Sciences) Checks. Create Ghola. This ability replaces the Create Minor Ghola ability. The Ghola created is 1 level and hit dice less than the original specimen. An advance Genetic Researcher can have multiples gholas. Total ghola hit dice cannot exceed 2 times Advance Genetic Researcher's own hit dice.

Master Researcher: Gains +10 to all Knowledge (Sciences) Checks. Create Advance Ghola. This ability replaces the Create Minor Ghola and Create Ghola abilities. The Advance Ghola created is at its original level and hit dice. It also has a +4 to Str, Dex and Con scores. Multiple advance gholas are allowed. Total Advance Ghola hit dice cannot exceed 2 times Master Researcher's hit dice.

Brew Potion: A Bene Thilexiu gains the ability to create potions. At 5th level and beyond, he can create advance potions that contains effects that emulate spells of the indicated level.. A Bene Thilexiu potion works as the potions in the Dungeon Master's Guidebook except as follows,

- 1) Only Transmutation and Conjunction spells can be brewed into potions. A Transmutation potion, when drunk, works by altering the body's molecular structure for a short period of time. A Conjunction (Calling or Summoning) potion contains a shrunk and preserved creature. By opening the potion bottle, the creature is released and obeys the potion user for a short period of time. A Conjunction (Healing) potion must be drunk for the effect to take place.
- 2) When determining caster level of the brewed potion, caster level is equal to the class level of the Bene Thilexiu.
- 3) Potions that grant the same bonuses do not stack.

Mentat

Hit Die: d4

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+0	+2	+2	+1	Computations (Basic Tactics +1), Mentat Knowledge
2	+1	+0	+3	+3	+1	Evasion
3	+2	+0	+3	+3	+2	Computations (Aid Another +2)
4	+3	+1	+4	+4	+2	Skill Focus, Uncanny Dodge
5	+3	+1	+4	+4	+3	Bonus Feat
6	+4	+1	+5	+5	+3	
7	+5	+2	+5	+5	+4	Improved Uncanny Dodge, Computations (Aid Another +4)
8	+6/+1	+2	+6	+6	+4	Skill Focus, Computations (Basic Tactics +2)
9	+6/+1	+2	+6	+6	+5	
10	+7/+2	+3	+7	+7	+5	Bonus Feat, Mentat Trick, Computations (Defensive Maneuvers +1)
11	+8/+3	+3	+7	+7	+6	Computations (Aid Another +6)
12	+9/+4	+3	+8	+8	+6	Skill Focus
13	+9/+4	+4	+8	+8	+7	Mentat Trick
14	+10/+5	+4	+9	+9	+7	Computations (Defensive Maneuvers +2)
15	+11/+6/+1	+4	+9	+9	+8	Bonus Feat, Computations (Basic Tactics +3, Aid Another +8)
16	+12/+7/+2	+5	+10	+10	+8	Skill Focus, Mentat Trick
17	+12/+7/+2	+5	+10	+10	+9	
18	+13/+8/+3	+5	+11	+11	+9	
19	+14/+9/+4	+6	+11	+11	+10	Mentat Trick Computations (Aid Another +10, Defensive Maneuvers +3)
20	+15/+10/+5	+6	+12	+12	+10	Bonus Feat, Skill Focus, Computations (Basic Tactics +4)

Class Skills:

Balance, Bluff, Concentration, Decipher Script, Diplomacy, Forgery, Gather Information, Knowledge (All), Listen, Search, Sense Motive, Spot and Tumble.

Skill Points: 6 + Int

Action Points: 6 + half character level.

Features:

Proficiencies: Proficient with all simple weapons and light armor.

Computations: Usable 1 per day per Mentat level. When activated, the Mentat cannot take any other actions other than move or double move actions. Lasts as long as the Mentat wishes. Once allies go out of hearing

range, the Mentat's allies are no longer affected, but is affected again if enters within hearing range again. Not usable if the Mentat is somehow unable to speak.

Basic Tactics +X: Mentats grant a bonus to all attack rolls and damage rolls to all allies.

Aid another +X: Mentats grant a bonus to a single skill check to another ally. **Special:** Can be used only one ally at a time.

Defensive Maneuvers +X: Mentats grant a dodge bonus to AC to all allies.

Mentat Knowledge: Special general knowledge check relating to political, inter-house or historical matters. Roll a 1d20 + level + Int mod. Similar to Bardic Knowledge.

Skill Focus: Gains the Skill Focus Feat as a free feat.

Bonus Feat: Gains any general bonus feats. Must meet the prerequisites.

Evasion, Improved Uncanny Dodge, Uncanny Dodge: Refer to Rogue abilities in Player's Handbook.

Mentat Trick: Special abilities selected from the Rogue special abilities in Player's Handbook.

Guildsman Navigator

Requirements:

Skills: Knowledge (Inter Stellar Geography) 12 ranks, Knowledge (Technology) 6 ranks.

Feats: Iron Will, Great Fortitude

Special: Must have gone through (and survived) the Guildsman Test administered at Junction.

Hit die: d6

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+2	+0	+2	+0	Prescience (Never flat-footed), Fold Space (Within solar system)
2	+1	+3	+0	+3	+1	Prescience (Cannot be flanked, telepathy)
3	+1	+3	+1	+3	+1	Prescience (+2 insight bonus to Def), Fold Space (Within galaxy system)
4	+2	+4	+1	+4	+2	Prescience (Read thoughts at will, targets get no save.)
5	+2	+4	+1	+4	+2	Prescience (+4 insight bonus to Def), Fold Space (Within known universe), Guildsman Mutation.

Class skills:

Climb, Concentration, Jump, Knowledge (Inter Stella Geography), Knowledge (Technology), Listen, Search, Spot and Survival.

Skill points: 2 + Int mod

Action Points: 6 + half character level.

Features:

Proficiencies: No additional proficiencies.

Prescience: As stated in the table above.

Fold Space: As stated in the table above. Can fold space only in an appropriate vassal, example, Ixian Highliner. Can fold space only from Spice Tank.

Guildsman Mutation: The guildman no longer retains his humanity. His size grows large and slug-like. His type changes to Ooze, except that he retains his intelligence score. His arms and legs grow useless and are now dependent on his Spice Tank to survive. His strength, dexterity and charisma scores drops to 2. He can no longer survive outside his spice tank. Once outside his tank, apply drowning rules as in Dungeon Master Guidebook.

Ginaz Weapon Master

Requirements

Skills: Knowledge (History) 4 ranks, Survival 4 ranks, Swim 2 ranks.

Feats: Quick Draw, Archaic Weapon Proficiency (any sword), Combat Reflexes

Special: Must be accepted into the Ginaz Weapon School.

Hit Die: d8

Level	BAB	Fort	Reflex	Will	Def	Special
1	+1	+2	+2	+0	+3	Bonus Feat, Act First, Think Later +1
2	+2	+3	+3	+0	+4	Quick to Strike 1/day
3	+3	+3	+3	+0	+4	Strike to Kill 1/day
4	+4	+4	+4	+1	+5	Act First, Think Later +2
5	+5	+4	+4	+1	+5	Bonus Feat, Aim to Destroy +1
6	+6	+5	+5	+1	+6	Quick to Strike 2/day, Strike to Kill 2/day
7	+7	+5	+5	+2	+6	Act First, Think Later +3
8	+8	+6	+6	+2	+7	
9	+9	+6	+6	+2	+7	Bonus Feat, Strike to Kill 3/day
10	+10	+7	+7	+3	+8	Act First, Think Later +4, Quick to Strike 3/day, Aim to Destroy +2

Class Skills:

Balance, Climb, Jump, Knowledge (Warfare), Knowledge (History), Listen, Spot, Search, Survival and Swim.

Skill points: 2 + Int Mod

Action Points: 6 + half character level.

Features: All usable only if weapon master is wearing light or no armor.

Proficiencies: No additional proficiencies.

Act First, Think Later: A weapon master gains a bonus to his initiative.

Quick to Strike: A weapon master can add his dexterity bonus to 1 attack roll. If he has multiple attacks, the bonus applies only to the first attack. Must be declared before attack roll, but not used up if missed.

Strike to Kill: A weapon master adds his dexterity bonus (plus his strength bonus as normal) to his damage rolls for 1 attack. This applies to only the first attack. Must be declared before attack roll, but not used up if missed.

Aim to Destroy: At 5th level, a weapon master can add 1 to his critical multiplier. This applies to only one-handed and/or light weapons. At 10th level, the critical multiplier bonus becomes 2.

Bonus Feats: At the indicated levels, a weapon master can take a bonus feat in any weapon proficiency.

Heavy Trooper

Requirements

Skill: Knowledge (Warfare) 8 ranks

Feats: Toughness, Endurance, Great Fortitude, Proficiency with all armors.

Hit Die: d10

Level	BAB	Fort	Reflex	Will	Def	Special
1	+1	+2	+0	+0	+1	DR 1/-
2	+2	+3	+0	+0	+1	Maximize Damage 1/day
3	+3	+3	+0	+0	+2	
4	+4	+4	+1	+1	+2	DR 2/-, Bonus Feat
5	+5	+4	+1	+1	+3	Maximize Damage 2/day
6	+6	+5	+1	+1	+3	
7	+7	+5	+2	+2	+4	DR 3/-
8	+8	+6	+2	+2	+4	Maximize Damage 3/day, Bonus Feat
9	+9	+6	+2	+2	+5	
10	+10	+7	+3	+3	+5	DR 4/-

Class Skills:

Climb, Jumb, Knowledge (Warfare), Listen, Spot, Search, Survival and Swim.

Skill points: 2 + Int Mod

Action Points: 6 + half character level.

Features:

Proficiencies: No additional proficiencies.

Bonus Feat: Gains bonus feats. Prerequisites must be met.

Damage Reduction: Gains damage reduction as stated in the table.

Maximize Damage: Gains the ability to deal maximize damage.

Imperial Agent

Hit Die: d6

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+0	+2	+2	+1	Galactic Knowledge, Favor
2	+1	+0	+3	+3	+1	Resources
3	+2	+0	+3	+3	+2	
4	+3	+1	+4	+4	+2	Imperial Secret
5	+3	+1	+4	+4	+3	Favor
6	+4	+1	+5	+5	+3	Resources
7	+5	+2	+5	+5	+4	
8	+6/+1	+2	+6	+6	+4	Imperial Secret
9	+6/+1	+2	+6	+6	+5	
10	+7/+2	+3	+7	+7	+5	Favor, Resources
11	+8/+3	+3	+7	+7	+6	
12	+9/+4	+3	+8	+8	+6	Imperial Secret
13	+9/+4	+4	+8	+8	+7	
14	+10/+5	+4	+9	+9	+7	Resources
15	+11/+6/+1	+4	+9	+9	+8	Favor
16	+12/+7/+2	+5	+10	+10	+8	Imperial Secret
17	+12/+7/+2	+5	+10	+10	+9	
18	+13/+8/+3	+5	+11	+11	+9	Resources
19	+14/+9/+4	+6	+11	+11	+10	
20	+15/+10/+5	+6	+12	+12	+10	Favor, Imperial Secret

Class Skills:

Balance, Climb, Concentration, Diplomacy, Escape Artist, Hide, Intimidate, Jump, Knowledge (History), Knowledge (Politics), Listen, Move Silently, Perform (Oratory), Search, Sense Motive and Spot.

Skill Points: 6 + Int Mod

Action Points: 6 + half character level.

Features:

Proficiencies: Proficient with all simple weapons and light armor.

Galactic Knowledge: Agents gain the ability to glean knowledge from different sources. Roll a 1d20 + Agent level + int modifier. Works like the bardic ability in the Player's Handbook.

Favor: Once a favor is gained, the imperial agent can use it to accomplish things that otherwise cannot be done. Roll a 1d20 + Agent level + cha modifier. Once he gains another favor, the previous unused favor is lost.

Resources: Roll a 1d20 + agent level + cha modifier to determine what resources (except illegal products and spice) is gained. Once he gains another resources ability, the previous unused resources ability is lost.

Imperial Secret: At each indicated level, an imperial agent gains one imperial secret. Each secret can only be chosen once. Choose from the table below.

Agent level + int mod	Imperial Secret
8	Political Knowledge - +2 bonus to Knowledge (Politics) checks.
9	No Comments - +2 bonus to will saves against compulsion.
10	Poison Resistance - +2 bonus to fort saves against poison.
11	Fast Reflexes - +2 bonus to reflex saves against traps.
12	Stray Knowledge - +2 bonus to any 1 Knowledge skill.
13	Imperial Resilience - +4 hit points.
14	Black Market Contacts – Allows Resources ability to be used to gain illegal products.
15	Imperial Bodyguard – gains a fighter cohort. Level equals half agent level. Very loyal to agent.
16	Imperial Spice Stockpile – Allows Resources ability to be used to gain Spice from Imperial Treasury.
17	Imperial Spy - +2 bonus to Hide, Sense Motive, Move Silently, Listen, Search and Spot.

Saboteur**Requirements:**

Skills: Disguise 8 ranks, Move Silently, 8 ranks, Hide, 10 ranks.

Feats: Skill Focus (Disguise), Skill Focus (Hide), Skill Focus (Hide), Lightning Reflexes.

Hit Die: d6

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+0	+2	+0	+3	Fast Talk, Slippery Mind, Poison Use, Explosive Engineer 1/day
2	+1	+0	+3	+0	+4	Alignment Swap, Improved Subdual Strike (+2d6)
3	+2	+0	+3	+0	+4	Explosive Engineer 2/day
4	+3	+1	+4	+1	+5	Improved Subdual Strike (+4d6)
5	+3	+1	+4	+1	+5	Explosive Engineer 3/day, Ultimate Destruction

Class Skills:

Balance, Climb, Craft (Explosives), Demolitions, Diplomacy, Escape Artist, Hide, Intimidate, Jump, Knowledge (Structure and Architecture), Listen, Move Silently, Search, Sense Motive and Spot.

Skill Points: 6 + int mod

Action Points: 6 + half character level.

Features:

Proficiencies: No additional proficiencies.

Fast Talk: A saboteur gains a +4 bonus to all diplomacy checks made to convince the enemy that he belongs to where he currently is.

Slippery Mind: Gains a +4 bonus to will saves against compulsion.

Poison Use: A saboteur can use poison and never risk of accidentally poisoning himself.

Explosive Engineer: A saboteur can use scraps and refuse to create a small explosive device. Refer to the table below. All damage is slashing and piecing. Creating an explosive device takes 10 minutes.

Craft Roll	Damage	Radius of effect
10	2d6	10ft
15	4d6	15ft
20	6d6	20ft

Improved Subdual Strike: A saboteur can deal subdual damage with a melee weapon or his unarmed strike without the -4 penalty. He also does not incur AoOs.

Alignment Swap: When faced with a situation where a saboteur cannot reveal his true alignment, he may change his alignment for as long as he needs. Once he reverts back to his true alignment, he cannot use this ability for the rest of the day, usable only once per day.

Ultimate Destruction: A saboteur can, at this stage, strap himself with explosives and detonate it on the enemy. Activating this ability is a standard action. All creatures within a 50ft. radius take 40d6 points of fire damage. Buildings take double damage. Reflex save (DC 18) for half damage.

Ixian Crafter

Hit Die: d6

Level	BAB	Fort	Reflex	Will	Def	Special
1	+0	+2	+0	+0	+1	Craft bonus +1, Build, Enhance or Repair.
2	+1	+3	+0	+0	+1	Craft Feat
3	+1	+3	+1	+1	+2	
4	+2	+4	+1	+1	+2	
5	+2	+4	+1	+1	+3	Craft bonus +2
6	+3	+5	+2	+2	+3	Craft Feat
7	+3	+5	+2	+2	+4	
8	+4	+6	+2	+2	+4	
9	+4	+6	+3	+3	+5	
10	+5	+7	+3	+3	+5	Craft bonus +3, Craft Feat
11	+5	+7	+3	+3	+6	
12	+6/+1	+8	+4	+4	+6	
13	+6/+1	+8	+4	+4	+7	

14	+7/+2	+9	+4	+4	+7	Craft Feat
15	+7/+2	+9	+5	+5	+8	Craft bonus +4
16	+8/+3	+10	+5	+5	+8	
17	+8/+3	+10	+5	+5	+9	
18	+9/+4	+11	+6	+6	+9	Craft Feat
19	+9/+4	+11	+6	+6	+10	
20	+10/+5	+12	+6	+6	+10	Craft bonus +5

Class Skills:

Balance, Climb, Computer Use, Craft, Diplomacy, Knowledge (Technology), Knowledge, Listen, Move Silently, Research, Sense Motive and Spot

Skill points: 2 + int mod

Action Points: 6 + half character level.

Features:

Proficiencies: Proficient with all simple weapons and light armor.

Craft Feat: Gains a bonus craft feat. Prerequisites must be met.

Craft bonus: A master crafter adds the listed bonus to all his craft checks.

Build, Enhance or Repair: A master crafter can create, enhance or repair many of his party's equipment. All actions require a toolbox and the time it takes varies. All experience sacrificed is equal to 50 x unmodified purchase DC (Instead of the usual 100 x unmodified purchase DC). Refer to the table below.

Build

Craft Roll	Items Created	Time Taken
10	Tiny object (watch size)	30 mins
15	Small object (laptop size)	2 hrs
25	Medium object (chair size)	6 hrs
40	Large object (bed size)	2 days
60	Huge object	8 days*
85	Gargantuan object	20 days*
115	Colossal object	60 days*

* For every additional helper, reduce the number of days by 1.

Enhance

When attempting to add a gadget to either a weapon or armor or equipment, roll a craft (mechanical or electronically) check. DC is 14 + Purchase DC modifier. If successful, reduce wealth bonus by 1.

Repair

Craft Roll	Repairs	Purchase DC	Time taken
10	Restores 2 hit points	8	30 mins
15	Restores 5 hit points	10	40 mins
20	Restores 10 hit points	14	1 hr
25	Restores 20 hit points	20	2 hrs

Fighter

As in Player's Handbook except as follows.

- 1) Defense rating follows Ixian Crafter.

Ranger

As in Player's Handbook except as follows.

- 1) No spellcasting abilities.
- 2) Gains a bonus feat at levels 5, 10, 15 and 20.
- 3) Defense rating follows Ixian Crafter.

Gladiator

Follows the Barbarian entry in Player's Handbook except as follows.

- 1) Defense rating follows Ixian Crafter.

Rogue

As in Player's Handbook except as follows.

- 1) Defense rating follows Ixian Crafter.

Ambassador

As in d20 Future except as follows.

- 1) Ignore Charismatic Hero Talents requirement.

Dogfighter

As in d20 Future.

Sardukar

Follows the Dreadnought entry in d20 Future except as follows.

- 1) Requirement: In addition to the listed requirements, the character cannot be lawful.
- 2) Ignore Tough Hero Talents requirement.

Field Officer

As in d20 Future.

Soldier

As in d20 Modern.

Gunslinger

As in d20 Modern.

Infiltrator

As in d20 Modern.

Bodyguard

As in d20 Modern.

Field Medic

As in d20 Modern.

Craft Feats

Note:

- 1) When attempting to craft, experience points must be sacrificed. Sacrifice 100 x unmodified purchase DC.
- 2) Characters without the appropriate craft feat cannot craft the respective object.

Craft Armament

Benefit: Allows the creation of all types of arms at half the purchase DCs.

Craft Armor

Benefit: Allows the creation of all types of armors at half the purchase DCs.

Craft Equipment

Benefit: Allows the creation of all other equipments at half the purchase DCs.

Craft Vehicle

Benefit: Allows the creation of all types of vehicles at half DCs.

Craft Robots

Benefits: Allows the creation of robots at half purchase DCs.

Craft Cybernetics

Prerequisites: Craft Robots

Benefits: Allows the implementation of cybernetics at half purchase DCs.

Craft Mechanical Warrior

Prerequisites: Craft Armaments, Craft Armor, Craft Robots

Benefits: Allow the creation of mecha at half purchase DC.

Craft Spacecraft

Prerequisites: Craft Armaments, Craft Armor, Craft Vehicles

Benefits: Allows the creation of spacecraft at half purchase DC.

Spice (Purchase DC 30 + 1 every 500gm)

Consumption: Each consumption is 200g.

Benefits: +4 to all mental stats for 24 hours. Fort save (DC 10) to avoid addiction.

Addiction: Must attempt a will save at the beginning of each day (DC 10+1 for every day addicted), otherwise, must consume spice. Must attempt a fort save at the end of each day (DC 10+1 for everyday addicted) to avoid addiction.

Breaking out of addiction: Once a successful fort save has been made, the addict suffers a -4 to all stats for a day. At then end of the day, make a will save (DC 10+1 for every day addicted) to throw off addiction. Failure means he consumes spice.

Withdrawal: For every day without spice, the addict suffers a cumulative -2 to all stats. (-2 for 1 day, -4 for 2 days, -6 for 3 days...) All DCs are likewise lowered by -1 for each day without consuming spice. Once spice is consumed, all stats returned to normal.

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