

diameter, centered on the Mystic. This can only be used once per day.

Prerequisite: Healing Touch or Improved Healing

Holy Weapon: By concentrating one full hour, the character can convert any weapon into a Holy Weapon. The Holy Weapon now gets a +3 to attack and damage, and a +2 to defense and all saves. Range is also increased by 1.5 times. The weapon also glows for the duration of the ability, lighting the way for a diameter of 30 feet. If another character uses the weapon without permission it deals 1d6 of Spirit damage per round. Only one weapon can be made holy at a time. This can apply to the Mystic or another creature of the Mystic's choosing. This can only be used once per week and has a duration of 1 day per Mystic level.

Invisibility: The Mystic's body becomes completely transparent. Besides the obvious effects, others trying to attack the character take a -4 penalty to attack the Mystic. This can apply to the Mystic or another creature of the Mystic's choosing. This has a duration of 1 minute per Mystic level.

Greater Protective Shield: All within 30 feet of the Mystic receives a +1 bonus to Defense and saves for every 3 levels of the Mystic and a DR of 20 for the duration of the power. This can only be used once per day and has a duration of 1 minute per Mystic level.

Plant Walk: The Mystic can enter into a living plant (must be roughly the same size as her body) and reappear in any plant of the same type any where on the planet she is on. The character merely chooses the approximate destination and is transported to the closest possible plant of the same type.

Speak to Spirits: The Mystic can "speak" to any living organism, whether plant or animal, corporeal or incorporeal, asleep or awake. The Mystic must be able to see the creature. If the creature is asleep, the Mystic can communicate through the creature's dreams. Language is no barrier.

Truth Sense: The Mystic gains a +8 to checks against all illusions, disguises, and lies.

Prerequisite: True Sight

Transcendence (Su): At 20th level the Mystic takes on otherworldly qualities and can no longer be considered humanoid, but an advanced being. The character gains a DR 10 against normal physical attacks, and is immune to poison and disease. Energy and Psychic attacks still do normal damage. Also, the character no longer needs to eat, drink or sleep, but must still breathe air. Other than these abilities, the character gains none of the other advanced being abilities.

Enhanced Granted Powers (Su): At level 21, 22, and 24 level, the character can take another Granted Power or enhance any existing one. Enhanced powers can only be used once per day.

Enhanced Angelic Form: Mystics with the Angelic Form ability can take this. When the their angelic form, Strength and Constitution bonuses increase to +8 and flight increases to 90 (good maneuverability).

Enhanced Bestial Form: Characters with the Greater Bestial Form ability can now become Diminutive or Gargantuan animal, alien, plant or mutant.

Enhanced Healing: Character's with the Improved Healing or Healing Burst can heal double the normal amount.

Enhanced Shielding: Character's with the Greater Protective Shield are immune to all forms of attacks, but cannot attack themselves.

The range is also increased to 120 feet

Enhanced Smite: Character's with the Greater Smite ability can now cause +6d6 damage.

Enhanced Summoning: Character's with the Greater Animal Summoning Ability can now summon creatures of CR 15 or lower.

Permanent Power: The character can make any Lesser or Advanced Granted Power permanent, i.e. it can be used at will with no spirit cost.

Politician

The noble, the diplomat, the con man, the missionary, and the trader are all Politicians. The Politician's power comes from her charm and contacts. Rather than stealth or brute force, the Politician uses bribes and favors to get what she wants.

Adventures: Many Politicians are opportunists, choosing a life adventuring in order to increase their own wealth and power. These Politicians tend to stay with an adventuring party just as long as it remains advantageous to them.

Not all Politicians are opportunists however. Some have more altruistic goals; like the religious missionary, seeking to gain converts, or even a Vharata military leader wishing to unite the Empire once again.

Characteristics: The Politician's power comes from her contacts. She can call on Favors to gain shelter, or even borrow money or gain secret codes. She is also a leader and can inspire friend in battle, giving them certain bonuses.

Background: Politicians come from a variety of backgrounds. Some are from noble or wealthy backgrounds (like a MDC executive or Alliance congress member). Others were simply born with a "golden tongue," and learned early that power and wealth comes from "who you know." These Politicians are usually self-made smugglers or crime bosses.

Races: Politicians can be found in all races. Every race has leaders and diplomats, con men and swindlers. Vharata Politicians tend to be military leaders. Politicians are fairly rare among Uhr'Pishim, who tend to value silence above all else.

Other Classes: Politicians are either loved or hated by the party. Some party members see them as two faced, while others may see them as leaders and visionaries. This of course, depends on the Politician in the party. Few complain when the party is released from prison because the warden is a "good friend of the family."

Abilities: The Politician relies on her Charisma for most of her abilities.

Wounds: 1d8

Spirit: The Politician gains 8 Spirit points per level; in addition

to his or her Wisdom bonus, (if any) every time he attains a new level in this class.

CLASS SKILLS

Academics (Int), Acrobatics (Dex), Artist (Wis), Appraise (Int), Bluff (Cha), Chemistry (Int), Climb (Str), Counseling (Cha), Computer Use (Int), Craft (Any) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Foreign Languages (Int), Gamble (Wis), Gather Information (Cha), Jump (Str), Mental Focus (Wis), Pilot (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Surveillance (Int), Stealth (Dex), Swim (Str), and Psychic Tech (Int).

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Politician is proficient in simple melee, simple firearms and light armor.

Wealth: The Politician gains the Wealth feat for free at 1st level.

Charismatic Speech. Lesser (Ps): The Politician gains the ability to temporarily beguile others through the use of words and bearing. The targets must have an Intelligence score of 3, must be within 90 feet of the hero, and must be able to see, hear, and understand the language of the Politician.

At first level, the Politician can choose three of the following abilities.

Captivation: To captivate a target, the character must use an attack action and make a Charisma check (DC 15), adding his or her Politician level as a bonus. If the Charisma check succeeds, the target can try to resist. It costs no spirit to effect one creature, but an extra 2 spirit is needed for every extra creature effected.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Politician's class level + Politician's Cha bonus). If the saving throw fails, the hero becomes the targets sole focus. The target pays no attention to anyone else for 1 round. This focusing of the targets attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Politician can concentrate to keep a target captivated for additional rounds. The Politician concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save.

Taunt: A Politician can disrupt an opponent's focus with taunts and insults. The target resists the taunting attempt by making a Will saving throw (DC 10 + Politician's class level + Politician's Cha bonus). If the saving throw fails, the target takes a -2 to attack rolls but gains a +1 to damage for as many rounds as the Politician has Charisma bonus. It costs no spirit to effect one creature, but an extra 2 spirit is needed for every extra creature effected.

Distract: You can distract others to allow allies to take one full action. The target resists the distraction attempt by making a Will saving throw (DC 10 + Politician's class level + Politician's Cha bonus). If the saving throw fails, the targets take a -5 to Awareness checks for one round. This can be extended for one more round

per 2 Spirit spent.

Inspire Hope: By speaking to others, the Politician can inspire bravery. When the character can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus to all saves, attack and damage rolls. The bonus lasts as long as the character is speaking plus 5 rounds after.

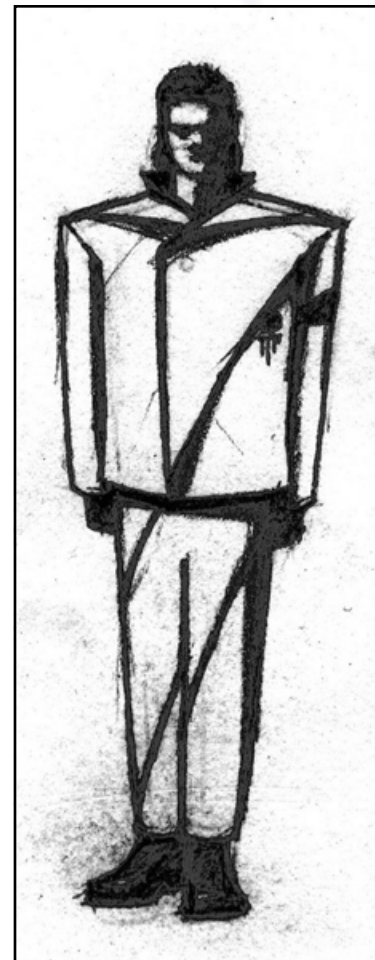
The hero can coordinate a number of allies equal to one-half his or her level, rounded down (to a minimum of one ally). As the character advances, another +1 to the bonus is gained. +2 at level 9, +3 at level 15, +4 at level 20, and +5 at 25. This ability costs 2 spirit to use.

Inspire Fear: The character can inspire fear and hopelessness. After listening for at least one round, listeners within 30 feet make a Will saving throw (DC 10 + Politician's class level + Politician's Cha bonus). All who fail take a -1 to all saves, attack and damage rolls. The penalty lasts as long as the character is speaking plus 5 rounds after. As the character advances, another +1 to the bonus is gained. +2 at level 9, +3 at level 15, +4 at level 20, and +5 at 25. This ability costs 2 spirit to use.

Silver Tongue: The Politician has a way with words when attempting to con and deceive. He or she applies half her level as a bonus on any Bluff, Diplomacy, and Sense Motive,

Presence (Ex): At first level, the character can add use his or her Charisma bonus instead of Dexterity to Defense.

At 13th level, the Politician can use both Charisma and Dexterity bonuses for Defense. If the character has no bonus, +1).



This costs 1 Spirit to use and lasts for as many rounds as the character has levels.

Bonus Feats: At levels 2, 6, 10, 14, and 24 the Politician can choose from ANY general feat.

Contact Network (Ex): The Politician is constantly making contacts and connections with others. As a result of this, he or she ends up knowing a little bit of everything. A Politician may make a special check with a bonus equal to his level + his Charisma modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal how to operate technology, or rare artifacts, but may give a hint as to its general function. This is gained at 2nd level.

Charismatic Speech, Advanced (Ps): Beginning at 3rd level, if the character wishes, he or she can choose from the following more powerful abilities. All cost 2 spirit to use.

Coordination: If the character is at least 3rd level, the Politician can coordinate actions of those around him or her with great skill. On

DC Type of Knowledge

10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

a successful Charisma check (DC 10), all allies within 30 feet of the Politician a +2 to all skill checks and a +1 to attack rolls. The bonus lasts as long as the character is speaking plus 5 rounds after.

Forced Suggestion: If the character is at least 5th level, if an individual is already fascinated, the Politician can command the individual to commit certain acts against the opponent's will. The victim will do as commanded without thinking, but will remember what he did after the act. A Will saving throw (DC 10 + the Politician's Charisma modifier) negates the effect. Only one creature can be

The Politician

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Reputation Bonus	Favors	Special
1	+0	+1	+0	+0	+2	+2		Wealth, Charismatic Speech (3), Presence
2	+1	+2	+0	+1	+3	+2		Bonus Feat, Contact Network
3	+2	+2	+1	+1	+3	+2		Charismatic Speech (Advanced)
4	+3	+3	+1	+2	+4	+3	0	Minor Favor
5	+3	+3	+1	+2	+4	+3	1	Feint Attack +1
6	+4	+3	+2	+3	+5	+3	2	Charismatic Speech (Advanced)
7	+5	+4	+2	+3	+5	+4	2	Bonus Feat
8	+6	+4	+2	+4	+6	+4	3	Lessor Favor
9	+6	+5	+3	+4	+6	+4	4	Charismatic Speech (Advanced)
10	+7	+5	+3	+4	+7	+5	4	Feint Attack +2
11	+8	+5	+3	+5	+7	+5	5	Charismatic Speech (Advanced)
12	+9	+6	+4	+5	+8	+5	6	Bonus Feat, Major Favor
13	+9	+6	+4	+6	+8	+6	6	Presence
14	+10	+7	+4	+6	+9	+6	7	Charismatic Speech (Advanced)
15	+11	+7	+5	+6	+9	+6	8	Feint Attack +3
16	+12	+7	+5	+7	+10	+7	8	Greater Favor
17	+12	+8	+5	+7	+10	+7	9	Charismatic Speech (Greater)
18	+13	+8	+6	+8	+11	+7	10	Bonus Feat
19	+14	+9	+6	+8	+11	+8	10	Charismatic Speech (Greater)
20	+15	+9	+6	+8	+12	+8	11	Charismatic Presence Feint Attack +4
21	+15	+9	+7	+9	+12	+8	12	Ultimate Favor
22	+16	+10	+7	+9	+13	+9	12	Charismatic Speech (Greater)
23	+17	+10	+7	+10	+13	+9	13	Bonus Feat
24	+18	+11	+8	+10	+14	+9	14	Charismatic Speech (Greater)
25	+18	+11	+8	+10	+14	+10	14	Feint Attack +5

effected at a time.

The suggestion must be simple, like “don’t attack me”, or “go away”, or even “drop your weapon”. The command cannot be anything that harm the individual directly, i.e. “shoot yourself”, or “jump off a cliff”.

Detect Lies: If the character is at least 7th level, he or she can gauge whether another character is telling the truth by reading facial expressions and interpreting body language. She must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subjects Bluff check result or against DC 10 (whichever is greater), the Politician can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn’t reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Instigate: A Politician of at least 7th level or higher can turn one character against another. The character must know a little about the victims, at least their names. The targets must also be able to hear and understand the Politician.

The target makes a Will save. The DC is equal to 10 + Politician class level + Politician Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). Each round, the target makes a Will save, the Politician can continue taking full-round actions to worsen the targets attitude toward the designated character. When the targets attitude drops to hostile, he or she will attack the designated character.

A successful Will save doesn’t restore previous attitude shifts, but the target’s attitude cannot be further effected for one day.

Favors (Ex): Beginning at third level, the Politician can illicit favors. To make a favor check, roll a d20 plus the Politicians Level and Charisma bonus. Favors also drain Spirit. The type of favor the Politician can call upon depends on the level. The character gains an amount of Favors given on the table below plus his or her Charisma bonus

At 5th level the Politician can call Minor favors (4th if the character has a high Charisma). At 8th level, Lesser Favors. 12th level, Major Favors. At 16th level Greater Favors can be called, and at 21st, Ultimate. At any time a new favor can be gained, the character can choose to take a less powerful favor instead of the favor she is eligible for. (i.e. Even though the Politician is 8th level and can take a Major Favor, she can choose to take an extra Minor Favor instead.)

The GM should carefully monitor a Politician’s use of favors to ensure that this ability isn’t abused. The success or failure of a mission shouldn’t hinge on the use of a favor, and getting a favor shouldn’t replace good role-playing or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Minor Favor: 4 Spirit per use. (DC 10)

Black-market: The Politician knows a black market merchant. Normal goods can be purchased at 80% list. Licensed good can be purchased within 1d6 days at list. Restricted goods can be found in 2d6 days at 120% list. And military, rare and illegal goods can be

found in 3d6 days at 150% list.

Borrow Money: An amount up to 1,000 credits can be borrowed. The amount must be returned within a years time.

Health: The character can call upon the help of a doctor. Service will provided free with no questions asked.

Repair: The character can call upon the help of a mechanic. Service will provided free with no questions asked.

Invitation: The character can get tickets or an invitation to any event, whether it be a movie, a ball game or a private party. The GM may decide to heighten the DC for exclusive private parties. The character can bring one guest per half the Politician’s level.

Refuge: The politician can ask for shelter in almost any city. By contacting his or her network of contacts, he or she can receive shelter for up to one week per Politician level. The shelter will be given even if the character is wanted by the police. The character can bring one guest per half the Politician’s level.

Passage: Free passage on a shuttle or freighter can be gained. Passage can be gained even if the seats are full. Payment is not necessary, and the character is not registered as a passenger. The character can bring one guest per half the Politician’s level.

Feint Attack (Ex): The Politician stabs in the back with a smile on their face. On a successful fient attack, the Politician gains a +1 to attack and damage on the next attack. This increases by another +1 at levels 10, 15, 20, and 25.

Lesser Favor: 8 Spirit per use. (DC 15)

Access: The Politician can gain access to semi-restricted buildings and information. This is limited to commercial and public organizations but not military access. Anything from fake ID cards, to records, to blueprints can be gained.

Black-market, Improved: The Politician knows a black market merchant. Normal goods can be purchased at 50% list. Licensed good can be purchased within 1d4 days at 80% list. Restricted goods can be found in 2d4 days at list. And military, rare and illegal goods can be found in 3d4 days at 120% list.

Borrow Money, Improved: As Minor Borrow money but up to 10,000 credits can be borrowed. The amount must be returned within 2 years.

Expert Assistance: The character knows one Expert in any given skill. To determine the skill rank, add the Politician’s level +4 to the skill Rank. The Expert will accompany the character on one mission. The Expert will not engage in combat, however, and must be protected or will leave the first chance he or she gets.

Body guard: The character can gain some minor military help. One Soldier can be called upon. The soldier is three levels lower than the Politician. The soldier will stay with, and fight for the Politician for one mission. The Politician must still pay the Soldier 200 credits per level of the Soldier.

Passage, Improved: Free passage can be gained on virtually any vessel. The character is an unregistered guest and must therefore remain hidden. For example, a character can gain passage on a Vharata vessel, but unless the character is Vharata, he or she will be found pretty quickly.

Major Favor: 12 Spirit per use. (DC 20)

Access, Improved: As the Lesser Access ability except now, the Politician can now gain access to military or private information.

Borrow Money, Greater: The character can now borrow up to 100,000 credits. The amount must be returned within 5 years.

Call Media: Due to contacts in the media, the character gains minor control of it. Articles can be easily printed and reporters can be called in almost any situation.

Diplomatic Immunity: The character has powerful contacts in the government or mega-corporation. While on any foreign world, the character can gain diplomatic immunity to any crime committed. Minor crimes like stealing or trespassing will have little or no repercussions. If the character commits more serious crimes however, while he or she cannot be criminally persecuted, it may have repercussions within whatever government is sponsoring the character.

Military Assistance: 2d4 Soldiers can now be summoned. The soldiers will be three levels lower than the Politician and will stay with the Politician for one mission. The Politician must still pay each Soldier 100 credits per level of each Soldier.

Arrest: The Politician has pull within a military or MDC security. Any normal citizen (NPC of third level or lower) can be arrested by the military or security on trumped up charges. The charges will be a misdemeanor, and the prisoner will probably be released in 1d4 days.

Greater Favor: 18 Spirit per use. (DC 25)

Arrest, Improved: As Major Arrest except the Politician can have any NPC or PC of one level or lower than the character, arrested on misdemeanor charges. Normal citizens (those of four level or lower) can be framed on any criminal charges.

Embargo: Trade restrictions can be PC or NPC, (or small corporation or minor world) of at least one level lower than the Politician. The person placed under Embargo cannot trade with one given government or corporation.

Military Assistance, Greater: 3d6 Soldiers can be summoned. Three soldiers will be three levels lower than the Politician. The others will be five levels lower. The Politician must still pay the Soldier 50 credits per level of the Soldier.

Pardon: Any individual (of one level lower than the Politician) can be given pardon from any crime.

Silence Media: Median can be silenced on any one issue. If the Politician commits a crime, normally the media would be all over it. However, using his or her contacts in the media, the Politician can be sure it won't be in the news.

Slander: The media can be made to produce news that didn't happen. Note that if the news is too unbelievable no one will accept it.

Charismatic Speech, Greater (Ps): Beginning at 17th level, if the character wishes, he or she can choose from the following more powerful abilities.

Mass Suggestion: If the Politician is at least 17th level, he or she can use her suggestion ability to all that are fascinated at once. This ability costs 4 Spirit to use.

Mass Inspiration: If the Politician is at least 17th level, he or she can double the range for the all abilities save for Forced Suggestion and Domination. At 25th level the range quadruples. This ability costs 6 Spirit to use.

Domination: If the character is at least 21st level the Politician can use the Domination power (as the psychic power of the same name, under Effect Will) on any one creature that has been fascinated. This ability costs 10 spirit per use.

Mass Domination: If the character is at least 23rd level the Politician can use the Mass Domination power (as the psychic power of

the same name, under Effect Will) on all creatures that have been fascinated. This ability costs 16 spirit per use.

Charismatic Presence (Su): By 20th level, the Politician's very presence can effect others. After speaking for only one round, the character no longer has to concentrate for the effects of a charismatic presence ability to continue. All beings within the area of effect will be inspired as long as the politician is present. Once the politician leaves, the inspired beings will remain inspired for as many rounds as the Politician's level.

Ultimate Favor: 40 Spirit per use. (DC 30)

Ultimate favors can topple governments and create new ones, the use of one can change the entire nature of the campaign world. GM's should be very careful concerning their use. An entire campaign can revolve around Ultimate favors.

Greater Arrest: Characters with the Improved Arrest favor can now drum up criminal charges on any NPC or PC who is one level or lower than the character.

Greater Embargo: Characters with the Embargo favor can now effect major corporations and government.

War: Characters with the Greater Military favor can now start a war with any two factions.

Peace: Characters with the Pardon favor can now stop a war with any two factions.

Psychic

While the Ahlok'set and Mystic gains his or her powers from some mysterious "outside source" the Psychic draws his power her from within. The Psychic dedicates his or her life in pursuit of the "powers of the mind." This powers are physiological and can be explained by science. There is nothing mystical nor magical about the Psychic. Psychics in the Center Space are fairly common and only those who have no knowledge of Science see Psychics as mysterious.

Most positions of power in the Alliance, MDC, and Church of Science are held by Psychics.

Adventures: Like the Martial Artist, Psychics usually go on adventures to increase their psychic abilities. Others see their abilities as tools, as means to an end. These Psychics may seek wealth, or to further some cause. Psychics in the Ka'Ubla fall under the last category. Other Psychics may work for the MDC or the Church of Science.

Characteristics: Psychic powers and feats are the central ability of the Psychic. With Psychic Powers they can defy gravity, control the minds of others, and even alter their own shape.

Background: Psychics who have grown up among Humans or on any other Alliance would have usually been formally trained in a Church of Science or an Alliance University. These individuals are usually chosen at a young age after revealing their psychic gifts. Others are trained privately under a mentor. These psychics are