

MODERN REQUIREMENTS FOR THE WARDENS

The prerequisites for the Warden classes need updating to include modern skill options. Thanks to Richard Green and Chris Kobbe for their suggestions.

When designing the Second World certain skills are treated as perfectly interchangeable:

Appraise/Knowledge (business)

Wilderness Lore/Survival

Some other skills should count as mostly interchangeable and deserve special notes:

Alchemy/Craft (chemical): It's hard to pass these two skills off as equivalent. The two fields have radically different views of what the underlying constituents of the universe are. However, they do have something important in common. They both use their analysis of the underlying mechanics of their respective worlds in combination with the experimental method to achieve desired goals. When Alchemy works it does so because it's right; when it fails, it fails because the world isn't the way Alchemy thinks it is.

Minimally, it's reasonable to allow half one's ranks in Alchemy to act as ranks in Craft (chemical), and vice versa (round up). This can represent how the basic scientific principles underlying the two skills remain the same; what differs is the factual knowledge. Factual knowledge comes quickly to those trained in the right techniques; for instance, a good computer programmer can quickly learn a new programming language since the underlying principles remain the same.

Making too sharp a distinction penalizes those who take these already limited skills. They don't get much play value in a game (certainly not the same as Spot and Search), so making them fully interchangeable is more than reasonable. If doing this, you can include something called **familiarity**. A character from the Second World has **familiarity** with Alchemy according to the physical laws of the Second World. He takes a -5 penalty to use of Alchemy as Craft (chemical) until he gains **familiarity** with First World laws of physics and chemistry. Gaining **familiarity** costs nothing in the way of skill points or feats, but requires the character to either spend three months in intensive training, such as taking 3 college courses for a semester, or 6 to 12 months of informal training. Informal training is just reading books and practicing his craft under the different laws.

You can also use familiarity for other skills, such as Knowledge (physics) and for other places. For example, the physical laws of the elemental plane of fire are likely wildly different from those of either the modern world or most fantasy worlds. Characters with Alchemy or Craft (chemical) could thus gain

familiarity with the chemistry of the plane of elemental fire by finding the right books or spending time there doing experiments. If you felt like writing a bunch of rules up you could even have special Alchemical process available in alien worlds.

Intuit Direction/Navigate: Navigate does what Intuit Direction does and more, but lacks the quasi-mystical feel of Intuit Direction. Since Intuit Direction has limited value in most games you can simply treat it the same as Navigate to make it a more worthwhile skill; even then, Navigate is typically a 'flavor' skill for a player character. To tie this into the technology tree system, treat Intuit Direction as described in the PHB, unless the character or world has access to the Navigation theory advance. The Navigation theory advance makes available technologies needed for long range navigation and upgrades the Intuit Direction skill to Navigate (i.e. Intuit Direction acts just like Navigate).

By using this method you can also quantify the effects of alien planes. For example, you might have a strange, chaotic dimension and place a hard limit on the Navigation theory advance in that place. Characters who travel there wouldn't be able to use Navigate/Intuit Direction to map out long distance travel (or at least suffer a -10 penalty when doing so). But they could still use their skill to find their way around a local area, like a small building.

ALTERNATE REQUIREMENTS

The following list of alternate requirements is meant to make the Warden classes available to both modern and fantasy era characters but is also intended to make the Warden classes available to character with different concepts. For instance, a Dream Warden can either come from someone with an interest in arcane magic (or psionics) or a character focused on understanding the psyche, such as a psychologist, marketing expert, or even a con man. Likewise, the Feral Warden might have begun as a Ranger or Barbarian, but a modern version might have been a cowboy or environmental scientist.

DREAM WARDEN REQUIREMENTS

To qualify to become a Dream Warden, you must fulfill all of the following criteria.

Concentration or Bluff: 7 ranks

Sense Motive: 8 ranks

Scry or Knowledge (behavioral sciences): 7 ranks

Special: Also, in order to become a Dream Warden you must have consciously journeyed in the dream state (having a lucid dream counts for this and the gamemaster can simply say that you've done it once).

FERAL WARDEN REQUIREMENTS

To qualify to become a Feral Warden, a character must fulfill all of the following criteria.

Base Attack Bonus: +5

Animal Empathy, Handle Animal, or Knowledge (earth and life sciences): 5 ranks

Wilderness Lore or Survival: 8 ranks

Feats: Endurance, Track

Special: You must also spend one month living in the wild with no tools (at all, including clothing). During this month you must kill an animal for food at least once per week.

FLESH WARDEN REQUIREMENTS

To qualify to become a Flesh Warden, you must fulfill all of the following criteria.

Base Attack Bonus: +5

Total Hit Points: 40 or more

Feats: Endurance, Toughness

Special: You must have had to make a saving throw against a shapechanging curse, disease, or power such as the *curse of lycanthropy* or a *polymorph* spell. Certain other effects will also work such as the *corporeal instability* power of a chaos beast but petrification does not count.

LIGHTNING WARDEN REQUIREMENTS

To qualify to become a Lightning Warden, you must fulfill all of the following criteria.

Concentration or Craft (electronic): 8 ranks

Feats: Great Fortitude, Lightning Reflexes

Special: Also, in order to become a Lightning Warden you must have been struck by lightning for at least 25 points of damage; it must have occurred all at once and this value is what must have gotten through after any defenses (such as elemental resistance and saving throws). The source of this damage can be natural, supernatural, or technological. Cassandra Gaard of Tempest Argon will typically supply this service for free to those in the New York area, which is a good deal as long as you can put up with her giggling the entire time.

METAL WARDEN REQUIREMENTS

To qualify to become a Metal Warden, you must fulfill all of the following criteria.

Disable Device: 4 ranks

Open Locks: 4 ranks

Craft (smithing) or Craft (mechanical): 4 ranks

Also, two of the above skills must be at least rank 8

Feats: Iron Will, Tensile Mercury Expertise. Must be proficient with all simple and martial weapons and all forms of armor.

Special: Also, in order to become a Metal Warden you must

undergo a test of will called the Forging. In this test you stick one of your hands into a fire (bonfire or forge) and must hold it there for 13 seconds without pulling it out or falling unconscious. After thirteen seconds you withdraw your hand and immerse it in a bucket of ice cold water; again you must not pass out. The gamemaster can either roleplay this out with a Will save (DC 15) or simply assume that you are heroic enough to succeed at this (possessing the Iron Will feat should explain your ability to do this). Any damage suffered from doing this recovers in about one week.

MOTION WARDEN REQUIREMENTS

To qualify to become a Motion Warden, a character must fulfill all of the following criteria.

Balance: 8 ranks.

Jump: 8 ranks.

Tumble: 5 ranks.

Feats: Run, Lightning Reflexes

Special: You must have completely avoided an otherwise dangerous area effect attack by ducking out of the way. In game terms this just means that you need to have successfully used the Evasion ability at some time in the past.

SHADOW WARDEN REQUIREMENTS

To qualify to become a Shadow Warden, you must fulfill all of the following criteria.

Hide: 8 ranks

Listen: 8 ranks

Move Silently: 8 ranks

Feats: Blind-Fight

Special: Also, in order to become a Shadow Warden you must have suffered from an attribute drain or energy drain of some sort resulting from either shadow or negative energy, for example, the touch of a shadow, spectre, wraith, or wight.

VECTOR WARDEN REQUIREMENTS

To qualify to become a Vector Warden, a character must fulfill all of the following criteria.

Intuit Direction or Navigate: 5 ranks

Knowledge (geometry), Craft (structural), or Craft (visual art): 5 ranks

Knowledge (mathematics) or Knowledge (physical sciences): 5 ranks

Feats: Blind-Fight

Special: At least one of the above skills must be rank 8. The character must also have slipped through the Nkisi Void at least once in their life; perhaps just for a moment or perhaps as part of a longer journey. In theory, you could even have visited the void during a dream.

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