

Prestige Classes

Prestige Classes in the Wastes

Prestige classes represent special skills, training or conditioning learned or earned by characters. Along with these various prestige classes, the following prestige classes from the d20 MODERN CORE RULEBOOK are also available: Soldier, Martial Artist, Gunslinger, Bodyguard, and Field Medic.

Brotherhood of Steel

Knight

Knights form the backbone of the Brotherhood's ranks. Knights do everything from patrols in Brotherhood territory, to maintaining, building and repairing weapons and other technological items, to fighting on the front lines. Most Knights, upon reaching 5th level, can choose the next path of their career (either Paladin or Scribe) in the Brotherhood.

Requirements:

Base Attack Bonus: +3

Skills: Knowledge (tactics) 3 ranks, Knowledge (technology) 3 ranks

H.D.: 1d8 plus Constitution modifiers

Action Points: 6+1/2 character level rounded down

Class Skills: Craft (Electronic, Mechanical), Demolitions, Intimidate, Jump, Knowledge (currents events, history, tactics, technology), Listen, Navigate, Profession, Read/Write Language, Repair, Speak Language,

Spot, Survival, Swim

Skill Points: 3 + Intelligence modifier

Class Features

Weapons Training

At 1st level, a Knight gains the Weapons Training class feature. The Knight may choose one of the following Feats, provided they meet the requirements for the feat: Brawl, Improved Brawl, Combat Martial Arts, Personal Firearms Proficiency, Advanced Firearms Proficiency or Simple Weapons Proficiency.

Technical Training

At 2nd level, a Knight gains the Technical Training class feature. The Knight gains a +2 competence bonus to Repair.

Weapon Specialization

At 4th level, a Knight gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Skill Specialization

At 5th level, a Knight gains the class feature Skill Specialization. The Knight gains a +2 competence bonus in any one class skill.

Bonus Feats

At 3rd level, a Knight gets a bonus feat. The bonus feat must be selected from the following list, and the Knight must meet all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium or heavy), Brawl, Builder, Burst Fire, Bracing, Cautious, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Gearhead, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Sniper or Studios.

Table 3-1: Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	0	Weapons Training	0	0
2nd	1	1	1	1	Technical Training	1	0
3rd	1	2	2	2	Bonus Feat	2	0
4th	2	2	2	2	Weapon Specialization	3	1
5th	3	3	3	3	Skill Specialization	4	1

Paladin

Paladins are the fighting arms of the Brotherhood of Steel. Paladins hold a position of prestige in the Brotherhood. They are treated as officers and lead squads of lesser-trained Knights into battle. Paladins are the epitome of Brotherhood virtues such as cunning, strength, knowledge of technology from a bygone age and keepers of peace in the present wasteland.

In general, Paladins are elite soldiers. They are usually deployed as leaders for groups of lesser-trained Brotherhood soldiers, or in small groups as a strike force. Due to their origins, Paladins will usually have access to high technology items made available by the Brotherhood's scribes. Paladins also have access to advanced military training, such as learning how to use power armor and energy weapons.

Requirements:

Base Attack Bonus: +6

Skills: Knowledge (tactics) 6 ranks, Knowledge (technology) 4 ranks

Feats: Personal Firearms, Advanced Firearms

H.D.: 1d10 plus Constitution modifiers

Action Points: 6+1/2 character level rounded down.

Class Skills: Demolitions, Intimidate, Jump, Knowledge (currents events, history, tactics, technology), listen, Navigate, Profession, Read/Write Language, Speak Language, Spot, Survival, Swim

Skill Points: 5 + Intelligence modifier

Class Features

Exotic Weapon (Energy Weapons)

At 1st level, a Paladin gains the feat Exotic Weapons (Energy Weapons) for free.

Weapon Focus

At 2nd level, a Paladin gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Paladin must choose a specific weapon (i.e. a ranged, melee weapon, or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Command Aura

At 4th level, a Paladin gains the class feature Command Aura. During combat, all allies within 20 feet gain a +1 bonus to their attack rolls, skill checks and saving throws. By spending an

action point, a Paladin can either extend the area up to 30 feet, or boost the bonus up to +2 for one combat. Knights gained through the Gain Command class feature usually gain a bonus of +2, and +3 when an action point is spent. This bonus ends when the party is not in a combat situation.

Power Armor Feat

At 5th level, a Paladin gains the class feature Power Armor Proficiency. This feature confers the same bonus as the feat of the same name. A Paladin who attempts to wear and use powered armor before acquiring this feature still suffers the penalty for being non-proficient with power armor.

Gain Command

At 7th and 10th level, a Paladin gains the class feature Gain Command. At 7th level, the Paladin gains three 1st level Knights as retainers. At 10th level, this becomes five 2nd level Knights.

Weapon Specialization

At 8th level, a Paladin gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Bonus Feat

At 3rd, 6th, and 9th level, a Paladin gets a bonus feat. The bonus feat must be selected from the following list, and the Paladin must met all the prerequisites of the feat to select it: Armor Proficiency (light, medium, heavy), Brawl, Burst Fire, Bracing, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Sniper.

Table 3-2: Paladin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Exotic Weapon (energy)	1	0
2nd	1	2	2	0	Weapon Focus	1	0
3rd	2	2	2	1	Bonus Feat	2	0
4th	3	2	2	1	Command Aura	2	0
5th	3	3	3	1	Power Armor Feat	3	1
6th	4	3	3	2	Bonus Feat	3	1
7th	5	4	4	2	Gain Command	4	1
8th	6	4	4	2	Weapon Specialization	4	1
9th	6	4	4	3	Bonus Feat	5	2
10th	7	5	5	3	Gain Command	5	2

Scribe

Scribes serve as the support and research arms of the Brotherhood. Scribes research, design and repair broken technological items brought in from the wastes, and also serve as medics.

Requirements:

Skills: Computer Use 3 ranks, Craft (electronics) or Craft (mechanical) 3 ranks, Disable Device 3 ranks, Knowledge (technology) 5 ranks

H.D.: 1d6 plus Constitution modifiers

Action Points: 6 + 1/2 character level rounded down

Class Skills: Computer Use, Craft (chemical, electronic, mechanical, Pharmaceutical, Structural), Demolitions, Disable Device, Knowledge (behavioral sciences, earth & life sciences, physical sciences, technology), Navigate, Profession, Read/Write Language, Repair, Research, Speak Language, Spot

Skill Points: 7 + Intelligence modifier

Class Features

Repair Bonus

A Scribe gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See page 70 of the D20 MODERN CORE RULEBOOK for details on jury-rigging. At 7th level, this competence bonus increases to +4.

Modify Item

At 2nd level, a Scribe can attempt to improve just about any technological item they come across. By spending an action point and making either a Craft (electronic) or Craft (mechanical) check, the device can be upgraded. The bonus provided by this upgrade is dependent on the time and resources put into the upgrade.

Once modified, the items take the following penalties: for weapons, should they ever roll a "1" on an attack roll, they are destroyed and are rendered to a state of disrepair; for electronic equipment, should the user ever fail a skill check using the item by rolling a "1," the device is ruined and cannot be fixed; for armor, should

Improvement	Cost	Time	Craft DC
Electronic Devices			
+1 equip bonus	1/4 value	3 h	15
+2 equip bonus	1/3 value	4 h	20
+3 equip bonus	1/2 value	5 h	25
Armor			
+1 defense	1/4 value	3 h	15
+2 defense	1/3 value	4 h	20
+3 defense	1/2 value	5 h	25
+2 DR	1/3 value	4 h	20
+4 DR	3/4 value	6 h	30

Improvement	Cost	Time	Craft DC
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Ranged & Powered Melee Weapons

+1 damage*	1/4 value 3 h	15
+2 damage*	1/3 value 4 h	20
+3 damage*	1/2 value 5 h	25
+5 ft. to range	1/4 value 3 h	15
+10 ft. to range	1/2 value 5 h	25

* Damage bonus applies to melee weapons, ranged weapons that take this enhancement get a bonus to attack rolls instead.

the wearer ever take damage which is greater than twice the current defense score, the upgraded defense or DR is lost, and while the armor will still be whole, it cannot be upgraded again.

Skill Mastery

At 4th level, a Scribe selects a number of skills from their class equal to 3+ Intelligence modifier. When making a skill check using one of these skills, the Scribe may take 10, even if stress and distractions would normally prevent them from doing so.

Competence

At 8th level, the Scribe becomes well versed in pre-war technology. They may add their Knowledge (technology) bonus to any Craft, Repair, or Research roll by spending an action

point.

Construct

At 5th and 10th level, a Scribe gains the Construct class feature. At 5th level, the Scribe may produce up to 2000 worth of technological items (i.e. ammunition, weapons, armor, electrical devices, drugs, explosives, gases, poisons, etc.) At 10th level this increases to 5000. Having access to proper tool kits will increase these values by 25% when manufacturing items related to a certain craft.

Bonus Feat

At 3rd, 6th, and 9th level, a Scribe gets a bonus feat. The bonus feat must be selected from the following list, and the Scribe must met all the prerequisites of the feat to select it: Builder, Cautious, Combat Expertise, Demolition Expert, Educated, Exotic Weapon Proficiency (Energy Weapons), Gearhead, Healer, Medic!, Personal Firearms Proficiency, Point Blank Shot, Stat!, Studious, Swift Learner

Table 3-3: Scribe

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Repair Bonus	1	0
2nd	1	1	0	3	Modify Item	1	0
3rd	1	1	1	3	Bonus Feat	2	1
4th	2	1	1	4	Skill Mastery	2	1
5th	2	1	1	4	Construct	3	1
6th	3	2	2	5	Bonus Feat	3	2
7th	3	2	2	5	Repair Bonus	4	2
8th	4	2	2	6	Competence	4	2
9th	4	3	3	6	Bonus Feat	5	3
10th	5	3	3	7	Construct	5	3

Vault

Overseer

The overseer acts as the head administrator in a vault, and is the sole authority of the vault. Working in conjunction with the automated systems of the vault, the overseer maintains the peace and general welfare of the vault's inhabitants.

Requirements:

Skills: Computer Use 3 ranks, Diplomacy 4 ranks, Knowledge (Civics) 4 ranks

H.D.: 1d6 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Computer Use, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, civics, current events, popular culture) Read/Write Language Sense Motive, Speak Language, Spot

Skill Points: 5 + Intelligence modifier

Class Features

Persuasive Argument

At 1st level, the Overseer gains the Persuasive Argument class feature. By spending an action point, the character may add 1 1/2 times their Overseer levels as a bonus for one Bluff, Diplomacy, or Gamble check. Combine Efforts

At 2nd level, the Overseer gains the Combine

Efforts class Feature. When directing vault workers at a task, you can attempt to take 10 on the check. At 7th level, you are allowed to take 20 on a check.

Organize Efforts

At 4th level, the Overseer gains the Organize Efforts class feature. By making a skill check against a DC of 15, those aiding add a +3 circumstance bonus. At 8th level, they can make a skill check against a DC of 20 to add a +4 circumstance check.

Master Administrator

At 5th level the Overseer gains the Master Administrator class feature. By way of having a head for figures, people under the Overseer's influence will use up 10% less resources (such as food, water, power of electrical devices), and also confers a bonus 5% in their favor when Bartering. At 10th level this becomes 25% less resources and a bonus 10% in their favor when Bartering. This does not affect the use of ammunition or drugs.

Bonus Feat

At 3rd, 6th, and 9th level, the Overseer gets a bonus feat. The bonus feat must be selected from the following list, and the Overseer must met all the prerequisites of the feat to select it: Attentive, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy, Master Trader, Negotiator,

Table 3-4: Overseer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Persuasive Argument	0	2
2nd	1	2	2	0	Combine Efforts	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Organize Efforts	1	3
5th	2	3	3	1	Master Administrator	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Improve Efforts	2	4
8th	4	4	4	2	Organize Efforts	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Master Administrator	3	5

Vault Security Officer

Vault Security Officers are a small group of people chosen to enforce laws and maintain peace in a vault. They are the only ones who have access to weapons and security systems.

Requirements:

Base Attack Bonus: +4

Skills: Diplomacy 3 ranks, Gather Information 3 ranks, Investigate 4 ranks

Feats: Personal Firearms

H.D.: 1d8 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Computer Use, Diplomacy, Gather Information, Intimidate, Investigate, Knowledge (behavioral sciences, tactics) Listen, Read/Write Language, Speak Language, Spot

Skill Points: 3 + Intelligence modifier

Class Features

Weapon Focus

At 1st level, a Vault Security Officer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Vault Security Officer must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Garner Trust

At 2nd level the Vault Security Officer gains the Garner Trust class feature. When making a Diplomacy or Gather Information check, the character may add their Vault Security Officer level as a bonus.

Coordinate Efforts

At 4th level, the Vault Security Officer gains the Combine Efforts class Feature. When directing vault workers at a task, you can attempt to take 10 on the check. Aura of Authority At 7th level the Vault Security Officer gains the Aura of Authority class feature. By spending an action point, you can stun one opponent for 1d6 rounds. At 10th level, you can stun up to 1d4 opponents.

Command

At 8th level the Vault Security Officer gains the Command class feature. The character gains two 1st level or one 2nd level Vault Security Officer(s) as NPC followers.

Bonus Feats

At 3rd, 6th, and 9th level, a Vault Security Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Vault Security Officer must met all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Armor Proficiency (light, medium, heavy), Attentive, Confident, Dead Aim, Deceptive, Dodger, Educated, Far Shot, Iron Will, Negotiator, Sharp Shooter, Trustworthy

Table 3-5: Vault Security

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	1	1	Weapon Focus	1	1
2nd	1	0	2	2	Garner Trust	1	1
3rd	2	1	2	2	Bonus Feat	2	1
4th	3	1	2	2	Coordinate Efforts	2	2
5th	3	1	3	3	Weapon Focus	3	2
6th	4	2	3	3	Bonus Feat	3	2
7th	5	2	4	4	Aura of Authority	4	3
8th	6	2	4	4	Command	4	3
9th	6	3	4	4	Bonus Feat	5	3
10th	7	3	5	5	Aura of Authority	5	4

Ghouls

Old Ass Ghoul

While its true that all ghouls are old ghouls, these ghouls in particular have survived the ages using a bit of gumption and know how to make the best of their unfortunate state.

Requirements:

Base Attack Bonus: +2

Skills: Bluff 4 ranks, Knowledge (History and Streetwise) 3 ranks

Perk: Fear the Reaper

H.D.: 1d8 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Computer Use, Disguise, Hide, Knowledge (current events, streetwise), Move Silent, Read/Write Language, Sense Motive, Speak Language

Skill Points: 6 + Intelligence modifier

Class Features

Remember

At 1st level, the Old Ass Ghoul gains the class feature Remember. By spending an action point, the character can remember little scraps of information about any sort of skill or trick they might have seen before. The character may add their Old Ass Ghoul level to any skill check.

Connections

At 2nd level the Old Ass Ghoul gains the Connections class feature. They gain a +2 circumstance bonus to all Investigate, Gather Information, and Research skill rolls.

Dirty Fighter

At 4th level the Old Ass Ghoul gains the Dirty Fighter class feature. With this feature the character knows how to apply poison or feces to weapons to make them more dangerous.

An attack with a feces coated weapon does: Disease (Ex): Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 215 in the D20 MODERN CORE RULEBOOK). A poisoned weapon does extra damage as per poison type.

Familiar Face

At 5th level the Old Ass Ghoul gains the Familiar Face class feature. By making a Charisma check (DC 20), the ghoul can make himself memorable in the eyes of another person. This person will always remember the character and will generally be helpful (or attempt to hinder) the character, depending on how he treats this person.

Barterer

At 7th level the Old Ass Ghoul gains the Barter class feature. This character gains a +2 competence bonus when attempting to barter, as well as gaining an additional 5% in their

Table 3-6: Old Ass Ghoul

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Remember	0	2
2nd	1	2	2	0	Connections	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Dirty Fighter	1	3
5th	2	3	3	1	Familiar Face	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Barterer	2	4
8th	4	4	4	2	Trickster	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Instant Recall	3	5

favor.

Trickster

At 8th level the Old Ass Ghoul gains the class feature Trickster. The character gains a +2 competence bonus in Sleight of Hand, Disable Device, and any one Perform skill.

Instant Recall

At 10th level the Old Ass Ghoul gains the Instant Recall class feature. By spending an action point, the character may recall minute details they might have otherwise forgotten. This information is usually no more than a paragraph of information, or around a 10-digit code. So while an Old Ass Ghoul could remember the lyrics to an old song, they could not recall an entire chapter of a book.

Bonus Feat

At 3rd, 6th, and 9th level, an Old Ass Ghoul gets a bonus feat. The bonus feat must be selected from the following list, and the Old Ass Ghoul must meet all the prerequisites of the feat to select it: Alertness, Armor Proficiency (light, medium), Brawl, Combat Expertise, Confident, Creative, Death Sense, Deceptive, Defensive Martial Arts, Dodge, Educated, Guide, Harmless, Loner, Personal Firearms Proficiency, Run, Survivalist, Trustworthy,

Glowing One

Glowing Ones are ghouls that have absorbed extreme amounts of radiation. They've absorbed so much radiation that they begin to glow and take on an unnatural toughness.

Requirements:

Base Attack Bonus: +2

Feats: Rad Child

H.D.: 1d10 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Concentration, Intimidate, Listen, Move Silently, Read/Write Language, Speak Language, and Survival

Skill Points: 3 + Intelligence modifier

Class Features

Ignore Radiation

At 1st level the Glowing One gains the Ignore Radiation class feature. While ghouls normally do not take damage from being in Mild to Moderately radiated areas (and actually prefer living in these types of areas,) they still can still be damaged by much higher concentrations of radiation. This class feature allows a Glowing One to ignore damage from being subjected to areas with High amounts of radiation. At 4th level, there is damage from severe amounts of radiation. This does not, however, prevent said radiation from building up in the body and possibly radiating others.

Table 3-7: Glowing One

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	2	1	0	Ignore Radiation	1	0
2nd	1	3	2	0	Increased Healing	1	0
3rd	2	3	2	1	Bonus Feat	2	1
4th	3	4	2	1	Ignore Radiation	2	1
5th	3	4	3	1	Increased Damage	3	1
6th	4	5	3	2	Bonus Feat	3	2
7th	5	5	4	2	Increased Healing	4	2
8th	6	6	4	2	Gain DR	4	2
9th	6	6	4	3	Bonus Feat	5	3
10th	7	7	5	3	Ignore Massive Dmg	5	3

Increased Healing from Radiation

At 2nd level the Glowing One gains the Increased Healing From Radiation class feature. The character now regains 3 hit points through natural healing while being exposed to radiation. At 7th level this becomes 4 hit points. At this point, however, healing chemicals are partially blocked, and only heal about 3/4 the normal amount of hit points.

Increased melee damage

At 5th level the Glowing One gains the Increased Melee Damage class feature. Thanks to the toughening of the skin and muscles due to increased radiation, the Glowing One deals 1.5 times the damage with unarmed and melee attacks.

Gain DR

At 8th level the Glowing One gains the Gain DR class feature. The Glowing One's skin toughens, and gains a DR of 4.

Ignore Massive Damage

At 10th level the Glowing One gains the Ignore Massive Damage class feature. The Glowing One now no longer needs to fear the effects of Massive Damage.

Bonus Feat

At 3rd, 6th, and 9th level, a Glowing One gets a bonus feat. The bonus feat must be

selected from the following list, and the Glowing One must meet all the prerequisites of the feat to select it: Personal Firearms Proficiency, Armor Proficiency (light, medium, heavy), Brawl, Cancerous Growth, Combat Expertise, Combat Reflexes, Cleave, Great Cleave, Great Fortitude, Hide of Scars, Improved Brawl, Improved Knockout Punch, Knockout Punch, Street Fighting, Tough Hide

Super Mutants**Scourge of the Wastes**

In general, most super mutants still believe in forging a new society created solely by super mutants. Naturally, this means eliminating all the "normies," a task at which the Scourge of the Wastes is particularly adept.

Requirements:

Base Attack Bonus: +6

Skills: Demolitions 6 ranks, Intimidate 6 ranks, Jump 6 ranks

Feats: Personal Firearms, Advanced Firearms

H.D.: 1d10 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Climb, Demolitions, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Read/Write Language, Search, Speak Language, Spot, Survival

Skill Points: 3 + Intelligence modifier

Table 3-8: Scourge of the Wastes

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Focus	1	1
2nd	1	2	2	0	Aura of Fear	1	1
3rd	2	2	2	1	Bonus Feat	2	1
4th	3	2	2	1	Ambush	2	2
5th	3	3	3	1	Weapon Focus	3	2
6th	4	3	3	2	Bonus Feat	3	2
7th	5	4	4	2	Weapon Bracing	4	3
8th	6	4	4	2	Increase Defense	4	3
9th	6	4	4	3	Bonus Feat	5	3
10th	7	7	5	5	Scourge	5	4

Class Features

Weapon Focus

At 1st level, a Scourge of the Wastes gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Scourge of the Wastes must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon.) You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Aura of Fear

At 2nd level the Scourge of the Wastes gains the Aura of Fear class feature. By spending an action point, the character may inflict terror in one target. The target suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It will try also to flee from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune, as well as robots.

Ambush

At 4th level the Scourge of the Wastes gains the Ambush class feature. By making a successful Hide check before combat starts, the character will gain a free round of attacks before the opposition does, with a +2 to to-hit and damage rolls for this round only. Note that this ability cannot be used after combat has started, or if the character is successfully seen before the combat starts, or is seen with an opposing Spot check the ambush is ruined.

Weapon Bracing

At 7th level the Scourge of the Wastes gains the Weapon Bracing class feature. When using the burst fire mode, your attack roll is only penalized by -2.

Increase Defense

At 8th level the Scourge of the Wastes gains the Increase Defense class feature. By spending an action point, the Scourge of the Wastes may add their ranks in Intimidate to their Defense for one combat.

Scourge

At 10th level the Scourge of the Wastes gains

the Scourge class feature. If the character does enough damage to make the target drop (either by knocking them out due to massive damage or by reducing their hit points to less than 0), you get an immediate extra ranged attack against another opponent within one range increment from you. You cannot take a 5-foot step before making this attack. The extra attack is with the same weapon and the same bonus as the attack that dropped the previous opponent. You can do this once per round.

Bonus Feat

At 3rd, 6th, and 9th level, a Scourge of the Wastes gets a bonus feat. The bonus feat must be selected from the following list, and the Glowing One must meet all the prerequisites of the feat to select it: Bracing, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Living Anatomy, Point Blank Shot, Power Attack, Slayer, Stealthy

Commander

Requirements:

Base Attack Bonus: +4

Skills: Demolitions 6 ranks, Diplomacy 6 ranks, Intimidate 6 ranks

Feats: Personal Firearms, Advanced Firearms

H.D.: 1d8 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Climb, Demolitions, Intimidate, Jump, Listen, Read/Write Language, Sense Motive, Speak Language

Skill Points: 5 + Intelligence modifier

Class Features

Tactical Bonus

At 1st level the Commander gains the Tactical Bonus class feature. As an attack action, the Commander provides aid to any single ally (except themselves) within sight, vocal range, and position. At 8th level the Commander may make a full round action to aid all of his allies (including himself) within sight and voice range of his position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense. This bonus is equal to the character's Commander level. This lasts for a number of rounds equal to one-half of the Commander's level class level, rounded down.

Gain Command

At 2nd level the Commander gains the Gain Command class feature. They will gain one 1st level super mutant underling. At 5th level this becomes either two 1st level underlings, or one 2nd level underling. By 10th level, this will become any combination of five levels of super mutant underlings.

Weapon Focus

At 4th level the Commander gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Commander must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Weapon Specialization

At 7th level, a Commander gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Bonus Feat

At 3rd, 6th, and 9th level, a Commander gets a bonus feat. The bonus feat must be selected from the following list, and the Commander must meet all the prerequisites of the feat to select it: Bracing, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack

Table 3-9: Commander

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	2	0	Tactical Bonus	0	1
2nd	1	2	3	0	Gain Command	1	1
3rd	2	2	3	1	Bonus Feat	1	1
4th	3	2	4	1	Weapon Focus	2	2
5th	3	3	4	1	Gain Command	2	2
6th	4	3	5	2	Bonus Feat	2	2
7th	5	4	5	2	Weapon Spec.	2	3
8th	6	4	6	2	Tactical Bonus	3	3
9th	6	4	6	3	Bonus Feat	3	3
10th	7	5	7	3	Gain Command	3	4

Reavers

Cult of Tech

Like the Brotherhood of Steel, Reavers also have a strong obsession with technology. While the Brotherhood seeks to advance it, the Reavers have developed an entire religion around pre-war technology. Members of the Cult of Tech preach the teachings of the digital pantheons to the faithful, inspiring them to further the Reaver's cause.

Requirements:

Skills: Bluff 2 ranks, Computer Use 3 ranks, Craft (chemical, electronic, or mechanical) 4 ranks, Knowledge (technology) 4 ranks

H.D.: 1d6 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Computer Use, Craft (chemical, electronic, mechanical), Disable Device, Diplomacy, Intimidate, Knowledge (technology, theology & philosophy), Read/Write Language, Sense Motive, Speak Language

Skill Points: 5 + Intelligence modifier

Class Features

Exotic Weapon (Energy Weapons)

At 1st level the Cult of Tech character gains the Exotic Weapon (Energy Weapons) feat for free.

Bless Machine

At 2nd level the Cult of Tech gains the Bless Machine class feature. As an attack action, the Cult of Tech character may grant a +2 equipment bonus to any electrical piece of equipment, or a +2 to hit bonus on any firearm or powered melee weapon. This bonus lasts for a number of rounds equal to half the character's Cult of Tech level.

Inspire

At 4th level the Cult of Tech character gains the Inspire class feature. Inspire One allows the Cult of Tech character to take a move action to inspire another character, granting a +2 bonus on skill rolls for a number of rounds equal to the number of ranks possessed by the Cult of Tech character in Knowledge (technology.) At 7th level this feature will allow the character to inspire up to 1d6 people. At 10th level the character can inspire up to 1d10 people.

Tech Fear

At 5th level the Cult of Tech gains the Tech Fear class feature. At the start of combat, the Cult of Tech character may make a Knowledge (technology) check (DC 20) to stun 1d4 opponents for 1d4 rounds. At 8th level, this becomes 1d6 opponents for 1d6 rounds.

Bonus Feat

At 3rd, 6th, and 9th level, a Cult of Tech gets

Table 3-10: Cult of Tech

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Exotic Weapon (energy)	0	1
2nd	1	0	0	3	Bless Machine	1	1
3rd	1	1	1	3	Bonus Feat	1	1
4th	2	1	1	4	Inspire One	1	2
5th	2	1	1	4	Tech Fear	2	2
6th	3	2	2	5	Bonus Feat	2	2
7th	3	2	2	5	Inspire Many.	2	3
8th	4	2	2	6	Tech Fear	3	3
9th	4	3	3	6	Bonus Feat	3	3
10th	5	3	3	7	Inspire Masses	3	4

a bonus feat. The bonus feat must be

selected from the following list, and the Cult of Tech must meet all the prerequisites of the feat to select it: Alertness, Builder, Combat Expertise, Confident, Crazy Bomber, Creative, Deceptive, Educated Trustworthy

Warlord

Warlords are Reavers who lead groups of Reaver warriors into battle, trusting in their faith in their technological gods to protect and see them through.

Requirements:

Base Attack Bonus: +4

Skills: Intimidate 2 ranks, Knowledge (tactics) 6 ranks, Knowledge (technology) 6 ranks

Feats: Personal Firearms

H.D.: 1d8 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Computer Use, Demolitions, Intimidate, Knowledge (tactics, technology), Listen, Read/Write Language, Sense Motive, Speak Language

Skill Points: 5 + Intelligence modifier

Class Features

Weapon Focus

At 1st level a Warlord gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Warlord must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Retinue

At 2nd level the warlord gains the Retinue class feature. The Warlord will gain one 1st level Reaver bodyguard. At 5th level they will gain two 1st level or one 2nd level bodyguard. At 8th level they will gain any combination of five levels of bodyguards.

Marshall

At 4th level the Warlord gains the Marshall class feature. As an attack action, the Warlord may use his influence to pull a number of soldiers under his command. These soldiers will gain a +1 morale bonus to saving throws, attack and damage rolls, as well as gaining an additional five feet of movement. This effect lasts for a number of rounds equal to half the character's Warlord level. At 4th level the number of troops they can effectively command is four. At 7th level this becomes eight. At 10th this becomes twelve.

Table 3-11: Warlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	0	2	Weapon Focus	0	1
2nd	1	2	0	3	Retinue	1	1
3rd	2	2	1	3	Bonus Feat	1	1
4th	3	2	1	4	Marshall Troops	1	2
5th	3	3	1	4	Retinue	2	2
6th	4	3	2	5	Bonus Feat	2	2
7th	5	4	2	5	Marshall Force.	2	3
8th	6	4	2	6	Retinue	3	3
9th	6	4	3	6	Bonus Feat	3	3
10th	7	5	3	7	Marshall Army	3	4

Bonus Feat

At 3rd, 6th, and 9th level, a Warlord gets a bonus feat. The bonus feat must be selected from the following list, and the Warlord must meet all the prerequisites of the feat to select it: Advanced Firearms Proficiency, Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Negotiator, Point Blank Shot, Power Attack, Sharp Shooter

Master Tech

The Master Tech serves the role of researcher and technician in the Reaver community. They do their duty by building and repair new and old technological devices.

Requirements:

Skills: Computer Use 3 ranks, Craft (chemical, electrical, or mechanical) 4 ranks, Disable Device 3 ranks, Knowledge (technology, theology & philosophy) 2 ranks,

Feats: Educated

H.D.: 1d6 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Computer Use, Craft (chemical, electronic, mechanical, pharmaceutical, structural), Disable Device, Knowledge

(technology, theology & philosophy)

Read/Write Language, Repair, Research, Speak Language

Skill Points: 7 + Intelligence modifier

Class Features**Bless Machine**

At 1st level the Master Tech gains the Bless Machine class feature. As an attack action, the Master Tech character may grant a +2 equipment bonus to any electrical piece of equipment, or a +2 to hit bonus on any firearm or powered melee weapon. This bonus lasts for a number of rounds equal to half the character's Master Tech level. At 7th level the Master Tech may spread out a +4 bonus to any number of machines (anywhere from 1 at +4 to 4 +1 bonuses)

Inspired by Technology

At 2nd level the Master Tech character gains the Inspire class feature. Inspire One allows the Master Tech character to take a move action to inspire another character, granting a +2 bonus on skill rolls for a number of rounds equal to the number of ranks possessed by the Master Tech character in Knowledge (technology.) At 4th level this feature will allow the character to inspire up to 1d6 people.

Skill Mastery

At 5th level, a Master Tech selects a number of skills from their class equal to 3+ Intelligence

Table 3-12: Master Tech

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	0	2	Bless Machine	1	0
2nd	1	0	0	3	Inspired by Tech	1	0
3rd	1	1	1	3	Bonus Feat	2	1
4th	2	1	1	4	Inspired by Tech	2	1
5th	2	1	1	4	Skill Mastery	3	1
6th	3	2	2	5	Bonus Feat	3	2
7th	3	2	2	5	Bless Machine.	4	2
8th	4	2	2	6	Creation	4	2
9th	4	3	3	6	Bonus Feat	5	3
10th	5	3	3	7	Creation	5	3

modifiers. When making a skill check using one of these skills, the Master Tech may take 10 even if stress and distractions would normally prevent them from doing so.

Creation

At 8th and 10th level, a Master Tech gains the Creation class feature. At 5th level the Master Tech may produce up to 2000 worth of technological items (i.e. ammunition, weapons, armor, electrical devices, drugs, explosives, gases, poisons, etc.) At 10th level this increases to 5000. Having access to proper tool kits will increase these values by 25% when manufacturing items related to a certain craft.

Bonus Feat

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

Builder, Cautious, Combat Expertise, Crazy Bomber, Educated, Exotic Weapon Proficiency (Energy Weapons), Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious, Swift Learner

Raiders

Raider Ringleader

While raiders are usually known for their cunning and savagery throughout the wastes, it takes a particularly cold hearted and dangerous person to lead such a group.

Raider Ringleaders usually win their position, more often than not, by killing the previous leader of the raider group. Leaderships constantly change among raiders, and only particularly fierce or intelligent people maintain control for long.

Requirements:

Base Attack Bonus: +4

Skills: Bluff 3 ranks, Intimidate 4 ranks, Knowledge (popular culture or streetwise) 3 ranks,

Feats: Confident

H.D.: 1d10 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Demolitions, Gamble, Intimidate, Knowledge (current events, streetwise, tactics), Move Silent, Read/Write Language, Speak Language, Spot, Survival

Skill Points: 5 + Intelligence modifier

Class Features

Violence through Fear

At 1st level the Raider Ringleader gains the

Table 3-13: Raider Ringleader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Violence Through Fear	1	1
2nd	1	2	2	0	Protection Through Fear	1	1
3rd	2	2	2	1	Bonus Feat	2	1
4th	3	2	2	1	Gain Command	2	2
5th	3	3	3	1	Rule Through Fear	3	2
6th	4	3	3	2	Bonus Feat	3	2
7th	5	4	4	2	Gain Command	4	3
8th	6	4	4	2	Rule Through Fear	4	3
9th	6	4	4	3	Bonus Feat	5	3
10th	7	5	5	3	Hellspawn	5	4

Violence through Fear class feature. By making an Intimidate check against one opponent, you gain an attack bonus equal to half your ranks in Intimidate versus that opponent. This can only be used against one opponent per combat.

Protection through Fear

At 2nd level the Raider Ringleader gains the Protection through Fear class feature. By making an Intimidate check against one opponent, you gain a Defense bonus equal to half your ranks in Intimidate versus that opponent. This can only be used against one opponent per combat.

Gain Command

At 4th level the Raider Ringleader gains the Gain Command class feature. At 4th level they gain one 1st level raider underling. At 7th level, they gain any combination of 3 levels of underlings.

Rule through Fear

At 8th level the Raider Ringleader gains the Rule Through Fear class feature. As an attack action, the Raider Ringleader may bestow a +2 morale bonus to his allies. This effect last for a number of turns equal to half character's Raider Ringleader levels.

Hellspawn

At 10th level the Raider Ringleader gains the Hellspawn class feature. If the character manages to successfully inflict a critical hit or massive damage upon an enemy, they threaten terrorizing their target's allies. Make another d20 roll with the same modifiers as the original attack roll, and if the roll meets or exceeds the target's Defense those allies will suffer a -2 moral penalty to attack and damage rolls and saving throws for a number of rounds equal the number of ranks in Intimidate possessed by the Raider Ringleader.

Bonus Feat

At 3rd, 6th, and 9th level, a Commander gets a bonus feat. The bonus feat must be selected from the following list, and the Commander must meet all the prerequisites of the feat to select it: Brawl, Burst Fire, Cleave, Combat Expertise, Combat Martial Arts, Combat Reflexes, Exotic Firearms Proficiency, Far Shot, Great Cleave, Improved Brawl,

Improved Knockout Punch, Knockout Punch, Point Blank Shot, Power Attack, Silent Death

Tribal/Beastlord

Shaman

Shamans serve as the spiritual advisors to tribal villages. Shamans also strive to preserve the tribes' history, as well as preparing healing salves and remedies.

Requirements:

Base Attack Bonus: +2

Skills: Craft (pharmaceutical) 4 ranks, Diplomacy 2 ranks, Knowledge (earth & life sciences) 3 ranks, Knowledge (theology & philosophy) 3 ranks

H.D.: 1d6 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Concentration, Craft (pharmaceutical), Craft (chemical), Diplomacy, Knowledge (earth & life sciences, history, theology & philosophy), Read/Write Language, Sense Motive, Speak Language, Survival, Treat Injury

Skill Points: 7 + Intelligence modifier

Class Features

Natural Knowledge

At 1st level the Shaman gains the Natural Knowledge class feature. The Shaman can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Herbal Expert

At 2nd level the Shaman gains the Herbal Expert class feature. When using natural herbs to prepare pharmaceutical goods or treat wounds, the Shaman gains a +2 circumstance bonus on Craft (Pharmaceutical) and Treat Injury.

Inspire

At 4th level the Shaman gains the Inspire class feature. By taking a full round action, the

Shaman can bestow a +2 morale bonus to saving throws and skill checks to one person for a number of rounds equal to half the character's Shaman level. At 7th level they may inspire two people.

Spirit Healing

At 8th level the Shaman gains the Spirit Healing class feature. Twice a day the Shaman may cure a number of hit points equal to their ranks in Knowledge (theology & philosophy). The Shaman may also cure poison up to four times a day.

Miracle

At 10th level the Shaman gains the Miracle class feature. By spending an action point, a Shaman may add an additional 3d6 to any skill roll. They may only do this once per week.

Bonus Feat

At 3rd, 6th, and 9th level, a Shaman gets a bonus feat. The bonus feat must be selected from the following list, and the Shaman must meet all the prerequisites of the feat to select it: Attentive, Deceptive, Educated, Focused, Medical Expert, Studious, Surgery, Trustworthy

Chieftain

The Chieftain serves as the leader of a village or band of people. They are often the eldest or wisest.

Requirements:

Skills: Diplomacy 4 ranks, Knowledge (current events) 3 ranks, Knowledge (history) 2 ranks

H.D.: 1d8 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (current events, history), Sense Motive, Speak language
Skill Points: 5 + Intelligence modifier

Class Features

Guided by Ancestors

At 1st level the Chieftain gains the Guided by Ancestors class feature. Thanks to their contact with the spiritual realm, the Chieftain is treated as having a Wisdom 2 higher than normal when using Wisdom related skills, feats, or talents from a talent tree.

Persuasive Argument

At 2nd level, the Chieftain gains the Persuasive Argument class feature. By spending an action point, the character may add 1 1/2 times their Chieftain levels as a bonus for one Bluff, Diplomacy, or Gamble check.

Table 3-14: Shaman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	0	2	Natural Knowledge	1	1
2nd	1	2	0	3	Herbal Expert	1	1
3rd	1	2	1	3	Bonus Feat	2	1
4th	2	2	1	4	Inspire	2	2
5th	2	3	1	4	Herbal Master	3	2
6th	3	3	2	5	Bonus Feat	3	2
7th	3	4	2	5	Inspire	4	3
8th	4	4	2	6	Spirit Healing	4	3
9th	4	4	3	6	Bonus Feat	5	3
10th	5	5	3	7	Miracle	5	4

Leadership

At 4th level the Chieftain gains the Leadership class feature. When directing members of the village at a task, you can attempt to take 10 on the check. At 7th level, you are allowed to take 20 on a check.

Ancestral Heritage

At 10th level the Chieftain gains the Ancestral Heritage class feature. By spending an action point, the Chieftain may call upon his ghostly ancestors to put fear in the hearts of the Chieftain's foes. All opponents under 6 HD are stunned for 1d6 rounds.

Body Guards

At 5th level the Chieftain gains the Body Guard class feature. At 5th level they gain two 1st level tribal guards. At 8th level they may take any combination of three levels of bodyguards.

Bonus Feat

At 3rd, 6th, and 9th level, the Chieftain gets a bonus feat. The bonus feat must be selected from the following list, and the Chieftain must met all the prerequisites of the feat to select it: Attentive, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Negotiator, Trustworthy

Hunter/Warrior

The Hunter/Warrior serve as the food gatherers, guards, and front-line fighters for tribal villages.

Requirements:

Base Attack Bonus: +4

Skills: Hide 2 ranks, Move Silent 3 ranks, Navigate 2 ranks, Listen 2 ranks, Spot 2 ranks, and Survival 3 ranks

Feats: Alertness, Weapon Focus (any)

H.D.: 1d10 plus Constitution modifiers.

Action Points: 6+1/2 character level rounded down.

Class Skills: Climb, Hide, Jump, Knowledge (earth & life sciences), Listen, Move Silent, Navigate, Search, Speak Language, Spot, Survival

Skill Points: 5 + Intelligence modifier

Class Features**Weapon Specialization**

At 1st level a Hunter gains weapon specialization with a specific melee or ranged weapon to which they have also applied the Weapon focus feat or class feature. You get a +2 bonus on damage rolls with the chosen weapon.

Natural Knowledge

At 2nd level the Hunter gains the Natural Knowledge class feature. The Hunter

Table 3-15:Chieftan

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Guided by Ancestors	0	2
2nd	1	2	2	0	Persuasive Argument	1	2
3rd	1	2	2	1	Bonus Feat	1	2
4th	2	2	2	1	Leadership	1	3
5th	2	3	3	1	Body Guards	2	3
6th	3	3	3	2	Bonus Feat	2	3
7th	3	4	4	2	Leadership	2	4
8th	4	4	4	2	Body Guards	3	4
9th	4	4	4	3	Bonus Feat	3	4
10th	5	5	5	3	Ancestral Heritage	3	5

can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

War Cry/ Hunting Call

At 4th level the Hunter gains the War Cry/Hunting Call class feature. By taking a full round action, the Hunter may do one of two things. By making the Hunting call to attract prey, they gain a +2 circumstance bonus to a single Survival check when hunting. By making the War Cry, the Hunter gains a +2 bonus to saving throws and damage rolls for a number of rounds equal to half their levels in Hunter. At 7th level, this becomes a +4 bonus

for Survival checks, and a +4 bonus for saving throws and damage rolls. The Hunting Call may not be used during combat, and using it only affects one Survival roll, multiple uses do not stack up. The War Cry may only be used once per combat.

Set Trap

At 5th level the Hunter gains the Set Trap class feature. Setting a trap takes two rounds. At 5th level the Hunter may set a trap that either incapacitates one Medium to Large sized creature, or a trap that deals 1d6 points of damage. At 8th level this become Set Ambush. Setting these traps takes four rounds. The Hunter may set a trap that incapacitates up to three Medium or Large creatures, or a trap that deals 2d6 damage.

Trap	Time to Set Up	Spot DC	Disarm DC	Break or Escape Artist DC	# of Creatures Affected	Dmg
5th Level Traps						
Snare	2 rounds	10	10	10	1	-
Damage	2 rounds	10	10	-	1	1d6
8th Level Traps						
Single Snare	4 rounds	20	20	20	1	-
Damage	4 rounds	20	20	20	1	3d6
Group Snare	4 rounds	15	15	15	3	-
Group Damage	4 rounds	15	15	15	3	1d6 Per creature

Table 3-16: Hunter/Warrior

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Specialization	1	0
2nd	1	2	2	0	Natural Knowledge	1	0
3rd	2	2	2	1	Bonus Feat	2	0
4th	3	2	2	1	War Cry/Hunting Call	2	0
5th	3	3	3	1	Set Trap	3	1
6th	4	3	3	2	Bonus Feat	3	1
7th	5	4	4	2	War Cry/Hunting Call	4	1
8th	6	4	4	2	Set Ambush	4	1
9th	6	4	4	3	Bonus Feat	5	2
10th	7	5	5	3	Warrior's Heart	5	2

Warrior's Heart

At 10th level the Hunter gains the Warrior's Heart class feature. The Hunter can no longer be affected by use of the Intimidate skill. While wearing no or light armor, the Hunter gains a +3 bonus to attack rolls with simple melee and ranged weapons.

Bonus Feat

At 3rd, 6th, and 9th level a Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Hunter must meet all the prerequisites of the feat to select it: Alertness, Animal Affinity, Armor Proficiency (light), Brawl, Cautious, Combat Reflexes, Far Shot, Guide, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Silent Death, Silent Running, Survivalist

Etc.

Wanderer

There are a few brave souls still left in the world that call no place home. These people choose to wander the wastes, searching for adventure, profit, or simply to fulfill their curiosity. During their travels, they have acquired bits of information here and there, becoming a sort of jack-of-all trades.

Requirements:

Base Attack Bonus: +3

Skills: Any totaling 12 ranks

H.D.: 1d8 + Constitution modifiers

Action Points: 6+1/2 character level rounded down.

Class Skills: Disable Device, Gamble, Hide,

Knowledge (Current Events, Streetwise), Listen, Move Silently, Navigate, Repair, Search, Spot, Survival, Treat Injury

Skill Points: 5 + Int modifier

Class Features**Weapon Bonus**

At 1st level a Wanderer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Wanderer must choose a specific weapon (i.e. a ranged, melee weapon or unarmed or grapple as a weapon). You must be proficient with the weapon. You add +1 to all attack rolls you make using the selected weapon.

Natural Knowledge

At 2nd level the Wanderer gains the Natural Knowledge class feature. The Wanderer can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Useful Information

At 4th level a Wanderer gains the Useful Information class feature. A Wanderer overhears and sees a lot of things most people don't during their travels. Because of this, a Wanderer gains a +2 circumstance bonus on any Int based skill checks.

Survivalist

At 5th level a Wanderer gains the Survivalist class feature. The Wanderer gains a +2 bonus to their Survival skill. The Wanderer, due to becoming a very efficient scavenger, also finds 25% more consumable goods (ammunition, food, drugs) than average.

Table 3-17: Wanderer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	1	1	0	Weapon Focus	0	1
2nd	1	2	2	0	Natural Knowledge	1	1
3rd	1	2	2	1	Bonus Feat	1	1
4th	2	2	2	1	Useful Information	1	2
5th	2	3	3	1	Survivalist	2	2

Bonus feat

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

Alertness, Armor Proficiency (light, medium), Brawl, Builder, Cautious, Confident, Die Hard, Dodge, Guide, Hit the Deck, Living Anatomy, Personal Firearms Proficiency, Run, Stealthy, Swift Learner, Track

Peacekeeper

While chaos may reign in the wastes, peacekeepers strive to keep order in the towns they live in, acting as self-appointed sheriffs. Often acting without support, or with the aid of a few deputies, these brave men and women hold back raiders, thugs, and murderers, keeping peace in towns throughout the wastes. Essentially, this class is identical to the Vault Security Officer prestige class.

However, there are a few changes. This class does not gain the Computer Use skill as a class skill. This class gains five skill points each level. Skills that work on vault personnel for the Vault Security Officer will instead work on people from the wastes who live in the town the Peacekeeper is protecting.

Deathclaws**Den Mother**

Den mothers are the caretakers and heads of organization for packs of deathclaws. They are usually the ones who birth the next generation of the species. As would be

expected, only female deathclaws can become den mothers.

Requirements:

Base Attack Bonus: +4

Skills: Diplomacy 6 ranks, Intimidate 6 ranks,

H.D.: 1d10 + Constitution modifiers

Action Points: 6+1/2 character level rounded down.

Class Skills: Diplomacy, Intimidate, Jump, Move Silently, Survival

Skill Points: 3 + Int modifier

Class Features**Healing Saliva**

At 1st level the Den Mother gains the Healing Saliva class feature. By licking a wound, a Den Mother may either cure up to 1d8 points of damage, or cure poison. This ability only works on other deathclaws. A Den Mother can use this ability a number of times per day equal to her Den Mother level.

Direct the Brood

At 2nd level the Den Mother gains the Direct the Brood class feature. When directing deathclaws from her brood at a task you can attempt to take 10 on the check.

Gain Bodyguards

At 4th level the Den Mother gains the Gain Bodyguard class feature. The Den Mother gains the service of two 1st level deathclaws.

Protect the Brood

At 5th level the Den Mother gains the Protect the Brood class feature. In a situation where a member of the Den Mother's brood is being attacked, the Den Mother gains a +2 bonus

Table 3-18: Den Mother

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	0	0	1	1	Healing Saliva	0	1
2nd	1	1	2	1	Direct Brood	1	2
3rd	2	2	3	3	Bonus Feat	2	2
4th	3	3	4	4	Gain Bodyguards	3	3
5th	4	4	5	5	Protect the Brood	4	4

to attack rolls and damage until the threat is eliminated.

Bonus Feat

At 3rd level a Den Mother gets a bonus feat. The bonus feat must be selected from the following list, and the Den Mother must meet all the prerequisites of the feat to select it: Alertness, Blind Fight, Brawl, Combat Reflexes, Die Hard, Hide of Scars, Power Attack, Cleave

Alpha Male

The alpha male is a deathclaw who has proven himself to be superior to all other male deathclaws in a pack. Generally this means he receives the first portion of the kill in hunts, and gets to breed with the den mother. As would be expected, only male deathclaws can become alpha males.

Requirements:

Base Attack Bonus: +4

Skills: Move Silently 6 ranks, Spot 6 ranks

H.D.: 1d10 + Constitution modifiers

Action Points: 6+1/2 character level rounded down.

Class Skills: Jump, Move Silently, Search, Spot, Survival

Skill Points: 3 + Int modifier

Class Features

Melee Focus

At 1st level the Alpha Male gains the Melee Focus class feature. The Alpha Male gains +2 to all melee attacks.

Hunting Call/Growl

At 2nd level the Alpha Male gains the Hunting Call/Growl class feature. By taking a full round action, the Alpha Male may do one of two things. By making the Hunting Call to attract prey, they gain a +2 circumstance bonus to a single Survival check when hunting. By making the Growl, the Alpha Male gains a +2 bonus to saving throws and damage rolls for a number of rounds equal to half their levels in Alpha Male. The Hunting Call may not be used during combat, and using it only affects one Survival roll; multiple uses do not stack up. The Growl may only be used once per combat.

Natural Knowledge

At 4th level the Alpha Male gains the Natural Knowledge class feature. The Alpha Male can correctly identify plants with perfect accuracy. They can also sense whether water is safe to drink or dangerous (polluted, poisoned, radiated, or otherwise unfit for consumption).

Predator

At 5th level the Alpha Male gains the Predator class feature. The Alpha Male gains a +2 bonus to their Survival skill. Any attack made against a target either unable to defend themselves, or caught by surprise is automatically a critical hit.

Bonus Feat

At 3rd level an Alpha Male gets a bonus feat. The bonus feat must be selected from the following list, and the Alpha Male must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Athletic, Blind-Fight, Brawl, Improved Brawl, Combat Expertise, Combat Reflexes, Power Attack, Cleave, Silent Death, Silent Running, Stealthy, Track, Hide of Scars

Table 3-19: Alpha Male

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	1	1	1	0	Melee Focus	1	1
2nd	2	2	2	1	Hunting Call/Growl	2	1
3rd	3	3	3	2	Bonus Feat	3	2
4th	4	4	4	3	Natural Knowledge	4	2
5th	5	5	5	4	Predator	5	3

Enclave Enhanced

Enclave enhanced deathclaws were a very short-lived experiment carried out by the Enclave. The main objective of this experiment was to turn the already fierce deathclaw into an instrument of destruction that could take orders. The experiment worked better than the Enclave scientists had first hoped, as most of these new, smarter deathclaws hid their true intelligence from their human captors. Unfortunately, the Enclave wiped out these super intelligent deathclaws shortly after securing a vault somewhere in what used to be southern California.

Requirements:

Base Attack Bonus: +6

H.D.: 1d10 + Constitution modifiers

Action Points: 6+1/2 character level rounded down.

Class Skills: Climb, Computer Use, Hide, Jump, Move Silently, Spot, Survival

Skill Points: 4 + Int modifier

Class Features

Intelligence Boost

At 1st level the Enclave Enhanced deathclaw gains the Intelligence Boost class feature. The deathclaw gains 1d4+1 points of Intelligence. They also gain the Read/Write Language and Speak Language feats.

Melee Focus

At 2nd level the Enclave Enhanced deathclaw gains the Melee Focus class feature. The Enclave Enhanced deathclaw gains +2 to all melee attacks.

Tactical Aid

At 4th level the Enclave Enhanced deathclaw gains the Tactical Aid class feature. As an attack action, the Enclave Enhanced deathclaw provides aid to any single ally (except themselves) within sight, vocal range, and position. This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense. This bonus is equal to the character's Enclave Enhanced deathclaw level. This lasts for a number of rounds equal to one-half of the Enclave Enhanced deathclaw's level class level, rounded down.

Improved Critical

At 5th level the Enclave Enhanced deathclaw gains the Improved Critical class feature. When making a melee attack, their threat range increases by one.

Bonus Feat

At 3rd level an Enclave Enhanced deathclaw gets a bonus feat. The bonus feat must be selected from the following list, and the Enclave Enhanced deathclaw must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Athletic, Blind-Fight, Brawl, Improved Brawl, Combat Expertise, Combat Reflexes, Power Attack, Cleave, Swift Learner

Table 3-20: Enclave Enhanced Deathclaw

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	2	2	1	0	Intelligence Boost	2	1
2nd	3	3	2	1	Melee Focus	3	1
3rd	4	4	3	2	Bonus Feat	4	2
4th	5	5	4	3	Tactical Aid	5	2
5th	6	6	5	4	Improved Critical	6	3