
**SANTIAGO: A MYTH OF THE FAR FUTURE
ADVENTURE PATH**

PLAYER'S GUIDE

BY MALCOLM NORTHWINTER



BASED ON *SANTIAGO: A MYTH OF THE FAR FUTURE* AND *THE RETURN OF SANTIAGO* BY MIKE RESNICK

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

SANTIAGO

A MYTH OF THE FAR FUTURE ADVENTURE PATH

PLAYER'S GUIDE



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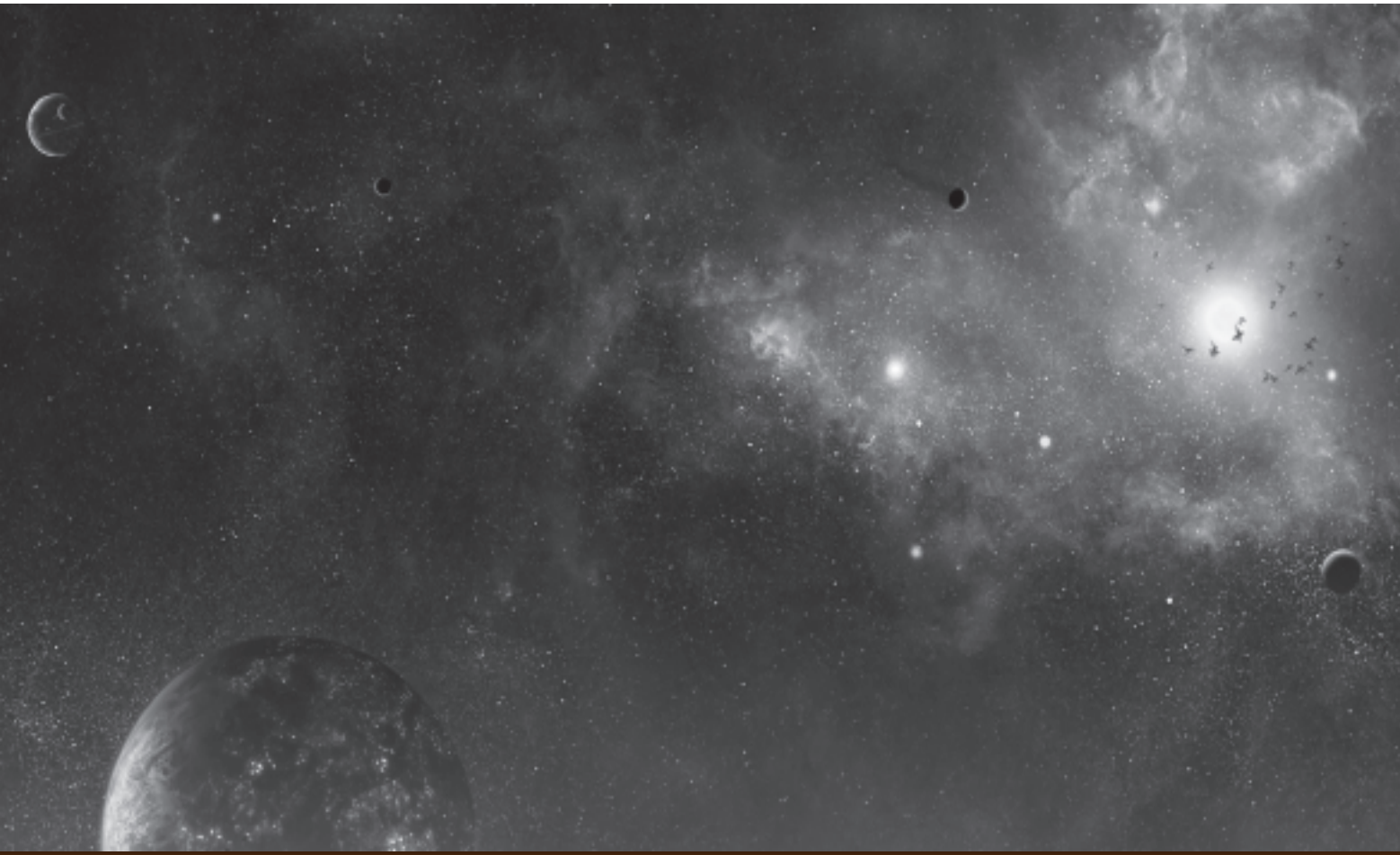
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FOREWORD

It all began back in 1984. I was writing late at night—my preferred working hours are from 10:00 PM to 5:00 AM, since no one ever phones or knocks at the door at the time—and Carol, with whom I just celebrated our 50th anniversary, was watching a film on television.

Something in that film interested her, and the next day she went out and rented a copy of it. It was a one of Sergio Leone's spaghetti Westerns, not one the Clint Eastwood blockbusters, but one called *Duck, You Sucker!* (These days it's been retitled *A Fistful of Dynamite*.) When she came home with it, she put it on the VHS player and sped ahead to something she wanted me to see.

In the film, James Coburn plays a disillusioned Irish explosives expert who has been betrayed by friends, and now finds himself fighting to overthrow the Emperor Maximilian in Mexico. And at one point he gives a little speech, it can't last 45 seconds, in which he explains that there was a time when he believed in God and Truth and Justice and Loyalty and the IRA, and now all he believes in is the dynamite.

"What did you think of it?" asked Carol when the speech was over.

"Interesting," I said.

"Good," she said. "Now write the book."

And that is the origin of *Santiago*.

I'd sold a dozen books to Signet (a New American Library imprint), and it was time to move to a larger publisher, at least in science fiction terms. I had a new agent (who is still with me 28 years later), and I wanted to give her something big to sell, so I conceived of *Santiago* as a myth of the far future, populated with bigger-than-life frontier types like the Songbird, the Virgin Queen, the Jolly Swagman, Father William, the Angel, and so on. And since it was going to flit from world to world and character to character, I needed a unifying factor, so I came up with Black Orpheus, the Bard of the Inner Frontier, who would tell the same story I was telling, and each chapter would begin with a four-line stanza from his *Ballad of Santiago*, which served to introduce each new colorful character (and the discovery of which formed the basis of the sequel, *The Return of Santiago*, 17 years later.)

The book went up for auction. Publishers had two months to bid on it, and with three days remaining no one had made an offer, and I was sure we'd given a party and no one had come. But in the final 48 hours three publishers bid on it, and Tor was the winner, paying me almost three times what I'd been getting from Signet.

The book came out in early 1986, with cover art by 12-time Hugo winner Michael Whelan, and an unbroken string of rave reviews. That wasn't too surprising; I usually got fine reviews. What was surprising was that *Santiago* climbed up to #3 on the bestseller lists. That was a shock for a guy who'd never had a bestseller before.

It did just as well worldwide. Before the dust had cleared my agent had resold it to England, Japan, Germany, France, Spain, the Czech Republic, Poland, Bulgaria, Russia and Greece. It just seemed to strike a universal chord among readers.

Three years after its initial publication *Santiago* was optioned by "Mister *Star Wars*," Gary Kurtz. He soon sold the option to Ed Elbert, who got development money from Universal, and a year later showed me the screenplay and asked for comments. I couldn't believe how bad it was. Cain, a loner, was accompanied everywhere by a cute 6-year-old nephew; Virtue MacKenzie, my 40ish over-the-hill journalist, was a 22-year-old Mexican spitfire; the Angel was a blue-skinned Samurai, and so on. So I wrote an opening scene and suggested that they might go in this direction instead.

They set up a conference call and asked me if I wanted to write the screenplay, I believe my exact words were: "No I don't, but I'll do it, because if I don't I'm afraid you'll film the one you showed me."

By the time I'd finished the screenplay the project had bounced from Universal to Largo to Capella. I did a couple of drafts for them, they had a big bash at a luxury Malibu hotel announcing the film...and then some higher-up decided to cancel it. I got the rights to the screenplay back—which is almost unheard-of in the movie business—and Ed Elbert got the book and screenplay optioned again...and again it fell through.

Why? Who knows? But if a publisher had to spend an average of \$75 million every time he

wanted to produce a book, you'd see a lot less books on the shelves.

Anyway, option and screenplay are now in the possession of Wayfarer, Inc.—and who knows? Maybe this time it'll get itself made.

In the meantime, *Santiago* was opening all kinds of doors for me. I did eleven more books for Tor. Ace bought a trilogy (*Soothsayer*, *Oracle* and *Prophet*) set in the same future with the same type of larger-than-life mythic characters. So did Bantam (*The Widowmaker*, *The Widowmaker Reborn*, and *The Widowmaker Unleashed*). More recently Pyr bought the 5-volume *Starship* series, also set in the same universe. So you might say that yes, I have a soft spot in my heart for *Santiago*.

I still remember the kick I got the first time a fan dressed up as a character from *Santiago* at a Worldcon masquerade, and it was equaled by the thrill I felt when I heard the first "filksong" based on the book.

But nothing has excited me like seeing Russ Morrissey turn *Santiago* into a role-playing game. I've been following it step by step, and I can't believe the care (as well as the quality) he and his team have put into it. From everything I've been able to ascertain, more people will be exposed to the game on the EN website than have purchased the book worldwide during its 26-year lifetime, and that's the kind of thing that brings joy to an author's heart (as well as a little cash to his wallet).

Now for an admission: I am a gaming virgin. Right. I've never once played a role-playing game, despite writing a couple of stories for DUNGEONS & DRAGONS (and I've never played a video game, despite writing a Lara Croft novel for del Rey Books).

But that's about to change. I am so pleased with the work that Russ and the crew have done on *Santiago*, with the care they've taken, with the perceptive questions they've asked me while working on it, that I promise I'm going to learn to play this game.

I plan to enjoy the hell out of it. I hope you do too.

—Mike Resnick

PROLOGUE

They say his father was a comet and his mother a cosmic wind, that he juggles planets as if they were feathers and wrestles with black holes just to work up an appetite. They say he never sleeps, and that his eyes burn brighter than a nova, and that his shout can level mountains.

They call him Santiago.

Far out on the Galactic Rim, at the very edge of the Outer Frontier, there is a world called Silverblue. It is a water world, with just a handful of islands dotting the placid ocean that covers its surface. If you stand on the very largest island and look into the night sky, you can see almost all of the Milky Way, a huge twinkling river of stars that seems to flow through half the universe.

And if you stand on the western shore of the island during the daytime, with your back to the water, you will see a grass-covered knoll. Atop the knoll are seventeen white crosses, each bearing the name of a good man or woman who thought to colonize this gentle world.

And beneath each name is the same legend, repeated seventeen times:

"Killed by Santiago."

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago, and there is no holograph of him.

On the colony world of Saint Joan, there is a native humanoid race known as the Swale. There are no longer any colonists; they have all departed.

Near the equator of Saint Joan, very close to where the colonists once lived, there is a blackened swath of land almost ten miles long and half a mile wide, on which nothing will ever grow again.

No colonist ever reported it—or if any of them did, the report has long since been misplaced by one of the Democracy's thirty billion bureaucrats—but if you go to Saint Joan and ask the Swale what caused the blackened patch of ground, they will cross themselves (for the colonists were a religious lot, and very evangelical) and tell you that it is the Mark of Santiago.

Even on the agricultural world of Rancho, where there has never been a crime, not even a petty robbery, his name is not unknown. He is thought to be eleven feet three inches tall, with wild, unruly orange hair and immense black fangs that have dug into his lips and now protrude through them. And when youngsters misbehave, their parents have merely to hint at the number of naughty children Santiago has eaten for breakfast, and order is immediately restored.

Wandering minstrels sing songs about him on Minotaur and Theseus, the twin worlds that circle Sigma Draconis, and always he is portrayed as being exactly 217 years old, taller than a belltower, and broader than a barn, a hard-drinking, womanizing Prince of Thieves, who differs from Robin Hood (another of their favorites) primarily in that he takes from rich and poor alike and gives only to himself. His adventures are legion, ranging from his epic hand-to-hand struggle with a chlorine-breathing Gorgon to the morning he went down to hell and spat full in Satan's burning eye, and rarely is there a day that does not witness the addition of a few new stanzas to the ever-evolving "Ballad of Santiago."

And on Deluros VIII, the huge capital world of the race of Man, the nerve center of the Democracy, there are eleven governmental departments and 1,306 men and women charged with the task of finding and terminating Santiago. They doubt that Santiago is his given name, they suspect that some of the crimes attributed to him were committed by others, they are almost certain that somewhere in their files they possess his photograph or holograph but have not yet matched it with its proper identity—and that is the sum total of their knowledge of him.

Five hundred reports come to them daily, two thousand leads are followed up each year, munificent rewards have been posted on half a

WHAT IS THIS BOOK?

This book serves two purposes: first, it's the Player's Guide for *SANTIAGO: A Myth of the Far Future* for the *PATHFINDER ROLEPLAYING GAME*; and second, it is also an introduction to the *SANTIAGO: A Myth of the Far Future Adventure Path*.

SANTIAGO

SANTIAGO: A Myth of the Far Future is the overall title for our "PATHFINDER ROLEPLAYING GAME in the far future". It includes a default setting, but is also designed to allow you to create your own "myths of the far future." Using the rules presented herein, you should find enough information to play futuristic characters in any far future setting of your own making. We've taken an approach of "reskinning" the existing rules, so everything should be familiar—although some of the names have been changed for their own protection!

Your GM has a companion book called the *Campaign Guide*. He or she will be able to use that book to create adventures in our far future setting, or to create a new and unique setting. Our default setting has a technological feel, and does not feature magic, but this is not an ironclad rule. See page 51 for ideas for other settings.

ADVENTURE PATH

SANTIAGO: A Myth of the Far Future is an 11-part adventure path set in a default galaxy, wherein the players embark on the hunt for the greatest outlaw of them all in order to collect the enormous bounty promised to anyone who brings him to agents of the Democracy.

If you want, you can even use this guide to create your own characters and adventures in the far future without the adventure path. But, if you do decide to join us as we hunt a legendary outlaw, we're sure you'll enjoy every moment.

million worlds, agents are sent out armed with money and everything that money can buy, and still those eleven departments exist. They have outlived the last three administrations; they will continue to survive until their function has been fulfilled.

Silverblue, Valkyrie, Saint Joan, Rancho, Minotaur, Theseus, Deluros VIII: interesting and evocative worlds all.

But an even more interesting world in the strange tapestry of Santiago's life is the outpost world of Keepsake, at the heart of the Inner Frontier; for Keepsake is the home, at least temporarily, of a group of unseasoned adventurers who are destined to play a major role in the saga of the man known only as Santiago...

INTRODUCTION

They say his father was a comet and his mother a cosmic wind, that he juggles planets as if they were feathers and wrestles with black holes just to work up an appetite. They say he never sleeps, and that his eyes burn brighter than a nova, and that his shout can level mountains.

They call him Santiago.

Welcome to the *SANTIAGO: a Myth of the Far Future Player's Guide*. This document is designed to help you, as a player, develop a character for use in the *Santiago* Adventure Path, as well as futuristic Pathfinder campaigns of your own. While the Campaign Guide provides information and spoilers specifically for the *Santiago* Adventure Path which players would do well to ignore, you will find no such material is presented here. Bear in mind that the information

JOIN THE HUNT!

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago, and there is no holograph of him.

in this Player's Guide is available only at your GM's discretion.

In *SANTIAGO: a Myth of the Far Future*, you take on the role of a bounty hunter out to catch those with a price on their head. Your reasons for doing so may vary wildly from those of your allies, but as with all bounty hunters, you'll probably not want to miss a chance at catching the twenty-million credit man. It will become your task to track down and bring Santiago to justice once and for all.

In your way stand several obstacles; which include other bounty hunters, the Democracy, and Santiago's agents. You'll need all the help you can get, trust, or at the very least buy.

ABOUT THE CONTENT

This player's guide presents rules and campaign information compatible with the Pathfinder Core Rulebooks. As a group, you will need access to the primary game references: the Pathfinder Core Rulebook®, the Pathfinder Game Mastery Guide®, and the Pathfinder Bestiaries®. Using the classes and races detailed in the Pathfinder Advanced Player's Guide will provide a richer, more natural play experience.

THIS IS PATHFINDER

You can use any Pathfinder OGL content in conjunction with this Player's Guide, including races, classes, monsters, items, and more. You may find that you need to alter some of the terminology in such products for reasons of verisimilitude (for example, you'd refer to races as alien species, and treat magic as technology) but the rules themselves will work just fine! There's no reason at all why some of the thousands of alien species in the galaxy might not resemble a mythological creature such as an elf, a gnome, or a dwarf, and even be named as such by the race of Man. Such a species could easily possess an innate power to create darkness like the drow—such things are hardly unusual in such an expansive galaxy!

If you're struggling with some of the terminology here, it helps to remember a simple rule - the *Santiago* Adventure Path is just Pathfinder "reskinned" - there's nothing new, it's exactly the same rules you're used to (well, some updated classes and feats), but with a sci-fi flavor attached. Here are a few examples:

* Magic Items are referred to as tech-enhanced items, or simply technology

* Arcane and Divine spells are referred to as

ORGANIZATION

The *Player's Guide* is divided into three main sections.

- Section One provides a number of details about the galaxy in which the campaign takes place such as world information everybody should know before travelling there. This information is often readily available with a quick scan of the region or just by asking somebody else before you travel there. Unless otherwise noted, the worlds are generally safe for human occupancy without special equipment. You don't have to use this galaxy if you're creating your own futuristic adventures, but the *SANTIAGO* adventure path is set in it.
- Section Two includes game rules information and additions usable by player characters – including classes such as the frontiersman, the Scoundrel, and the Scion, along with equipment and software routines.
- Section Three explains terms and information as it relates to the core Pathfinder books.

technical procedures

* Potions are replaced by injections and pills which have the same effect.

* Common items such as sunrods become plasma rods

* Some skills are renamed – For example, Knowledge [Arcana] is called Technology and Knowledge [Planes] is called Knowledge [Astronomy]. More information on skills can be found in the appropriate section of this guide.

* Some ranged weapons introduced here also have nicknames that are more commonly used and recognized. Laser pistols are called burners, sonic pistols are called screechers, and regular pistols which fire bullets or rounds are called bludgers.

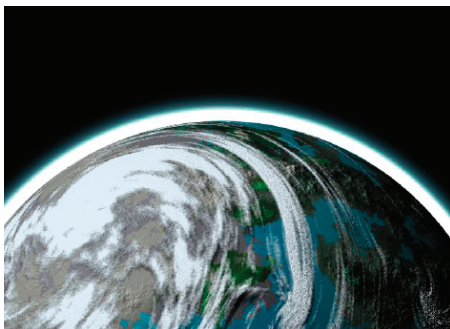
* You'll quickly find that the *Santiago* Adventure Path is just Pathfinder with some sci-fi names in place. You'll get a grip on it in no time!



SECTION ONE: WORLDS OF THE FAR FUTURE

This section details the worlds you may visit in your search for the greatest and most dangerous bandit there is. You are welcome to use this setting for your own adventures, too; or to create one of your own.

The galaxy contains hundreds upon thousands of habitable worlds, populated by hundreds upon thousands of alien races – and many, many populated by the race of Man as it spreads itself amongst the stars. At this time in the future, over half of the galaxy is ruled by the Democracy, centered on the massive world of Deluros VIII. On either side of the Democracy are the frontiers – the inner and outer frontiers, where the rule of law's hold is weaker and frontiersmen and bandits thrive. We have briefly detailed only a few of the many planets, below; some of these locations will be detailed more thoroughly in specific adventures throughout the *Santiago* Adventure Path.



THE CORE

Outposts, uninhabitable worlds, and a giant space casino make up the Core of the galaxy. On occasion, outlaws will travel here to shake pursuit, while big-spending Democracy citizens come to find sanctuary away from the rigors of city life that don't involve being robbed at gun point.

The Starboat On Earth, humans gambled away their money in places with grand names like Las Vegas and Macau. Only the location has changed—now, the wealthy travel to the Starboat in hopes of hitting it big. A resort dominates the ship, and many assume that if the Democracy doesn't own and operate the Starboat, they at least take a fair cut of the house earnings to help cover the expense of guards and other luxuries on board.

Valkyrie An outpost world, full of ramshackle Tradertowns filled with dingy bars and hotels and brothels. The largest of Valkyrie's Tradertowns also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. In this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier. There are always twenty outlaws displayed, never more, never less, and next to each name is a price.

BLACK ORPHEUS'S BALLAD

There never was a history written about the Inner Frontier, so Black Orpheus took it upon himself to set one to music. When his beloved Eurydice died, Orpheus decided to stay on the Inner Frontier, and he began writing an epic ballad about the traders and hunters and outlaws and misfits that he came across. In fact, you didn't officially stop being a tenderfoot or a tourist until the day he added a stanza or two about you to the song.

Anyway, you seem to have made an impression upon him, because he's added a verse or two about you. Probably you've done something unique in your travels and adventures; or maybe you have a quirk or physical quality he found interesting. Or, he could have just decided one day that you seem just different enough from all the other aliens out there and so approached you to learn more.

However Black Orpheus decided to color you in his ballad, you're there, for good or ill. People, at least those on the inner frontier, know you now. They watch you; where you go and what you do and how you do it. This is a crucial thing to know, since it means little of what you do will go unnoticed for long. There will always be somebody with enough information to sell about you to keep somebody on your trail. That is, unless you happen to be Santiago.

THE INNER FRONTIER

As the starting point for most Bounty Hunters, the Inner Frontier has gained notoriety with all space-faring races. The planets of the Frontier are as varying as the people who inhabit them, and there's never any lack of entertainment, depending on your tastes.

Altair III A barren, red world where many suspect the only things that grow there are dust and bugs. Under the innocuous planet is a labyrinth of caves and the home of the assassin, Altair of Altair.

Bella Donna An outpost world and the third planet in the Clovis system. The planet itself is nothing extraordinary, but six-thousand miles above sits a graveyard of defunct ships called Deadly Nightshade; the home of the Sargasso Rose.

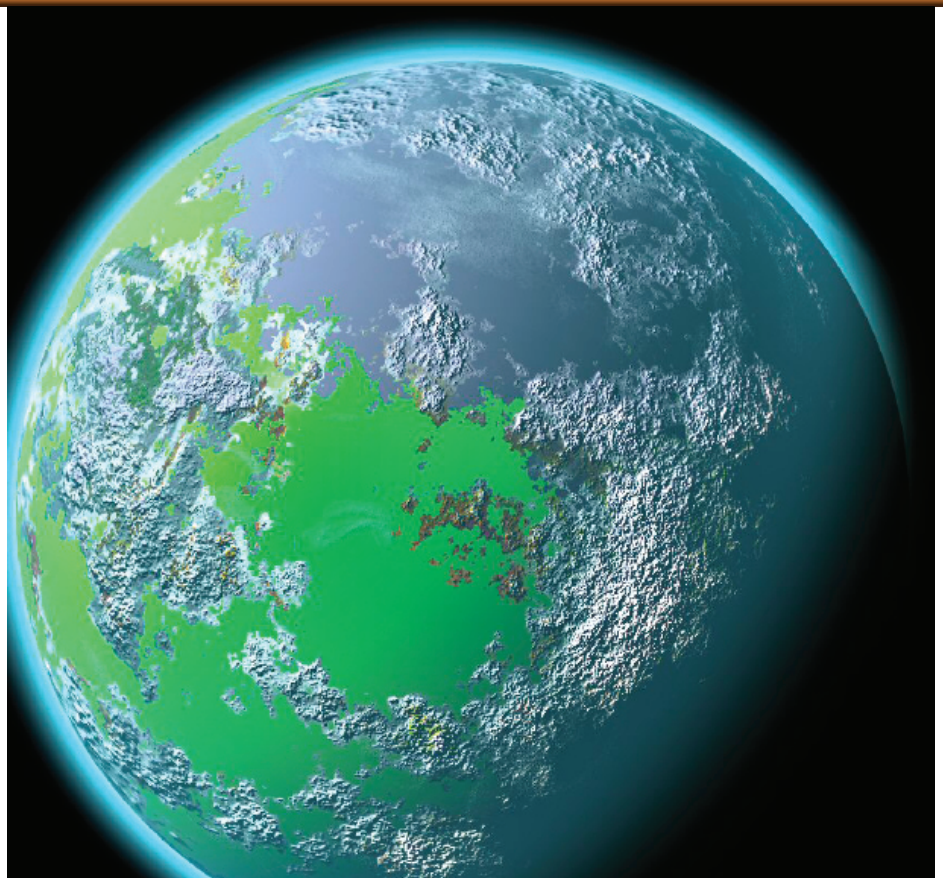
Bellum Bellum is a bland world, and its colorblind inhabitants are likewise given to droll colors and decorations. As a whole, the thumbless race is communal and believes strongly that no right-thinking individual should possess personal wealth.

Calliope Known throughout the Quinellus Cluster as a pleasure planet and, to be sure, it has more than its share of warehouses and drug dens and perverse amusements—but that is a very narrow definition of the word “pleasure,” and Calliope is, after all, not just a small section of a jaded city, but an entire planet. Other interesting sites include the Dinosaur Park, ranches, boat races, and hunting reserves.

Diamond Strike The base of operations for the Great Sioux Nation. Sitting Bull runs his band of alien thugs and thieves from a location some 25 miles south of Mother-Lode, the planet's sole tradertown. It is here that one could purchase contracts for anything from human contraband to human life.

Goldenrod A temperate little world, legally owned by a cartel of farming syndicates, but actually controlled by the Jolly Swagman. There is only one city, an ancient Tradertown that predates the farms and has expanded to the point where it now houses almost eight thousand inhabitants; and, like so many Tradertowns on the Frontier, it bears the name of the planet.

Hades Hades is populated by an alien race referred to by Man as blue devils. The blue devils have resisted assimilation into the Democracy for years and as yet the Democracy has spared it the attention of its vast military power.



Keepsake An otherwise innocuous world on the inner frontier; the world of Keepsake is the home of Geronimo Gentry, owner of Gentry's Emporium (offering alcohol and women aplenty) in the trader town of Moritat. Given its location within the Inner Frontier, Keepsake, and in particular Moritat, has become a hub for bounty hunters fresh after a kill.

Port Étrange The seventh planet in the Bellermaine system. Originally a mining world, it has since been a glittering vacation spa, then a low-security penal colony, and finally a deserted ghost world. After Jonathan Jeremy Jacobar Stern moved in, he set up headquarters in a once luxurious hotel, and turned a small section of the human habitation into a Tradertown, while allowing the remainder to linger in a perpetual state of disrepair and decay. Despite reasonably fertile fields which sustained the native population, the citizens of the Tradertown imported all their food and drink from a pair of nearby agricultural colonies. When the men began outnumbering the women, they imported the latter, too, until Stern put a stop to it.

Roosevelt Three This disparate planet was at one time on the verge of being something, but the Democracy let it fall to ruin after moving on to other projects. Now, dilapidated buildings and ruined lives surround the towering skyscrapers of

the capital city. It rains often here, as if the world weeps for its lost potential.

Safe Harbor Safe Harbor is a world with no cities and only two or three villages. Most of the people are farmers, but there is also a local chemical plant and several cattle ranches, which are otherwise rare on planets away from the original Earth.

Saint Joan Homeworld of the Swale. Near the equator, very close to a former colony of Man, there is a blackened swath of land almost ten miles long and half a mile wide, on which nothing will ever grow again. If you go to Saint Joan and ask the Swale what caused the blackened patch of ground, they will cross themselves and tell you that it is the Mark of Santiago

Sunnybeach Sunnybeach is a desert world, with about five hundred miles of beach for every foot of seashore. The heat is oppressive, and the only variation in the weather is an occasional sandstorm. Despite this, the planet sees its fare share of tourism.

Walpurgis III A planet colonized by covens and devil-worshippers. The humans of this offbeat world can often be found in outrageous costumes that make them seem alien or even monstrous in nature. They don't take kindly to the traditional laws of Man, as evidenced by the almost constant bonfires

and festivals common across the planet. Crimes such as kidnapping, murder, and more unspeakable acts are similarly ignored here except when they directly affect a particular sect.

THE DEMOCRACY

The race of Man founded the Democracy and has been working tirelessly to incorporate most useful planets and races into it since. With the original Earth as a starting point, humans have branched out to other inhabitable places throughout the galaxy and built several of them into conglomerate worlds from which the Democracy can run everything within its power. Eventually, the Democracy's administration outgrew Earth – it was deemed too small and out of the way, and the government was moved lock, stock, and barrel halfway across the galaxy to the giant planet Deluros VIII where it has remained ever since.

The Democracy is the current manifestation of humanity's galaxy-spanning empire, formed from the previous Republic. We describe the Democracy period of the galaxy in this book; it will eventually become the Oligarchy, the Monarchy, and finally Anarchy, but these periods are beyond the scope of this setting.

Aristotle A relatively new colonized world, Aristotle is known as the University Planet. It is home to the Democracy's biggest and most prestigious universities and a source of great knowledge and learning.

Caliban The location of the Department of Cartography, the "Big C" is sometimes said to be more powerful even than the Navy as it directs and plans the expansion of the Democracy.

Declan IV A frontier society that has outgrown its origins and is uncomfortably trying to fit neatly into the pattern of the worlds of the Democracy. It grew from two grubby Tradertowns into six sprawling modern cities that at first pacified and later decimated the six-legged marsupials that had once been the planet's dominant life-form. This world imports—always a decade after they're out of style—the latest fashions and entertainments from Deluros VIII, and has bribed the major retail chains to open outlets on the planet, then practically subsidized them once they arrived. It enters teams in various interplanetary sporting leagues, and is making impressive progress at polluting its atmosphere.

Deluros VIII On the huge capital world of the race of Man, the nerve center of the Democracy, there are eleven governmental departments and 1,306 men and women charged with the task of finding and terminating Santiago. Deluros VIII possesses an orbiting hangar and shuttle service. There are a few billion buildings packed so close together one would think the planet was covered by a single building.

Earth The birthplace of the human race, Earth is too small and too far out of the mainstream of galactic commerce to remain humanity's capital world. Within a couple thousand years of the founding of the Democracy, the capital was moved to Deluros VIII. Earth still remains a major world and host to many corporate headquarters.

Pegasus A former mining world, rich in gold and fissionable materials, now a heavily populated member of the Democracy. It was named for the planet's dominant herbivore, a small horse-like animal that possesses a pair of fleshy protuberances just behind its withers. (Though these have never, in the evolutionary history of the creatures, been used for anything other than balance, they do look remarkably like vestigial wings.)

Spica II A major mining and industrial hub, vital to the Democracy, the Spica system contains naval and commercial shipyards as well as a vast manufacturing base.

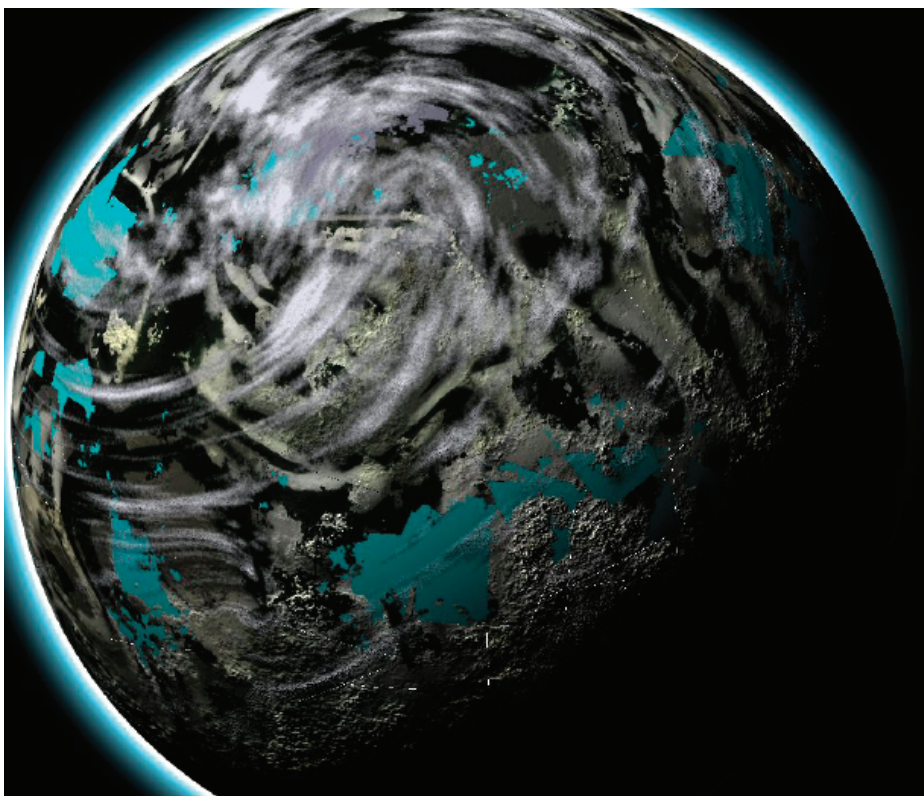
THE OUTER FRONTIER

Few travel the Outer Frontier, given its relative distance in comparison to the other worlds in Santiago. Planets here range from tame to worse than the hardest planet on the Inner Frontier. The Angel is said to have begun his work as a bounty hunter and assassin on the Outer Frontier.

Canphor VI and VII The Canphor twins have been a thorn in the side of the Democracy for the better part of ten millennia. Populated by an alien race, the Canphorites, the Democracy absorbed the Canphor twins back when it was the Republic.

Far London The fourth world circling a G-Four star with eleven planets. Far London's population has grown to almost three hundred thousand since it was initially colonized. Originally ruled by a hereditary monarchy, the last descendent died a few years ago and left a considerable debt. The government has since advertised for a new monarch.

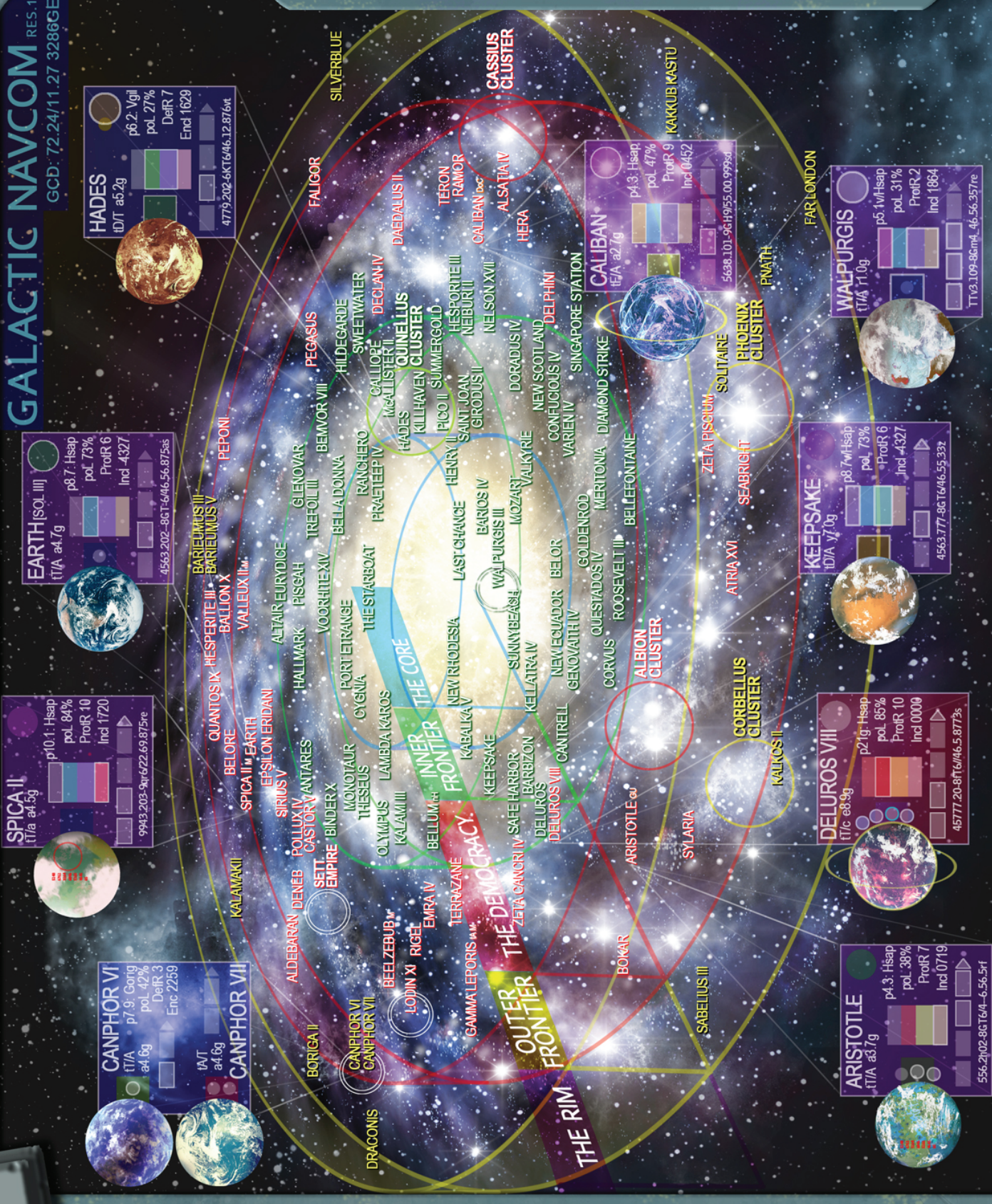
Silverblue A water world, with just a handful of islands dotting the placid ocean that covers its surface. On the western shore of the island during the daytime, with your back to the water, you will see a grass-covered knoll. Atop the knoll are seventeen white crosses, each bearing the name of a good man or woman who thought to colonize this gentle world. Beneath each name is the same legend, repeated seventeen times: Killed by Santiago.



**SANTIAGO: A MYTH OF THE FAR FUTURE ADVENTURE PATH
PLAYER'S GUIDE ▾ WORLDS OF THE FAR FUTURE**

0 13 39 45 60 75 90 105 120 135 150 165 180 195 210 225 240 255 270 285 300 315 330 345 360

GALACTIC NAVCOM RES.1
GCD: 72.24/11.27.3286GE



HADES
ID/T: a52g
p6.2: Vgll
pol. 27%
Degr 7
Encl 1629
4779.202-6KT6/46.12.876vt

EARTH (SOL III)
T/A: a4.7g
p8.7: Hsap
pol. 73%
Profr 6
Incl -4327
4563.202-8GT-6/46.56.875as

SPICA II
T/A: a4.5g
p10.1: Hsap
pol. 84%
Profr 10
Incl 1720
9943.203-5tr6/22.69.875re

CANPHOR VI
T/A: p1.9: Gorig
pol. 42%
Degr 3
Encl 2259
T/V: a4.6g
CANPHOR VII

WALPURGIS
T/A: T1/6: T1.0g
p5.1: v/Hsap
pol. 31%
Profr 2
Incl 1864
TTV3.109-86cm4_46-56-357re

KEEPSAKE
ID/A: v7.0g
p8.7: w/Hsap
pol. 73%
Profr 6
Incl -4327
4563.177-8G T6/46.55.33z

DELUROS VIII
T/c: e8.9g
p2.1g: Hsap
pol. 85%
Profr 10
Incl 0000
45777.20-8T6/46.5.8773s

ARISTOTLE
T/A: a3.7g
p4.3: Hsap
pol. 38%
Profr 7
Incl 0719
556.2/02-8GT6/4-6-56.5r1

CALIBAN
T/A: a2.7g
p4.3: Hsap
pol. 47%
Profr 9
Incl 0452
5638.101-96H9/55.00.9995s

FAR LONDON



SECTION TWO: CHARACTERS OF THE FAR FUTURE

Many different races, from all walks of life, become bounty hunters, and these bounty hunters meet, hunt, or team up with a wide variety of people. From fiery preachers like Father William, to surgical combatants like The Angel; from seductress assassins like Altair of Altair, to desperate gamblers like Halfpenny Terwilliger, one's place in the Inner Frontier is an important decision that will make them plenty of allies and enemies..

RACES

The worlds of the far future are full of unique, and often dangerous, races. There are so many different varieties of alien that to list them all would extend well beyond even the *Ballad of the Inner Frontier* written by Black Orpheus.

This *Player's Guide* offers a new, generic alien race. The alien race is customizable and can be tailored to the appearance you'd like your character to have while also gaining traits to match. When you've completed picking your racial qualities, you should have a complete and unique character race. You can, of course, use any Pathfinder race; simply change some of the terminology to suit a far-future setting.

Humans

In the *SANTIAGO: A Myth of the Far Future* campaign, humans are identical (in game terms) to PATHFINDER ROLEPLAYING GAME humans.

Aliens

There are hundreds of thousands of alien races spread across the galaxy. Many were absorbed into the Democracy long ago, but some races still remain independent—or, worse, hostile to humanity.

The number of alien variations is almost infinite—if you can imagine it, it exists somewhere in the galaxy. From Canphorites to Lodinites, from the blue devils of Hades to the fireflies of Medina. Many of these alien species are unsuitable for use as player characters, but that still leaves thousands of aliens to choose from.

You decide what your alien's species looks like, how it acts, and what unusual features it possesses. You might be unique, or one of a small number of members of your species, or your species might be widespread. You could be fiercely religious, entirely untrustworthy, or driven to follow the laws of your people.

ALIEN RACIAL TRAITS

- **+2 to One Ability Score:** Aliens get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Base Size:** Medium
- **Base Speed:** 30 feet
- **Vision:** Normal
- **Racial Qualities:** As an alien, your physical makeup is vastly different from other aliens. Choose two racial qualities from those available below.
- **Languages:** Terran, choice of one other
- **Average Height:** Varies
- **Average Weight:** Varies

It's a given that your race has developed interstellar travel and has had exposure to Man and his Democracy; your species may actually be part of the Democracy, or you may hail from a frontier world out near the Rim or close to the Core, far from the Democracy's control.

ALIEN RACIAL QUALITIES

ADONIS

Your race is overtly beautiful or has other exceptionally attractive qualities, but you can occasionally be arrogant or brash.

Benefit: You gain Skill Focus (Diplomacy) and a +2 racial bonus to Diplomacy checks.

ADRENALINE

Your race has a distinct appearance when excited that warns others away or draws them in, such as glowing veins, rippling or contracting muscles.

Benefit: Like an Olympian, you can enter a battle focus for up to 2 rounds per day. If you become a member of the Cult of Olympians (and therefore join the Olympian class), these rounds stack.

AQUATIC

Strong swimmers with webbed feet and gills are predominate members of your race.

Benefit: You gain a swim speed equal to your land speed, a +8 racial bonus to swim checks, and a +2 racial bonus to Constitution checks made to hold your breath. You can hold your breath for a number of rounds equal to four times your Constitution score.

BIONIC

Your race believes in extreme modifications and upgrades or is robotic in nature.

Benefit: You gain Skill Focus [Knowledge (Engineering)] and a +2 racial bonus to Knowledge (Engineering) checks. You also have the appearance of any other racial quality of your choice, but not its benefit. That quality is entirely mechanical in nature.

CHAMELEON

Your skin changes color to blend in with your background.

Benefit: You gain Skill Focus (Stealth) and a +2 racial bonus to Stealth checks.

CRYSTALLINE

Most races are carbon-based, but your biology is crystalline, making you much more resilient, but fragile.

Benefit: You have Tech Resistance equal to 11 + your class levels.

EYESTALKS

Having your eyes on the end of stalks may look unusual, but it greatly enhances your all-round vision.

Benefit: You gain lowlight vision and a +2 racial bonus to Perception checks.

FEARSOME

You have tusks or other dangerous looking features.

Benefit: You gain Skill Focus (Intimidate) and a +2 racial bonus to Intimidate checks.

FUR

Your thick fur protects you against the elements.

Benefit: You have cold resistance 5, electricity resistance 5, and fire resistance 5.

GORILLA

You're bigger than big and stronger than strong, with inhumanly large muscles.

Benefit: Choose one: You can wield weapons up to one size larger without penalty or you gain a climb speed equal to your land speed and a +8 racial bonus to Climb checks. You can gain this trait twice.

LANGUAGES

In the *SANTIAGO: A Myth of the Far Future* campaign, everyone should share at least one common language. In the *Santiago* Adventure Path, this language is Terran. Humans grow up knowing two tongues: that of their native world and Terran (and more often than not, the tongue of a human's native world is Terran). Out on the Frontier, where humans change worlds the way their brothers back on Earth and Deluros VIII change shirts, Terran is all anybody speaks: it has been carefully devised over a period of decades to be the kind of language any creature capable of speech can pick up with ease, a language that is well-nigh impossible to speak with an accent.

HOOVES

Your race is descended from a creature similar to Earth's horse.

Benefit: Your speed becomes 35 feet and you can charge after moving at least 5 feet.

LARGE

You come from an unusually large race of aliens or you are exceptionally large even for your race.

Benefit: Your size becomes Large and you gain the giant subtype, but you take a -2 penalty to 1 of your ability scores.

LONG LIVED

Your race lives for much longer than most.

Benefit: You gain a +2 racial bonus to Constitution checks to become stable and you automatically succeed on a natural roll of 19 or 20.



SANTIAGO: A MYTH OF THE FAR FUTURE ADVENTURE PATH

PLAYER'S GUIDE ▾ CHARACTERS OF THE FAR FUTURE

NATURAL DEFENSE

Members of your race are hardier than most others; with a unique metabolism and nervous system.

Benefit: You gain a +1 natural armor bonus and +1 hit point per hit die.

NATURAL WEAPON

Members of your race have a natural weapon.

Benefit: You gain your choice of a bite attack (1d4/x2) or 2 claw attacks (1d6/x2) with which you are proficient. You can take this quality twice, gaining both a bite and two claw attacks.

PREHENSILE LIMB

You have an extra functional limb that allows you to perform more actions.

Benefit: As a swift action, you can draw or stow a single object on your person. You also get a +2 racial bonus to Sleight of Hand checks.

RANDOM RACIAL QUALITIES

If you want to play a truly unique individual, consider rolling to randomly determine the one or both of the qualities of your alien race. Roll 1d100, then consult the table below.

Roll	Trait
1–5	Adonis
6–10	Adrenaline Rush
11–14	Aquatic
15–19	Bionic
20–23	Chameleon
24–27	Crystalline
28–31	Eye Stalks
32–36	Fearsome
37–41	Fur
42–45	Gorilla
46–49	Hooves
50–54	Large
55–58	Long Lived
59–63	Natural Defense
64–68	Psychic
69–73	Reptilian
74–77	Scavenger
78–82	Small
83–87	Tail
88–91	Third Arm
92–95	Two Heads
96–100	Vestigial Wings

PSYCHIC

Your race has a minor latent psionic ability.

Benefit: Choose one of the following fields of study: Energy Transference (fire only), Holography, Psychology, or Research. You gain a 0 level and a 1st level procedure from that field that you can use naturally once per day each.

REPTILIAN

Your scaly skin gives away your reptilian heritage.

Benefit: You gain a +1 natural armor bonus and fire resistance 5.

SCAVENGER

Your scavenging ancestors, belied by your ragged, sharp teeth, gave you a cast-iron stomach.

Benefit: You are immune to poison effects and get a +2 racial saving throw bonus to Fortitude.

SMALL

You come from an unusually small race of aliens or you are exceptionally small even for your race.

Benefit: Your size becomes Small and you gain a +4 dodge bonus to AC against enemies larger than Medium, but your speed is reduced by 5 feet. All other benefits and penalties of being small apply.

TAIL

You have a tail which you can use to your advantage, providing you with extra balance.

Benefit: You receive a +4 racial bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

TWO HEADS

You have a second head somewhere on your body. Its usefulness varies.

Benefit: You are immune to sleep effects and get a +2 racial saving throw bonus to Will.

VESTIGIAL WINGS

Your race is descended from a flying creature. While no longer able to fly, the vestigial wings make jumping and falling easier.

Benefit: You gain Skill Focus (Fly) and a +2 racial bonus to Fly checks. You can also avoid falling damage, as described in the Fly skill.

CLASSES AND ARCHETYPES

In *SANTIAGO: a Myth of the Far Future*, the classes represent your outlook on the worlds to which you travel as well as how the natives of those worlds react to and interact with you. You can use any Pathfinder class in *Santiago*, and vice versa.

In this section, we present a selection of suggested appropriate classes and archetypes from the core rules as well as from specially chosen third-party sourcebooks. We recommend that you use these classes to play the *SANTIAGO: A Myth of the Far Future Adventure Path* – they have been carefully selected to suit the tone of the campaign. However, you can use any existing Pathfinder RPG classes in the *SANTIAGO: A Myth of the Far Future Adventure Path* with a little work. By using the Conversion Guide at the end of this book, you can “re-skin” existing classes to suit a sci-fi setting. Primarily, this involves replacing magic-sounding words with



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technology-sounding words while leaving the actual mechanics intact. This allows you to use the full range and breadth of the Pathfinder rules.

Of course, you are welcome to include magic as-is in your campaign if you want to; especially if you plan on playing in your own fantasy-in-space type of setting where spellcasters and elves exist alongside spaceships and laser pistols. There have been many successful magic/tech fusions in roleplaying game settings!

Finally, you might want to use one of the (non-magical) core classes straight from the rulebooks. There's no strict reason not to do that, other than the fact that such a character would be very unusual indeed. However, if you particularly want to play a bounty hunter who uses medieval equipment and weapons from ancient history as a calling card, you could use the Fighter, or even the Ninja straight from the book.

Below is a list of suitable classes for use in the *SANTIAGO: A Myth of the Far Future Adventure Path*. These classes are those most appropriate to this far future setting, and include core Pathfinder RPG classes along with some brand new ones. Where appropriate, archetypes are used to tailor classes to the setting. Other vocations, including psions, cyborgs, and splicers may be encountered later in the campaign!

BARBARIAN

The Barbarian is a core Pathfinder class. While not common, Barbarians are perfectly appropriate in the *SANTIAGO: A Myth of the Far Future Adventure Path*. Barbarians should use the Berserker archetype (below) in the *SANTIAGO: A Myth of the Far Future Adventure Path*.

CYBORG

The Cyborg is a tech enhanced genius with a military-grade weapon attached to his body. As he grows in experience, the Cyborg makes additional modifications to his core being, eventually becoming much more than a mere mortal.

ENGINEER

The Engineer is a new class found within this book. The Engineer is a master of electronics, mechanics, computers, and demolitions. From overclocking a CPU to setting explosives, the Engineer is a versatile technology user. Engineers also have two archetypes: The Demolitions Expert and the Mechanic.

FIGHTER

The basic Fighter from the Pathfinder core rules is an excellent fit for the *SANTIAGO: A Myth of the Far Future Adventure Path*, Fighters include Soldiers and mercenaries of the far future, trained to fight with weapons and armor from the latest in burner technology to the most primitive of swords and staves. Fighters should use the Brawler archetype or the Soldier archetype (below) in the *SANTIAGO: A Myth of the Far Future Adventure Path*.

GUNSLINGER

The Gunslinger is a core class from *Ultimate Combat*, and it fits the *SANTIAGO: A Myth of the Far Future Adventure Path* perfectly. Anybody who's anybody on the frontier can wield a gun, but the gunslinger does so with a keen sense of his abilities and the grit to get the job done..

MEDIC

A new class, the Medic is an expert at battlefield medicine. Able to use this knowledge both offensively and defensively, the Medic can cure his allies' wounds, boost his friends' strength with injections of adrenaline, or exploit vulnerable points on a target.

NINJA

The Ninja from the Pathfinder RPG *Ultimate Combat* rulebook can be used in the *SANTIAGO: A Myth of the Far Future Adventure Path* by taking the Cat Burglar archetype or the Operative archetype (below).

RANGER

The Ranger is the individual trained and skilled to do find anyone or anything. Objectives and methods may vary, but in the end they are all Seekers: bounty hunters seeking targets, game hunters looking for alien fauna, or Democracy Investigators searching for criminals. Rangers should use the Seeker archetype (below) in the *SANTIAGO: A Myth of the Far Future Adventure Path*.

ROGUE

The Rogue is the same as the core class from the Pathfinder core rules, and is suitable for the *SANTIAGO: A Myth of the Far Future Adventure Path*. Rogues are jacks-of-all-trades who depend on a wide range of skills to get by. Rogues should use either the Scoundrel or the Investigator archetypes (below) in *SANTIAGO: A Myth of the Far Future*.

EXISTING CLASSES

In this book, we present a selection of suggested appropriate classes from the core rules and from specially chosen third-party sourcebooks. We recommend that you use these classes to play the *SANTIAGO: A Myth of the Far Future Adventure Path* – they have been carefully selected to suit the tone of the campaign. However, you can use any existing Pathfinder RPG classes in the *SANTIAGO: A Myth of the Far Future Adventure Path* with a little work. By using the Conversion Guide at the end of this book, you can "re-skin" existing classes to suit a sci-fi setting. Primarily, this involves replacing magic-sounding words with technology-sounding words while leaving the actual mechanics intact. This allows you to use the full range and breadth of the Pathfinder rules. The core magical classes in the Pathfinder RPG are wizard, sorcerer, cleric, paladin, bard, and druid.

Of course, you are welcome to include magic as-is in your campaign if you want to; especially if you plan on playing in your own fantasy-in-space type of setting where spellcasters and elves exist alongside spaceships and laser pistols. There have been many successful magic/tech fusions in roleplaying game settings!

Finally, you might want to use one of the (non-magical) core classes straight from the rulebooks. There's no strict reason not to do that, other than the fact that such a character would be very unusual indeed. However, if you particularly want to play a bounty hunter who uses medieval equipment and weapons from ancient history as a calling card, you could use the Fighter, or even the Ninja straight from the book.



Archetypes

These archetypes update existing Pathfinder classes to suit the *SANTIAGO: A Myth of the Far Future Adventure Path*. Players selecting these classes should use the archetypes presented below.

Berserker (Barbarian Archetype)

He's bigger than big, he's taller than tall,
He's meaner than mean, and that isn't all—
He drinks straight from morning right through to the night,
He's ManMountain Bates, and he's anxious to fight.

When faced with superior alien physiques, the human race began experimenting on their own. Through genetic manipulation, the government created powerful warriors who could compete against the aliens on their own terms. To appease the common masses, these Berserkers were portrayed as Olympians; heroes from the ancient days of human history who were said to be born of gods and possessed many of the same talents. With the fall of the Olympian cult in later years, Berserkers both alien and human have spread across the galaxy where they maintain fearsome reputations.

Alignment: Any nonlawful

Hit Dice: d12

CLASS SKILLS

Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier



CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Berserker is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

RAGE POWERS

The following rage powers are unavailable: Low-Light Vision, Night Vision, Scent, and Superstition.

INDOMITABLE

At 3rd level, a Berserker gains a +2 bonus on Fortitude saves versus poison and a +1 Will bonus to saves against psionic attacks. These bonuses increase by +1 every three Barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). This replaces the trap sense class feature.

Brawler (Fighter Archetype)

Giles Sans Pitié is a spinning wheel,
With the eye of a hawk and a fist made of steel.
He'll drink a whole gallon while holding his breath,
And wherever he goes his companion is Death.

The universe is full of heroes and villains who are trained to use firearms and dangerous weapons both natural and manufactured. Brawlers, however, prefer to stand toe-to-toe with their opponents, testing their martial prowess as well as their combat talents.

Alignment: Any

Hit Dice: d10

CLASS SKILLS

Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Brawler is proficient with all simple and martial weapons and with light armor and forcefields (except riot shields). The Brawler also begins play with Improved Unarmed Strike as a bonus feat.

CLOSE CONTROL

At 2nd level, a Brawler becomes skilled at forcefully moving his opponent around the battlefield. The Brawler gains a +1 bonus on bull rush, drag, and reposition combat maneuver checks.

The Brawler also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces armor training 1.

CLOSE COMBATANT

At 3rd level, a Brawler gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels beyond 3rd (to a maximum of +5 on attack rolls and +7 on damage rolls at 19th level).

CLOSE WEAPON GROUP

Arm blade, brass knuckles, heavy forcefield, gunblade, light forcefield, personal shield generator, police baton, punching dagger, and unarmed strike.

This ability replaces weapon training 1 and 2.

MENACING STANCE

At 7th level, a Brawler constantly harries and distracts his enemies. While adjacent to the Brawler, enemies take a –1 penalty on attack rolls and a –4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of –4 on attack rolls and –7 on concentration checks at 19th level). Creatures do not take these penalties if the Brawler is dazed, helpless, staggered, stunned, or unconscious. This ability replaces armor training 2, 3, and 4 and armor mastery.

NO ESCAPE

At 9th level, taking a 5-foot step out of the area of a Brawler's menacing stance or moving out of the area of a Brawler's menacing stance with a withdraw action provokes an attack of opportunity from the Brawler. This ability replaces weapon training 3 and 4.

STAND STILL

At 13th level, a Brawler gains Stand Still as a bonus feat, even if he does not have the Combat Reflexes feat. If the Brawler already has the Stand Still feat, he can take any other combat feat instead. Furthermore, he gains a bonus equal to 1/2 his Fighter level on combat maneuver checks when using the Stand Still feat.

WEAPON MASTERY

A Brawler must select a close weapon for this ability.

ARCHETYPES

Archetype	Parallel
Berserker	Barbarian
Brawler	Fighter
Cat Burglar	Ninja
Investigator	Rogue
Mechanic	Engineer
Operative	Ninja
Scoundrel	Rogue
Seeker	Ranger
Soldier	Fighter

Cat Burglar (Ninja Archetype)

One-Time Charlie makes mistakes,
But never makes them twice.
His heart is black as anthracite,
His blood is cold as ice.

The Cat Burglars of the far future are so much more than simple con artists and thieves. These experts in espionage can break into and out of high tech facilities before the occupants realize they've been targeted. The best Cat Burglars are rarely even known well enough to place their holographs in the post offices of the galaxy, but whispers and rumors can sometimes lead to one if there's a well-paying job to be executed.

Alignment: Any

Hit Dice: d8

CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (engineering, local, tech) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Tech Device (Int).

Skill Ranks per Level: 8 + Int modifier

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Cat Burglar is proficient with all simple weapons, grenades, pistols and rifles. They are also proficient with light armor but not with forcefields.

THIEF'S TRAINING

At 2nd level, a Cat Burglar adds half her level as a bonus to Appraise, Disable Device, Sleight of Hand, and Use Tech Device checks. This replaces the Ki pool class feature.

PHANTOM PRESENCE

At 3rd level, a Cat Burglar masters stealthy movement and leaves no trace of her presence. She never leaves a trail and cannot be tracked, though she can choose to leave behind a trail if she so desires. Furthermore, she can always choose to take 10 when making a Stealth check. This ability replaces no trace.

SABOTEUR

At 8th level, a Cat Burglar becomes a master of avoiding and manipulating traps and locks. She can attempt to open a lock as a standard action and takes 1/2 the normal amount of time to disable traps (minimum 1 round). When she has bypassed a trap without disarming it, she can also choose to suppress its trigger for up to 1 minute. If she does, she can also choose to end this suppression prematurely as a free action.

This ability replaces improved uncanny dodge.

NINJA TRICKS

Because they lack a Ki pool, the following tricks are not available to Cat Burglars: Forgotten Trick, Ki Block, and Ki Charge. The following tricks do not use the Ki point mechanic, and instead rely on limited-resource technology and can be used once per day: Acrobatic Master, Darkvision (using retinal implants), Feather Fall (using freebasing gear), Flurry of Stars (using various implements), Shadow Clone (using a holographic projector), Smoke Bomb, Sudden Disguise, Vanishing Trick (using advanced stealth techniques), and Ventriloquism. Tricks may be taken multiple times to allow for multiple uses per day. Tricks with the (Su) designator become (Ex) abilities instead.

The best Cat Burglars understand the need for some more specific Rogue talents than the average Ninja. To that end, many select the following talents and advanced talents in lieu of Ninja tricks.

Rogue Talents: quick disable; convincing fakes, dodge trap; fast picks; terrain mastery.

Advanced Rogue Talents: another day, fast tumble; hide in plain sight.

Investigator (Rogue Archetype)

She can drink, she can swear, can the Virgin Queen,

And she isn't a stranger to sin.

She knows what she wants, doesn't care where she's been,

And she'll do what she has to to win.

Ever cognizant of their surroundings, Investigators do what they must to get a good story. Like a Rogue combing a dungeon for gold, an Investigator must plumb every source she can to find the proverbial diamond in the rough that will give her a good lead. Even without formal combat training, most Investigators who travel through the frontiers of the galaxy either know how to protect themselves or possess enough useful contacts to keep them out of trouble.

Alignment: Any

Hit Dice: d8

CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Disable Device (Dex), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Performance (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Tech Device (Int).

Skill Ranks per Level: 8 + Int modifier.

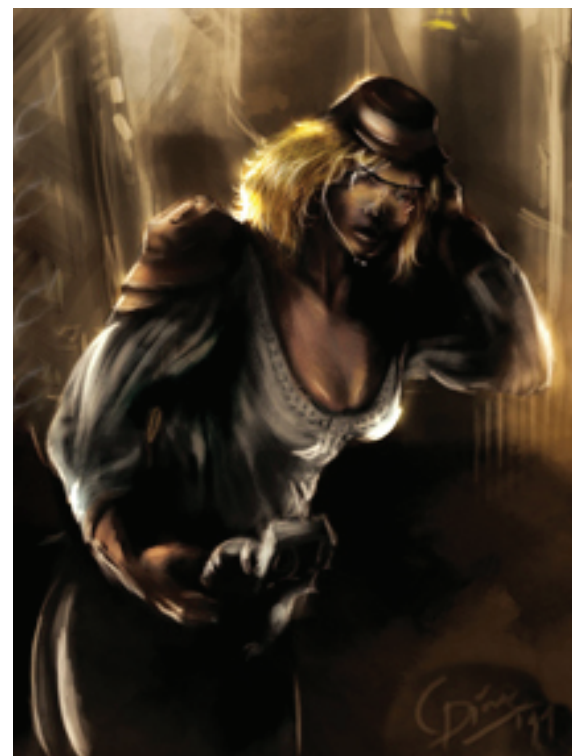
CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

An Investigator is proficient with all simple weapons and pistols. They are also proficient with light armor.

SNEAK ATTACK

The Investigator does not gain the Rogue's Sneak Attack ability.



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FOREWARNED

The Investigator can always act in the surprise round even if she fails to make a Perception check to notice a foe. However, she is still considered flat-footed until she takes an action. In addition, the Investigator receives a bonus on initiative checks equal to 1/2 her Rogue level (minimum +1). At 20th level, anytime the Investigator rolls initiative, assume the roll resulted in a natural 20.

LINGUIST

Whether through experience and travel or judicious access to the galactic databanks, the Investigator is able to understand any alien language by making a DC 15 Linguistics check. At 6th level, the Investigator is able to speak any language she understands by making a second DC 15 Linguistics check.

CONTACTS

The Investigator adds half her class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

MINOR MEDICAL PROCEDURE

At 4th level, the Investigator is able to use one 1st-level medical exploit (see the Medic class) per day. This replaces the Uncanny Dodge ability.

INFORMATION GATHERER

At 5th level, the Investigator can take 10 on any Knowledge skill check that she has ranks in. An Investigator can choose not to take 10 and can instead roll normally. In addition, once per day, An Investigator can take 20 on any Knowledge skill check as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 5th, to a maximum of three times per day at 17th level.

IMPROVED MEDICAL PROCEDURE

At 8th level, the Investigator's daily medical exploit may be a 1st or 2nd level exploit. This replaces the Improved Uncanny Dodge ability.

JACK-OF-ALL-TRADES

At 10th level, the Investigator can use any skill, even if the skill normally requires her to be trained. At 16th level, the Investigator considers all skills to be class skills. At 19th level, the Investigator can take 10 on any skill check, even if it is not normally allowed.

MASTER INVESTIGATOR

At 20th level, the Investigator reaches the pinnacle of her career. She is automatically able to discern lies even if she is unable to understand the language being spoken, and is able to gain information from a subject simply by asking the right questions: the target gets a Will save vs. a DC equal to the Investigator's Diplomacy or Intimidation skill check or must answer the question truthfully. The target must know the desired information and be able to understand the Investigator's question in order to use this ability.

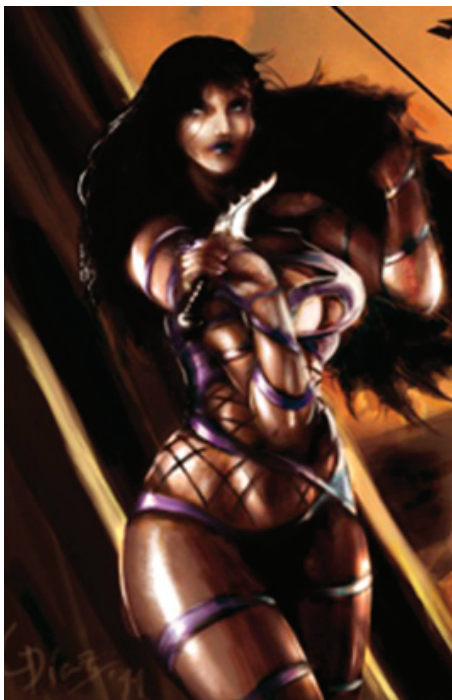
ROGUE TALENTS

The following Rogue talents are not available in the *SANTIAGO: A Myth of the Far Future Adventure Path*: cunning trigger, major magic, minor magic, quick trapsmith, trap spotter.

The following Advanced Rogue Talents are also unavailable in the *SANTIAGO: A Myth of the Far Future Adventure Path*: dispelling attack, frugal trapsmith. Slippery mind works as described, but against psychic attacks instead of spells.

Operative **(Ninja Archetype)**

Come if you dare, come but beware,
Come to the lair of Altair of Altair.
Offer a prayer for the men foul and fair,
Trapped in the snare of Altair of Altair.



An Operative is a skilled assassin, able to get in and out of most situations without being seen or recognized. Some Operatives, such as Altair of Altair, supplement their abilities with psionic traits.

Alignment: Any

Hit Dice: d8

CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (engineering) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Tech Device (Cha).

Skill Ranks per Level: 8 + Int modifier

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

An Operative is proficient with all simple weapons, grenades, pistols and rifles. They are also proficient with light armor but not with forcefields.

ENHANCED TRAINING

At 2nd level, an Operative adds half her level as a bonus to Acrobatics, Climb, Stealth, or Swim checks. This replaces the Ki pool class feature.

NINJA TRICKS

The following tricks are not available: Forgotten Trick, Ki Block, and Ki Charge. The following tricks do not use the Ki point mechanic, and instead rely on limited-resource technology and can be used once per day: Acrobatic Master, Darkvision (using retinal implants), Feather Fall (using freebasing gear), Flurry of Stars (using various implements), Shadow Clone (using a holographic projector), Smoke Bomb, Sudden Disguise, Vanishing Trick (using advanced stealth techniques), and Ventriloquism. Tricks may be taken multiple times to allow for multiple uses per day. Tricks with the (Su) designator become (Ex) abilities instead.

The following master tricks are also unavailable: Ghost Step, Invisible Blade, See the Unseen, Unbound Steps. Tricks may be taken multiple times to allow for multiple uses per day. Tricks with the (Su) designator become (Ex) abilities instead.

ELITE OPERATIVE

The Operative is able to use her Ninja Tricks and Master Tricks at will. This ability replaces the Hidden Master class feature.

Scoundrel (Rogue Archetype)

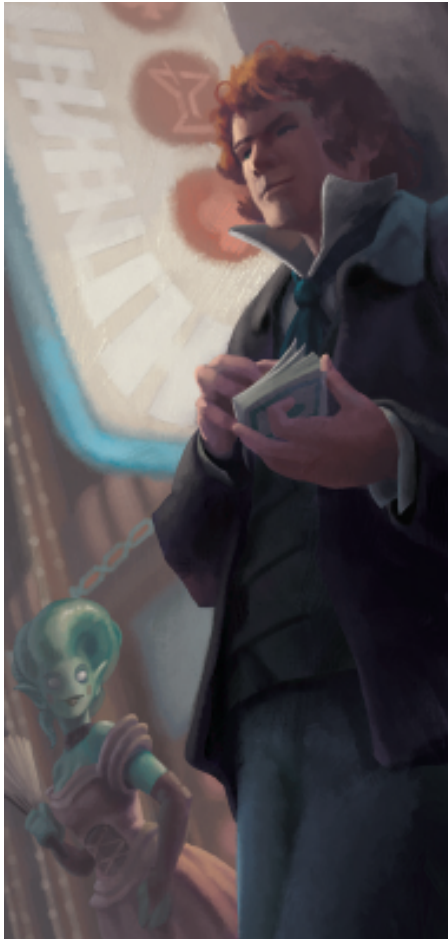
Halfpenny Terwilliger, the boldest gambler yet;
Halfpenny Terwilliger will cover any bet;
Halfpenny Terwilliger, a rowdy martinet;
Halfpenny Terwilliger is now one soul in debt.

Some are unsavory, and others are charming, but all Scoundrels are cunning; they cover the range from gamblers to smugglers to fences to con-men. With a wide variety of skills, a talent for stealth, hacking, and bluffing, Scoundrels have a trick for every situation. The gambler Halfpenny Terwilliger is a Scoundrel.

Throughout the galaxy, there are men and women who seek only to better their own status. If a bloodthirsty killer breaks out of a Democratic Prison, only to be found and turned in for the reward soon after it peaks, then it's likely a Scoundrel was probably pulling the strings all along. The trick is to not get caught yourself.

Alignment: Any

Hit Dice: d8



CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (tactics) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Performance (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Use Computer (Int), and Use Tech Device (Int).

Skill Ranks per Level: 8 + Int modifier.

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Scoundrel is proficient with all simple weapons, pistols and rifles. They are also proficient with light armor, but not with forcefields.

POKER FACE

The Scoundrel is an expert gambler. At 1st level, the Rogue gains a +2 luck bonus to Diplomacy and Sleight of Hand skill checks made during a card or dice game. This ability replaces trapfinding.

SECOND CHANCE

At 3rd level, a Scoundrel picks three of his class skills. Once per day they are allowed to reroll once any skill check. The second roll is made at a -5 penalty and must be accepted even if worse than the original roll. The Scoundrel is able to use this ability one additional time per day for every 3 levels after the 3rd level. This ability replaces trapsense.

ROGUE TALENTS

The following Rogue talents are not available in the *SANTIAGO: A Myth of the Far Future Adventure Path*: cunning trigger, major magic, minor magic, quick trapsmith, trap spotter.

ADVANCED ROGUE TALENTS

The following advanced Rogue talents are not available in the *SANTIAGO: A Myth of the Far Future Adventure Path*: dispelling attack, frugal trapsmith. Slippery mind works as described, but against psychic attacks instead of spells.

Seeker (Ranger Archetype)

The Songbird stalks, the Songbird kills,
The Songbird works to pay his bills.
So, friend, beware the Songbird's glance:
If you're his prey, you'll have no chance.



The Seeker is expert at locating its prey, be it an individual or a group of them. Often seen as loners, seekers are capable in combat, but especially against those who they aim to hunt down. As loners, seekers often learn a variety of skills and abilities to be able handle all situations on their own.

Alignment: Any

Hit Dice: d10

CLASS SKILLS

Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (astronomy) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Computer (Int).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Seeker is proficient with all simple weapons, pistols and rifles. They are also proficient with light and medium armor.

STERN GAZE

The Seeker receives a morale bonus equal to half his class level on Intimidate and Sense Motive checks. This ability replaces wild empathy.

COMBAT STYLE FEAT

As the Ranger ability, but replaces archery for ranged weapons.

EXPLOIT WEAKNESS

The Seeker learns to take advantage of any opportunity that presents itself. Whenever the Seeker scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the Seeker deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled. This ability replaces hunter's bond.

SEEKER'S TRICK

At 5th level, a Seeker learns the use of Seeker's tricks, which typically grant a boon or bonus to the Seeker or a nearby ally. At 5th level, the Seeker learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. A Seeker can use these tricks a total number of times per day equal to 1/2 his Seeker level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A Seeker cannot select an individual trick more than once.

The following is a list of Seeker's tricks and their effects.

Aiding Attack: The Seeker can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the Seeker's next turn gains a +2 circumstance bonus on that attack roll.

Catfall: The Seeker can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the Seeker takes no damage from the fall, he does not fall prone.

Chameleon Step: The Seeker can move up to twice his speed as a move action. The Seeker does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime: As a standard action, the Seeker can communicate with a single creature regardless of language for 10 minutes. Because the communication is slow and lacks subtlety, the Seeker suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

Defensive Stance: The Seeker can use this trick as a swift action. Until the start of his next turn, his actions do not provoke attacks of opportunity.

Deft Stand: The Seeker can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack: The Seeker can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

Hateful Attack: The Seeker can use this trick as a free action when he makes an attack against one of his favored enemies. The Seeker doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Hobbling Attack: The Seeker can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Quick Climb: The Seeker can climb at his full speed as a move action without penalty.

Quick Healing: As a swift action, the Seeker can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the Seeker can administer a potion to an unconscious character as a move action.

Quick Swim: The Seeker can swim at his full speed as a move action without penalty.

Seeker's Counsel: As a swift action, the Seeker can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The Seeker must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Rattling Strike: The Seeker can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike: When he misses with a melee attack, the Seeker may reroll his attack at a -5 penalty. Using this ability is an immediate action.

Skill Sage: As a free action, the Seeker can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Skillful Leap: As a free action, the Seeker can attempt a running jump without moving 10 feet before the jump.

Surprise Shift: The Seeker can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack: The Seeker can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Trick Shot: As a standard action, the Seeker can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses: As an immediate action, the Seeker gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike: The Seeker can use this trick as a free action just before he makes a melee attack.

If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike: The Seeker can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The Seeker can make a single melee attack at his highest base attack bonus against the creature who attacked his ally. This ability replaces spells.

STALWART

The Seeker gains Stalwart as a bonus feat. This ability replaces woodland stride

Soldier (Fighter Archetype)

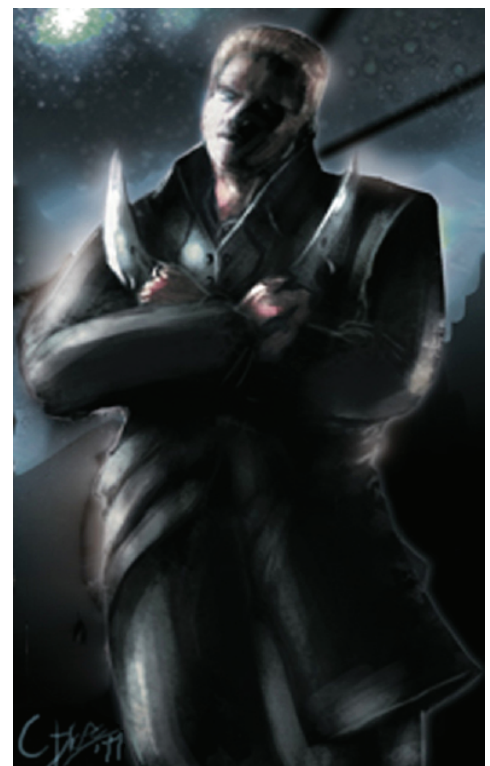
They call him the Angel, the Angel of Death,
If ever you've seen him, you've drawn your last breath.
He's got cold lifeless eyes, he's got brains, he's got skill,
He's got weapons galore, and a yearning to kill.

Soldiers are militant fighters who do what is necessary to accomplish their missions. Some are cold and calculating, while others are brash and dangerous combatants.

Well-equipped and well-armored in the latest that modern small arms protection can provide, the Soldier is able to withstand punishment and hold off a small army.

Alignment: Any

Hit Dice: d10



CLASS SKILLS

The Soldier's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (electronics) (Int), Knowledge (tactics) (Int), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str), and Use Computer (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

A Soldier is proficient with all simple weapons, pistols, rifles and launchers. They are also proficient with light, medium and heavy armor.

WEAPON TRAINING

In addition to weapons groups described in The Pathfinder Roleplaying Game Core Rules, the following groups are available to the Soldier:

Sidearms: pistols.

Two-Handed Firearms: rifles.

Heavy Weapons: vehicle-mounted weapons.

Launchers: grenade launchers.

Classes

Presented below are 4 classes available in the *SANTIAGO: A Myth of the Far Future Adventure Path*. They are the Cyborg, the Engineer, the Gunslinger, and the Medic.

Cyborg

He aches for the touch of flesh upon flesh,
He wonders why Fate had to end his beguine,
He longs for a woman, all virginal fresh:
Schussler the Cyborg, unhappy machine.

Tech freaks exist in all societies. Men, women, and aliens who believe that their physical forms are imperfect for one reason or another. Those with an inclination to begin modifying their bodies to improve upon their otherwise flawed design are known as cyborgs.

Enhanced reflexes and combat ability combined with genius-level intellect make cyborgs a potential threat to any who cross them.

Role: All cyborgs believe that the body with which we are all born is imperfect so that we can learn to harness its potential and turn it into something more. As it becomes more powerful, a Cyborg will improve its combat ability as well as learn new and potent ways to protect itself from attacks. With useful modifications at the ready, the Cyborg can likewise achieve feats not normally attainable by common man or alien

Alignment: Any

Hit Die: d8

CLASS SKILLS

The Cyborg's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (engineering, tech) (Int), Linguistics (Int), Perception (Wis), Ride (Dex), Swim (Str), and Use Tech Device (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

Cyborgs are proficient with all simple weapons. They are proficient with light armor, but not with forcefields.

PLASMA CANNON

One of the primary weapons used by a Cyborg is its plasma cannon. This highly specialized weapon draws from the cyborg's own modified metabolism in order to deliver a concussive blast that ignores most armor.

On his turn, as a standard action, the Cyborg can make a ranged touch attack against any creature within 60 ft. On a hit, the Cyborg deals 1d6 points of damage to the target plus 1d6 for every 2 levels of Cyborg he possesses.

Medium and heavy armors interfere with the systems that charge the plasma cannon, and the cannon doesn't count as an actual weapon, so



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feats and class features that rely on an attack with a weapon cannot be used in conjunction with a plasma cannon.

TECH MODIFICATIONS

Through constant mechanical and physical improvements made to his body, the Cyborg is able to perform acts unimagined by mere flesh-bound creatures. Beginning at 1st level, the Cyborg chooses 2 tech modifications from the following list. He can use those modifications at will as described below. Unless otherwise noted, activating a tech modification is a standard action that provokes attacks of opportunity.

Plasma and Blast modifications modify the Cyborg's plasma cannon attack. The Cyborg can apply up to one of each of these modifications to his plasma cannon at any time as a full-round action.

At any level in which the Cyborg learns a new tech mod, he can also exchange another tech mod he already knows for one of the same tier or lower (tech mod, upgrade, improved, greater).

Leg Enhancement: The Cyborg gains a +6 bonus to Acrobatics checks for 24 hours.

Metabolism: The Cyborg chooses Fortitude, Reflex, or Will and adds his Intelligence bonus (if any) to that save for 24 hours. He can only have metabolism active for one save at a time.

Military Grade Forcefield: The Cyborg deflects incoming arrows, rays, and other ranged attacks for up to 1 minute per level. Each ranged attack directed at the Cyborg for which the attacker must

make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Hand Cannon (Blast): As a standard action, the Cyborg can make a single melee attack. If the attack hits, the Cyborg deals his blast cannon damage in addition to any damage the attack would ordinarily deal (if any).

Sniper Cannon (Blast): The Cyborg's plasma cannon is modified to increase its range out to 250 ft. with no range increment.

Sonic Pulse: The Cyborg creates a sonic pulse at a distance of up to 25 ft. + 5ft. per 2 levels. Used as an area attack, the pulse destroys basic objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces. Objects weighing more than 1 pound per level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the cyborg can target a single, solid, basic object, regardless of composition, weighing up to 10 pounds per level. Targeted against a crystalline creature (of any weight), the pulse deals 1d6 points of sonic damage per level (maximum 10d6), with a Fortitude save (DC 12 + Intelligence modifier) for half damage.

Steam Vent: The Cyborg exudes a fog in a 20 ft. radius around him, granting concealment to creatures within the cloud. The fog dissipates on its own after 1 minute, but a moderate breeze or a small fire disperses it immediately.

Traction Enhancement: The Cyborg can climb and travel on vertical surfaces or even traverse ceilings. He must have his hands free to climb in this manner. The Cyborg gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, he need not make Climb checks to traverse a vertical or horizontal surface (even upside down). The Cyborg retains his Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against him. He cannot, however, use the run action while climbing.

Vision Enhancement: While this modification is active, the Cyborg gains darkvision out to 60 ft. and can see invisible creatures for 24 hours.

LOCATE TECH

The Cyborg is able to locate nearby technology and decipher its purpose through careful observation. This grants the Cyborg a +5 circumstance bonus to detect any creature in possession of technology more powerful than basic equipment, firearms or armor up to 60ft. away.

DAMAGE REDUCTION

At 3rd level and higher, the Cyborg has begun the process of changing his body from man to machine. This transformation grants the Cyborg DR 1 that can only be surpassed by ammunition with the armor-piercing quality or tech-enhanced weapons with an enhancement bonus higher than 1/4 the Cyborg's level (rounded down).

At 7th level and every 4 levels thereafter, the Cyborg increases his DR by 1, to a maximum of DR 5 at 19th level.

TECH OVERRIDE

Beginning at 4th level, the Cyborg can turn enemy technology against itself by making a successful Use Tech Device in place of Knowledge (engineering) or Knowledge (tech). The Cyborg must be within 5 ft. of the device he wishes to manipulate, but can take 10 to do so even if distracted or threatened.

TECH MODIFICATIONS UPGRADE

At 6th level, the Cyborg gains access to stronger tech modifications.

Blindsight: The Cyborg gains blindsight out to 30 ft. for 24 hours.

Invisibility Field: The Cyborg becomes invisible for up to 24 hours. This modification wears off if it makes an attack.

Laser Cannon (Plasma): The Cyborg's plasma cannon deals fire damage. In addition, a creature hit by the Cyborg's laser cannon catches on fire, taking 1d6 points of fire damage each round until it can be put out. A successful Reflex save (DC 13

Cyborg						
Level	Base Attack	Fort	Ref	Will	Special	Tech Mods
1st	+0	2	2	0	Plasma Cannon 1d6, Technical Modifications	2
2nd	+1	3	3	0	Locate Tech	3
3rd	+1	3	3	1	Plasma Cannon 2d6, DR 1/special	3
4th	+2	4	4	1	Tech Override	4
5th	+2	4	4	1	Plasma Cannon 3d6	4
6th	+3	5	5	2	Tech Modification Upgrade	5
7th	+3	5	5	2	Plasma Cannon 4d6, DR 2/special	5
8th	+4	6	6	2	Nano-Repair 1	6
9th	+4	6	6	3	Plasma Cannon 5d6,	6
10th	+5	7	7	3	Energy Resistance 5	7
11th	+5	7	7	3	Plasma Cannon 6d6, DR 3/special,	7
12th	+6/+1	8	8	4	Minor Engineering Pool Tech Modification Upgrade [Improved]	8
13th	+6/+1	8	8	4	Plasma Cannon 7d6, Nano-Repair 2	8
14th	+7/+2	9	9	4		9
15th	+7/+2	9	9	5	Plasma Cannon 8d6, DR 4/special	9
16th	+8/+3	10	10	5	Tech Modification Upgrade [Greater]	10
17th	+8/+3	10	10	5	Plasma Cannon 9d6,	10
18th	+9/+4	11	11	6	Nano-Repair 5	11
19th	+9/+4	11	11	6	Plasma Cannon 10d6, DR 5/special	11
20th	+10/+5	12	12	6	Energy Resistance 10	12

+ Intelligence modifier) prevents the creature from catching fire.

Light Cannon (Plasma): The Cyborg's plasma cannon is modified such that it blinds the target for 1 round on a hit. A successful Fortitude save (DC 14 + Intelligence modifier) negates this effect.

Rapid Cannon (Blast): The Cyborg's plasma cannon is modified such that it can strike multiple targets. When the Cyborg hits a creature with his rapid cannon, he can repeat that attack against another creature within 30 ft. of the last target. The Cyborg can repeat his attack once for every 5 levels he possesses. Each secondary attack deals one-half the initial damage on a hit.

NANO-REPAIR

The Cyborg can shut down his systems as a standard action for up to 2 minutes per day and enter a state of self-repair. While this is in effect, he gains fast healing 1. His fast healing increases to 2 at 13th level and 5 at 18th level. The rounds spent in Nano-Repair need not be consecutive, but the Cyborg must spend a minimum of 2 rounds each time.

ENERGY RESISTANCE

At 10th level and higher, the Cyborg has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, they cannot be changed. At 20th level, the Cyborg gains resistance 10 against the two types of energy.

IMPROVED TECH MODIFICATIONS UPGRADE

At 12th level, the Cyborg gains access to stronger tech modifications.

Fluster Cannon (Plasma): The Cyborg's plasma cannon is modified such that it confuses the target for 1 round on a hit. A successful Will save (DC 14 + Intelligence modifier) negates this effect. This is a mind-affecting effect.

Mustard Cannon (Plasma): The Cyborg's plasma cannon is modified such that it nauseates the target for 1 round on a hit. A successful Fortitude (DC 16 + Intelligence modifier) save negates this effect.

Power Cannon (Plasma): The Cyborg's plasma cannon is modified such that it knocks the target back 1d6 x 5 feet directly away from the Cyborg. The target falls prone at the end of this movement. A successful Reflex save (DC 16 + Intelligence modifier) negates this effect.

Strafe Cannon (Blast): The Cyborg's plasma cannon is modified such that it strikes each creature in a 30 ft. cone. No attack is necessary, but a successful Reflex save (DC 15 + Intelligence modifier) halves the damage against any one target.

MINOR ENGINEERING POOL

A Cyborg of 12th level or higher gains a crafting pool similar to an Engineer's. The Cyborg's effective Engineer level is equal to one-half his Cyborg level plus his base Intelligence modifier (if positive). Tech-enhanced items do not increase the Cyborg's pool, and his maximum effective level cannot exceed his character level.

GREATER TECH MODIFICATIONS UPGRADE

At 16th level, the Cyborg gains access to stronger tech modifications.

Hyper Cannon (Blast): The Cyborg's plasma cannon is modified such that it strikes any number of targets designated by the Cyborg and within 20 ft. of him. No attack is necessary, but a successful Reflex save (DC 18 + Intelligence modifier) halves the damage against any one target.

Hyper Senses: While this modification is active, the Cyborg cannot be surprised or caught flat-footed. He also receives a +2 insight bonus to AC and Reflex saves unless he would lose his Dexterity bonus to AC. The modification lasts for up to 10 minutes per level.

Invisibility Generator: The Cyborg can become invisible for 1 round per level. This invisibility does not end if the Cyborg makes an attack. If the invisibility is cancelled prematurely by an outside source, the Cyborg stuns and deals 4d6 sonic damage to each creature within 20 ft. of it. A successful Reflex save (DC 16 + Intelligence modifier) negates the stun and halves the damage against any one target.

Power Generator: The Cyborg can rest for 1 hour and regain hit points as though it had rested for 8 hours. He can also travel at a speed of 50 miles per hour for up to 1 hour per level each day. The Cyborg can bring up to 1 creature per level along with him.

Engineer

Simple Simon met a pieman going to the fair;
Simple Simon killed the pieman on the thoroughfare.
Simple Simon likes the taste of his new outlaw life;
It's not for pies that Simon needs his shining steel knife.

The engineer is often the unsung hero of an adventuring party in the far future. An indispensable member of any team, the engineer supports, repairs, jury-rigs, enhances, and makes things go boom! The engineer is an expert in electronics, explosives, and mechanics.

Role: Engineers keep their allies going during long journeys and tough encounters. They aid their party by keeping them always up to date with the latest in technology and tech-enhanced items.



Alignment: Any

Hit Die: d8

CLASS SKILLS

Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Computer Use (Int), Diplomacy (Cha), Disable Device (Dex), Demolitions (Int), Engineer (Int), Heal (Wis), Knowledge (history) (Int), Knowledge (sciences) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sciences (Int), Sense Motive (Wis), Sleight of Hand (Dex), Vehicle Operation (Dex)

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All Engineers share these class features.

WEAPON AND ARMOR PROFICIENCY

The Engineer is proficient with all simple weapons and all firearms. She is also proficient with all armor, and forcefields (but not riot shields).

FLASH OF GENIUS

At 1st level, while wielding a sidearm, the Engineer can use Intelligence in place of Dexterity for all attack and damage rolls. The Engineer can also use Intelligence in place of Dexterity for determining prerequisites for combat feats.

CRAFTING POOL

The Engineer keeps small components for quick repairs and jury rigs handy. At 1st level, the Engineer can use up to 200 credits worth of widgets to repair, modify, and create items both basic and tech enhanced. These parts cannot be sold or traded because they are useless to all but the Engineer.

As her level increases, the Engineer can use her crafting pool to further supplement the cost of her creations. When she gains a level, any remaining value within her pool from the previous level is lost.

When she visits a reasonable location in which to

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buy additional widgets, the Engineer can replenish her crafting pool. This is useful for Engineers who build a lot of explosives (see below).

OVERDRIVE

At 1st level, once a day, the Engineer can use a standard action to attempt to temporarily overdrive a weapon or device, offering it a quick boost at the sacrifice of its operational lifespan. This does not provoke attacks of opportunity.

As a standard action, the Engineer selects one piece of equipment, makes a knowledge (engineering) check, and consults the following table. The Engineer can apply any one modification for which she meets or exceeds the DC. The modification lasts for 5 minutes. After the time has expired, the Engineer must make another check against the same DC or the modified item breaks, requiring repairs. If the Engineer is unable to make the Engineer check, the item immediately breaks.

TECH SAVANT

At 1st level the Engineer gains the ability to permanently modify the weapons and armor under her control. Choose two of the following tech savant abilities. The Engineer can only have one in effect, and they can be activated or deactivated with a swift action. At 9th level and at 14th level, the Engineer gains one additional tech savant ability. At 17th level, the Engineer can empty two tech savant abilities simultaneously (though each must be activated separately).

Charge Shot: Each time the Engineer hits a Medium or smaller target with a ranged weapon, she pushes it 5 feet. If the target cannot be pushed, it is staggered until the start of the Engineer's next turn. The Engineer can only push a target 5 feet per turn at 1st level, 10 feet per turn at 10th level, and 15 feet per turn at 20th level.

Economical Plating: The Engineer gains uncanny dodge (as the Rogue class feature). She also gains a +1 bonus to AC and Reflex saves.

Improved Precision: The Engineer gains a +1 bonus to ranged attack rolls and a +2 bonus to ranged attack rolls against all creatures within 30 ft.

Modified Caliber/Output: All of the Engineer's ranged attacks gains a +2 competence bonus to damage rolls against targets within her weapon's first range increment. At 7th level, this increases to +3 and at 14th level, it increases to +4.

CRAFT EXPLOSIVES

A 2nd level Engineer is able to create explosives out of just about anything. As a full-round action, the Engineer can spend credits out of her crafting pool and craft an explosive device from her widgets using an appropriate skill (generally either Craft (tech), Knowledge (engineering), or Use Tech Device). The DC to create the explosive is 8 + 1 for every 1d6 fire damage dealt by the explosive + 1 for every 5 ft. added to the radius of the explosion. The cost of the explosive is equal to the final DC x 2 in credits, so a single explosive that deals 1d6 damage to a single 5 ft. square would cost 20 credits. The

Overdrive	DC
Weapons	
+1 to damage	20
+2 to damage	27
+3 to damage	37
+15 to long range	20
+30 to long range	27
+50 to long range	37
Electronic Devices	
+1 skill bonus	20
+2 skill bonus	27
+3 skill bonus	37
Vehicles	
+1 to initiative	20
+10 ft. to speed	25
+20 ft. to speed	30
Armor	
DR 1/-	25
DR 2/-	30
DR 3/-	37

explosive is considered a trap for all detection and disarming purposes.

Once created, the Engineer can place the explosive at her feet as a free action, or hold it until she can place it in a different location as part of a move action (like drawing a weapon). The explosive does not trigger while the Engineer holds it (unless she wants it to). She can set the explosive to wait for up to 1 round per level before exploding after she has placed it.

IMPROVED REPERTOIRE

At 2nd level, the Engineer chooses one skill in which she has not trained. She gains 2 ranks in that skill immediately and gains 1 additional rank in that skill at each Engineer level from then on.

RED BUTTON

At 3rd level, the Engineer modifies her firearm to include a button that she can press as a free action. If any other creature attempts to use this button, the firearm breaks. Installing a red button on a new firearm requires 8 hours of rest and 1 hour of uninterrupted preparation, but costs nothing.

* If the Engineer presses the button before the attack roll and misses, she can reroll the attack, but must keep the second result.

* If the Engineer presses the button after she hits with the attack, she deals extra damage equal to ½ her level + her Intelligence bonus (if any).

* If the Engineer presses the button after

Engineer						
Level	Base Attack	Fort	Ref	Will	Special	Crafting Pool
1st	+0	+0	+2	+2	Flash of Genius, Crafting Pool, Overdrive, Tech Savant	200 Cr
2nd	+1	+0	+3	+3	Improved Repertoire, Craft Explosives	800 Cr
3rd	+1	+1	+3	+3	Red Button	1,800 Cr
4th	+2	+1	+4	+4	Midas Touch	3,200 Cr
5th	+2	+1	+4	+4	Flexible Explosives	5,000 Cr
6th	+3	+2	+5	+5	Midas Touch	7,200 Cr
7th	+3	+2	+5	+5	Red Button	9,800 Cr
8th	+4	+2	+6	+6	Boosted Clip	12,800 Cr
9th	+4	+3	+6	+6	Tech Savant	16,200 Cr
10th	+5	+3	+7	+7	Bonus Feat	20,000 Cr
11th	+5	+3	+7	+7	Red Button	24,200 Cr
12th	+6/+1	+4	+8	+8	Midas Touch	28,800 Cr
13th	+6/+1	+4	+8	+8	Advanced Explosives	33,800 Cr
14th	+7/+2	+4	+9	+9	Tech Savant	39,200 Cr
15th	+7/+2	+5	+9	+9	Red Button	45,000 Cr
16th	+8/+3	+5	+10	+10	The Gum Trick	51,200 Cr
17th	+8/+3	+5	+10	+10	Tech Savant	57,800 Cr
18th	+9/+4	+6	+11	+11	Midas Touch	64,800 Cr
19th	+9/+4	+6	+11	+11	Red Button	72,200 Cr
20th	+10/+5	+6	+12	+12	Explosives Master	80,000 Cr

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rolling a critical threat, she confirms the critical hit automatically.

The Engineer is able to press the button a number of times per day equal to 3 + her Intelligence modifier.

MIDAS TOUCH

Starting at 4th level, while the Engineer is wielding a firearm, that weapon's damage die increases by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). This stacks with any other effect that increases damage die size.

At 6th Level, 12th Level, and 18th level, her damage die bonus from midas touch improves again.

FLEXIBLE EXPLOSIVES

At 5th level The Engineer may also change her explosives damage to multiple damage types by assigning each 1d6 of damage as a damage type (acid, cold, electricity, fire, or sonic). The Engineer must make all decisions regarding damage types when setting the explosive.

BOOSTED CLIP

Starting at 8th level, the Engineer can modify one clip or cell of a weapon's ammunition (hers or an ally's). This takes 5 minutes and the Engineer can only modify one cell or clip per day. The weapon's critical multiplier increases by 1 when that clip is used.

ADVANCED EXPLOSIVES

Starting at 13th level, the Engineer can make a single check to create two explosives at any one time. The Engineer may also apply one of the following modifications to each explosive without increasing the DC. At 15th level, the Engineer may apply two modifications.

* The Engineer may set them to a 10 ft. radius base which explodes automatically when a creature moves with 10 ft. of the device. A successful Reflex save at the same DC to craft the explosive halves the damage.

* If her explosive does 100% fire damage, the Engineer can include a sticky ingredient which causes anybody who takes damage from the explosion to catch fire, taking 1d6 points of fire damage each round until the fire is extinguished.

* If her explosive does 100% cold damage, creatures that take a direct hit from the explosion are staggered on their next turn unless they succeed on a Fortitude save at the same DC to craft the explosive.

* The Engineer's explosives can now wait for up to 1 minute per level before exploding.

BONUS FEAT

At 10th level, the Engineer gains one non-combat feat.

THE GUM TRICK

Starting at 16th level, once per day, as a move action, the Engineer can perform the Gum Trick. She selects one piece of equipment and one of the following effects.

* If the Engineer presses the button after rolling a critical threat, she confirms the critical hit automatically.

* A broken item is repaired.

* An unbroken weapon gains a +4 bonus to damage rolls for 1 hour.

* Unbroken armor gains a +2 bonus to AC for 1 hour.

EXPLOSIVES MASTER

Starting at 20th level, the Engineer may create up to 3 explosives at any one time. She can set the base radius of the explosion to 15 feet before increasing the DC.

Demolitions Expert (Engineer Archetype)

The Demolitions Expert is a specialized Engineer who focuses her training on the crafting of incendiaries and bombs. Instead of modifying her weapons, she improves her capacity to create explosives. As she gains experience, the Demolitions Expert even learns to craft more bombs than other Engineers.

CRAFT EXPLOSIVES

The Engineer gains craft explosives at 1st level. Her base radius before increasing the DC to create an explosive is 20 ft. and the explosive can be placed in any location within close range (25 ft. + 5 feet per 2 levels) as a free action upon completion. The Engineer can activate the explosive remotely as a swift action. She can also conceal the explosive, which requires a DC 15 Perception check to locate from a distance of up to 30 ft.

At 13th level, if her explosive does 100% sonic damage, the Engineer can include an ingredient which causes anybody who takes damage from the explosion to become deafened for up to 1 minute unless they succeed on a Fortitude save at the same DC to craft the explosive.

The explosive will be concealed, but can be spotted with a DC 15 Perception check from a distance of 30 feet. This ability replaces Tech Savant.

BOMB BAG

Beginning at 2nd level, the Demolitions Expert gains the ability to craft one explosive per level without spending credits from her crafting pool (2 at 2nd level, 3 at 3rd, etc...). She is still limited by her total crafting pool, however, so an explosive crafted at 2nd level still cannot cost more than 800 credits to create.

Mechanic (Engineer Archetype)

Some engineers ignore their explosives training and focus more on the creation of various tools for themselves and their allies. They are also exceptionally good at throwing random components together to create unexpected results.

JURY RIG

At 2nd level and higher, the Mechanic can jury rig basic and tech enhanced items out of seemingly nothing. She can make an appropriate craft check as a full-round action to create any item for which she has the skill and any necessary item creation feats. The value of the item cannot exceed her available crafting pool, and the effective item lasts up to 1 round per level before breaking. She can have up to 1 item jury rigged at any time. This ability replaces craft explosives.

FLEXIBLE JURY RIG

Starting at 5th level, the Engineer can exchange one tech enhanced ability for another of equal value as a standard action. For example, if she has jury rigged a distance weapon (a +1 bonus), she can exchange it for Merciful, Seeking, or any other +1 bonus on her turn as a standard action. This action adds 1 round to the total remaining rounds in which the item functions. This ability replaces Flexible Explosives.

ADVANCED JURY RIG

At 13th level and higher, the Engineer can have up to 2 items jury rigged at a time. The total cost of both items still cannot exceed her total crafting pool. This ability replaces Advanced Explosives.

MECHANICAL MASTER

At 20th level, the Engineer can have up to 3 items jury rigged at a time. The total cost of each item cannot exceed one-half of her total crafting pool, and she only counts the two most expensive items against her pool when determining what remains. This ability replaces Explosives Master.

Gunslinger

His name is Father William,
His aim is hard to ken.
His game is saving sinners,
His fame is killing men.

Even in the far future, Gunslingers are a prevalent and dangerous lot. With their aptitude for ranged weapons, and their grit to get them out of bad situations, it's no surprise that some of the best bounty hunters are members of this class.

Role: Some Gunslingers care for nothing more than their own wellbeing. Others take up their guns in the name of the law and join the ranks of the barristers, a group of near-vigilante bounty hunters who derived their moniker from the intergalactic lawyers of the Republic.

One of the most famous of Gunslingers on the Inner Frontier is the priestly Father William. With a mane of fire and a license to kill in the name of God, this Gunslinger's faith in his talents is rivaled only by his appetite.

Alignment: Any

Hit Die: d10

CLASS SKILLS

Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering, local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Gunslinger

Level	Base Attack	Fort	Ref	Will	Special
1st	+1	2	2	0	Deeds, grit, license to kill
2nd	+2	3	3	0	Nimble +1
3rd	+3	3	3	1	Deeds
4th	+4	4	4	1	Bonus feat
5th	+5	4	4	1	Gun expert +1
6th	+6/+1	5	5	2	Nimble +2
7th	+7/+2	5	5	2	Deeds
8th	+8/+3	6	6	2	Bonus feat
9th	+9/+4	6	6	3	Gun expert +2
10th	+10/+5	7	7	3	Nimble +3
11th	+11/+6/+1	7	7	3	Deeds
12th	+12/+7/+2	8	8	4	Bonus feat
13th	+13/+8/+3	8	8	4	Gun expert +3
14th	+14/+9/+4	9	9	4	Nimble +4
15th	+15/+10/+5	9	9	5	Deeds
16th	+16/+11/+6/+1	10	10	5	Bonus feat
17th	+17/+12/+7/+2	10	10	5	Gun expert +4
18th	+18/+13/+8/+3	11	11	6	Nimble +5
19th	+19/+14/+9/+4	11	11	6	Deeds
20th	+20/+15/+10/+5	12	12	6	Bonus feat, true grit

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY:

Gunslingers are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor, but not shields.

LICENSE TO KILL

At 1st level, a Gunslinger gains a firearm of her choice. She also has the appropriate license necessary to carry her firearm while in the Democracy and Democracy-controlled planets. The chosen weapon is customized and programmed to only work for the Gunslinger; only she can use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 credits when sold). The Gunslinger also gains Gunsmithing as a bonus feat.

GRIT

A Gunslinger makes her mark upon the world with daring deeds. To accomplish these remarkable deeds, Gunslingers require grit. In game terms, grit is a fluctuating measure of a Gunslinger's ability to perform amazing actions in combat. At the start of each day, a Gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and tech items may affect this maximum. A Gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the Gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the Gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the Gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the Gunslinger's character level to 0 or fewer hit points does not restore any grit.

DEEDS

Gunslingers spend grit points to accomplish deeds. Most deeds grant the Gunslinger some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the Gunslinger has at least 1 grit point. The following is the list of base Gunslinger deeds. A Gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye: At 1st level, the Gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The Gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge: At 1st level, the Gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the Gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the Gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the Gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The Gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Gunslinger Initiative: At 3rd level, as long as the Gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol-Whip: At 3rd level, the Gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the Gunslinger's size, the critical multiplier of this attack is 20/x2. If the attack hits, the Gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot: At 3rd level, if the Gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the Gunslinger must declare the utility shot she is using before firing the shot.

* **Blast Lock:** The Gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Tech lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though the knock procedure can still be employed to bypass the lock, and the creator of a tech lock can still bypass the functions of that procedure.

* **Scoot Unattended Object:** The Gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the Gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

* **Stop Bleeding:** The Gunslinger makes a firearm attack and then presses the hot barrel against herself

or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The Gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Dead Shot: At 7th level, as a full-round action, the Gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the Gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the Gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th-level Gunslinger firing a laser rifle hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). She cannot perform this deed with a weapon when attacking creatures in a cone. The Gunslinger must spend 1 grit point to perform this deed.

Startling Shot: At 7th level, a Gunslinger with at least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting: At 7th level, as a full-round action, the Gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects.

* **Arms:** On a hit, the target takes no damage from the hit but drops one carried item of the



Gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.

* **Head:** On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.

* **Legs:** On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

* **Torso:** Targeting the torso threatens a critical on a 19-20.

* **Wings:** On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound: At 11th level, when the Gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the Gunslinger's Dexterity modifier. Alternatively, the Gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (Gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Lightning Reload: At 11th level, as long as the Gunslinger has at least 1 grit point, she can reload a single shot of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an energy cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

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Evasive: At 15th level, when the Gunslinger has at least 1 grit point, she gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge Rogue class features. She uses her Gunslinger level as her Rogue level for improved uncanny dodge.

Menacing Shot: At 15th level, the Gunslinger can spend 1 grit point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the fear procedure. The DC of this effect is equal to 10 + 1/2 the Gunslinger's level + the Gunslinger's Wisdom modifier.

Slinger's Luck: At 15th level, the Gunslinger can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The Gunslinger must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

Cheat Death: At 19th level, whenever the Gunslinger is reduced to 0 or fewer hit points, she can spend all of her remaining grit points (minimum 1) to instead be reduced to 1 hit point.

Death's Shot: At 19th level, when the Gunslinger scores a critical hit, she can spend 1 grit point to deal normal damage, and the target must succeed at a Fortitude saving throw (DC 10 + 1/2 the Gunslinger's level + the Gunslinger's Dexterity modifier). On a failed saving throw, the target dies. This is a death attack. Performing this deed does not allow the Gunslinger to regain grit from confirming a critical hit or making a killing blow.

Stunning Shot: At 19th level, when a Gunslinger hits a creature, she can spend 2 grit points to stun the creature for 1 round. The creature must make a Fortitude saving throw (DC 10 + 1/2 the Gunslinger's level + the Gunslinger's Wisdom modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

NIMBLE

Starting at 2nd level, a Gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the Gunslinger to lose her Dexterity bonus to AC also causes the Gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

BONUS FEATS

At 4th level, and every four levels thereafter, a Gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

GUN EXPERT

Starting at 5th level, whenever a Gunslinger attacks with a firearm, she gains a +1 bonus on attack and damage rolls. Every four levels thereafter (9th, 13th, and 17th), a Gunslinger's expertise improves, granting her an additional +1 bonus. For example, when a Gunslinger reaches 9th level, she receives a +2 bonus on attack and damage rolls with firearms. Bonuses granted from similar class features (such as a Soldier's weapon training) stack.

A Gunslinger also adds this bonus to any combat maneuver checks made with firearms. This bonus also applies to the Gunslinger's Combat Maneuver Defense when defending against disarm and sunder attempts made against firearms.

TRUE GRIT

At 20th level, a Gunslinger picks two deeds that she has access to and that she must spend grit to perform. She can perform these deeds for 1 grit point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the Gunslinger can perform this deed as long as she has at least 1 grit point. If a deed could already be performed as long as she had at least 1 grit point, she can now perform that deed even when she has no grit points.

Medic

Moonripple, Moonripple, touring the stars,
Has polished the wax on a thousand bars,;
Has trod on the soil of a hundred worlds,
Has found only pebbles while searching for pearls.

Doctors, battlefield medics, and emergency responders: medics are vital in any endeavor where folks might get injured. With an understanding of anatomy and biochemistry, a medic can patch up a wounded comrade, enhance an ally's attributes, or even harm his opponents with potent cocktails of drugs. The medic gets access to a wide range of medical exploits applicable to a variety of situations.

Role: The Medic protects her allies from the dangers they face in the galaxy. She is always quick to help, sometimes even by putting herself in harm's way, just to make sure that her companions can continue to fight the good fight.

Alignment: Any

Hit Dice: d8

CLASS SKILLS

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Heal (Wis), Knowledge (engineering, history, tech) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Use Tech Device (Int)

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

The Medic is proficient with all simple weapons and all sidearms. She is also proficient with light armor.

Flash of Genius: At 1st level, while wielding a sidearm, the Medic can use Intelligence in place of Dexterity for all attack and damage rolls. The Engineer can also use Intelligence in place of Dexterity for determining prerequisites for combat feats.

GENERAL PRACTITIONER

The Medic adds half her class level (minimum 1) to all Heal and Knowledge skill checks and may make all Knowledge skill checks untrained.

MEDICAL EXPLOITS

A medic gains exploits she can use each day. As extraordinary abilities, exploits require no verbal components. They do, however, require both somatic and material components (which are supplied by any kit offering a bonus to Heal). medical exploits require neither contemplation nor preparation each morning; the Medic regains the use of healer exploits each day. The Medic can use any exploit on the exploit list, provided that she can use the exploit of that level. The Medic does not need to choose which exploits to prepare each morning. The Medic receives bonus exploits per day if she has a high Intelligence or Wisdom score. When the table indicates that the Medic get 0 exploits per day of a given spell level, the Medic gain only the bonus exploits she would be entitled to based on her Intelligence or Wisdom score for that exploit level. Because her expertise includes both organic and inorganic living systems, the Medic can employ these abilities on any creature with hit points and an intelligence score of 3 or higher. Despite philosophical arguments, for ease of play, Cyborgs are counted as living creatures while actual robots and other machines are not.

IMPROVED REPERTOIRE

At 2nd level, the Medic chooses one skill in which she has not trained. She gains 2 ranks in that skill immediately and gains 1 additional rank in that skill at each Medic level from then on.

At 6th level, the Medic chooses another new skill and gains 6 ranks in it. That skill also gains 1 additional rank at each Medic level from then on.

INTELLIGENT RESISTANCE

Starting at 3rd level, the Medic gains a +1 bonus to all saving throws.

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PRIMARY TARGET

Starting at 4th level, if the Medic makes no attacks that can inflict damage on her turn, she gains a +2 circumstance bonus to AC and Reflex saves until the start of her next turn.

RISKY OPERATION

Starting at 5th level, the Medic can use a move action and suffer 2 points of Constitution damage in order to recover one medical exploit of any level she can enact. The Medic must employ that exploit within 1 minute or it is lost.

MEDICAL EXPERTISE

Starting at 7th level, the Medic is able to aid allies in pinpointing weak spots in enemies based on her own medical knowledge. As an immediate action, the Medic can target an open ally in line of sight who has hit a creature with a ranged attack this turn and adds her Intelligence or Wisdom modifier as extra damage to that hit. Medical expertise does not provoke attacks of opportunity.

UNCANNY DODGE

In order to keep herself safe against attackers, the 8th level Medic has learned to keep an eye out for them. She gains Uncanny Dodge, as the Rogue ability.

ALWAYS PREPARED

The medic knows her party's needs and always has enough materials handy to use one or more of her exploits on the fly. At 9th level, the Medic can select one 1st level medical exploit. She can now trade out any exploit she has prepared for the chosen exploit as a free action. The Medic can also select a 2nd level exploit at 14th level, a 3rd level exploit at 18th level, and a 4th level exploit at 20th level. At each interval, the Medic may also exchange one exploit she has chosen previously for another of the same level. She cannot otherwise change which exploits she has always prepared.

EVASION

Starting at 10th level, the Medic is able to do everything in her power to avoid getting hit. She gains Evasion, as the Rogue ability.

WEAK SPOT

Starting at 11th level, if the Medic fails to confirm a critical hit against an opponent, she still inflicts 2 points of bleed damage.

IMPROVED UNCANNY DODGE

A 12th level Medic knows even better how to stay out of harm's way. She gains Improved Uncanny Dodge, as the Rogue ability.

DEFILADE

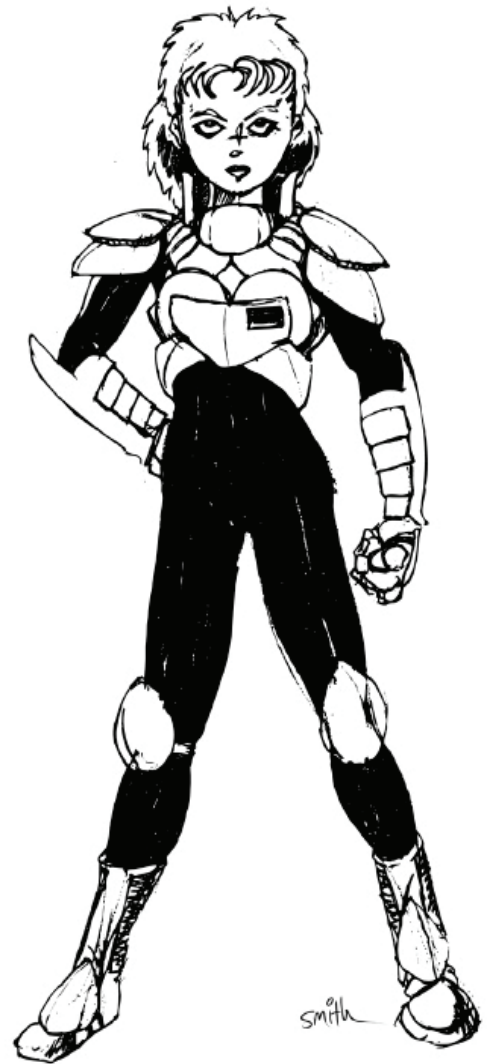
Starting at 13th level, if an opponent fails to confirm a critical threat against the Medic, each open ally in line of sight to the opponent gains a +1 circumstance bonus to attack it until they hit.

OUTTHINK AND OUTWIT

Starting at 15th level, the Medic are able to quickly ascertain her enemy's eye movements and body language and determine the best course of action. As a full-round action, the Medic can target one creature up to 25 ft. + 5 ft. per 2 levels away. That creature is flat-footed against the Medic until she makes an attack, is hit by an attack, or can otherwise no longer observe it. Beginning on the following round, as a standard action on her turn, the Medic can choose one of her allies within the same range. That ally gains a +2 circumstance bonus to attacks made against the chosen creature until the end of the ally's next turn.

TAKE COVER

Starting at 16th level, the Medic gains Improved Evasion, as the Rogue ability. In addition, she can convey her evasion (but not improved evasion) to a number of creatures equal to her Intelligence modifier. Each creature must be within 20 ft. of the Medic and able to both see and hear her to benefit from this ability.



Level	Base Attack	Fort	Ref	Will	Special	Medical Exploits			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Flash of Genius, General Practitioner, Medical Exploits	0	--	--	--
2nd	+1	+0	+3	+3	Improved Repertoire	1		--	--
3rd	+1	+1	+3	+3	Intelligent Resistance	1	0	--	--
4th	+2	+1	+4	+4	Primary Target	2	1	--	--
5th	+2	+1	+4	+4	Risky Operation	2	1	0	--
6th	+3	+2	+5	+5	Improved Repertoire	2	2	1	--
7th	+3	+2	+5	+5	Medical Expertise	3	2	1	0
8th	+4	+2	+6	+6	Uncanny Dodge	3	2	2	1
9th	+4	+3	+6	+6	Always Prepared (1st level)	3	3	2	1
10th	+5	+3	+7	+7	Evasion	3	3	2	2
11th	+5	+3	+7	+7	Weak Spot	4	3	3	2
12th	+6/+1	+4	+8	+8	Improved Uncanny Dodge	4	3	3	2
13th	+6/+1	+4	+8	+8	Defilade	4	4	3	3
14th	+7/+2	+4	+9	+9	Always prepared (2nd level)	4	4	3	3
15th	+7/+2	+5	+9	+9	Outthink and Outwit	4	4	4	3
16th	+8/+3	+5	+10	+10	Take Cover	4	4	4	3
17th	+8/+3	+5	+10	+10	Foolish Endeavor	4	4	4	4
18th	+9/+4	+6	+11	+11	Always Prepared (3rd level)	4	4	4	4
19th	+9/+4	+6	+11	+11	Roll With It	4	4	4	4
20th	+10/+5	+6	+12	+12	Always Prepared (4th level)	4	4	4	4

FOOLISH ENDEAVOR

Starting at 17th level, whenever the Medic misses with a ranged attack, she can take a 5-foot step as a free action. This does not count as a 5-foot step on her turn.

ROLL WITH IT

At 19th level, the Medic can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by weapon damage in combat, the Medic can attempt to roll with the damage. To use this ability, the Medic must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Medic's evasion ability does not apply to the defensive roll.

MEDICAL EXPLOITS

The following lists of medical exploits are available to all medics. They are divided up by level and sorted alphabetically for easy reference.

1ST LEVEL EXPLOITS

ANATOMY EXPERT

Level medic 1
Casting Time 1 swift action
Range N/A
Target one creature you hit with a ranged weapon and score a critical threat.
Duration instantaneous
Effect: The hit becomes a confirmed critical hit.



CLAMP THE ARTERY

Level medic 1
Casting Time: 1 move action
Range touch
Target one living creature
Duration instantaneous
Effect: The target is healed of all damage dealt by one attack or failed save since the start of the last round.
Advanced: At 10th level, this exploit is reduced to a swift action.

CORTICAL REINFORCEMENT INJECTION

Level medic 1
Casting Time 1 full-round action
Range touch
Target one living creature
Duration 1 day
Effect: The target gains low-light vision and is immune to being blinded.
Advanced: At 10th level, you can target two creatures.

DIAGNOSE AND CURE

Level medic 1
Casting Time 1 minute
Range touch
Target one living creature suffering from disease or poison
Duration instantaneous
Effect: The target gains a +4 enhancement bonus to his next save to recover from the disease or poison. He also gains a +2 enhancement bonus against identical disease or poison attacks for the rest of the day.

EMERGENCY PATCH

Level medic 1
Casting Time 1 full-round action
Range touch
Target one living creature
Duration instantaneous
Effect: The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d4.
Advanced: At 10th level, you can either increase the hit point recovery to your total Heal skill modifier + 3d8 or you can target two creatures instead of one.

METABOLIC REINFORCEMENT

Level medic 1
Casting Time 1 full-round action
Range touch
Target one living creature
Duration 4 hours
Effect: A creature protected by a metabolic reinforcement injection suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. This exploit doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

STANOZOLOL INJECTION

Level medic 1
Casting Time 1 full-round action
Range touch
Target one living creature
Duration 1 hour
Effect: The target gains a +2 enhancement bonus to Dexterity (affecting attack bonuses, Reflex saves, Dexterity checks, etc). The target also receives a +10 ft. bonus to speed.
Advancement: At 10th level, you can target up to 2 creatures.

2ND LEVEL EXPLOITS

ADRENALINE INJECTION

Level medic 2
Casting Time 1 move action
Range touch
Target one living creature
Duration instantaneous
Effect: The target gains one additional standard action on his next turn and on his following turn.
Advancement: At 15th level, you can target up to 2 creatures, but each requires a move action.

ADVANTAGEOUS SCLERODERMA INJECTION

Level medic 2
Casting Time 1 standard action
Range touch
Target you or one living creature
Duration instantaneous
Effect: The target grants a +2 circumstance bonus to the creature's natural armor bonus. This bonus increases to +4 at 8th level and +6 at 14th level.
Advancement: At 15th level, you can target up to 2 creatures, but each requires a standard action.

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MEDICAL MASTER

Level medic 2

Casting Time 1 full-round action

Range touch

Target you and one living creature OR two living creatures

Duration instantaneous

Effect: The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d8. The target also gains a +3 inherent bonus to Fort saves for 5 minutes.

Advancement: At 15th level, you can target up to 4 creatures.

NIATHOL

Level medic 2

Casting Time 10 minutes

Range: touch

Target one living humanoid creature

Duration: 10 minutes

Effect: This illegal serum is injected into a creature. After ten minutes, the target will become susceptible to questions for a further ten minutes. Each question asked of the target requires a Will save (DC 15) to avoid answering truthfully. At the end of the ten-minute questioning period, the target must make a DC 15 Fort save to avoid lapsing into unconsciousness for one hour. This serum will only affect a target once per day.

NATURAL HEALER

Level medic 2

Casting Time 1 standard action

Range touch

Target you or one living creature

Duration: Instantaneous

Effect: The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 3d4.

Advancement: At 15th level, increase the effect to regain hit points equal to your total Heal skill +5d4

SEDATIVE

Level medic 2

Casting Time 1 standard action

Range touch

Target one living creature

Duration 30 minutes

Effect: A sedative puts a creature of 4HD or less to sleep for 30 minutes if it fails a DC 15 Fort save. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sedative does not target unconscious creatures or constructs.

QUICK RECOVERY

Level medic 2

Casting Time 1 full-round action

Range personal

Target yourself

Duration instantaneous

Effect: When you make an Intelligence- or Wisdom-based skill check, you may double your ability modifier for the check. If the check still fails, you gain a +10 bonus to all saves related to that check until the end of your next turn.

Advancement: At 15th level, you increase the effect to regain hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) +5d4

SYNTHETIC STEROID

Level medic 2

Casting Time 1 full-round action

Range touch

Target one living creature

Duration 1 hour.

Effect: The target gains a +4 enhancement bonus to Strength (affecting attack bonuses, damage rolls, Strength checks, etc).

Advancement: At 10th level, you can target up to 2 creatures.

TREAT PATIENT

Level medic 2

Casting Time 1 minute

Range touch

Target one creature suffering from a disease or poison

Duration 1 day

Effect: The target suffers no effects from any disease or poison currently affecting it. The target gains a +2 bonus saves to recover from the disease or poison until the end of the day.

XANTHINE INJECTION

Level medic 2

Casting Time 1 full-round action

Range touch

Target one living creature

Duration 1 hour

Effect: The target gains a +4 enhancement bonus to Constitution (affecting hit points, Fortitude saves, Constitution checks, etc). Hit points gained this way are not temporary hit points. They go away when the target's Constitution drops back to normal; they are not lost first as temporary hit points.

Advancement: At 10th level, you can target up to 2 creatures.

3RD LEVEL EXPLOITS

ANALEPTIC INJECTION

Level medic 3

Casting Time 1 full-round action

Range touch

Target one unconscious living creature

Duration instantaneous / 1 day

Effect: The target wakes up. If reduced to below 0 hit points, the target is brought to 0 hit points and wakes up. If the target is above 0 hit points, it is immune to sleep effects for the rest of the day.

Advancement: At 10th level, you can target up to 2 creatures.

AVERSION THERAPY

Level medic 3

Casting Time 1 swift action

Range N/A

Target one creature you hit with a ranged weapon

Duration 1 round / level

Effect: The target suffers a -2 penalty to AC and is staggered.

CONCENTRATED SEDATIVE

Level medic 3

Casting Time 1 standard action

Range touch

Target one living creature

Duration 15 minutes

Effect: A sedative puts a creature of 6HD or less to sleep for 30 minutes if it fails a DC 18 Fort save. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, or constructs.

EPHEDRINE PSYCHOTROPIC INJECTION

Level medic 3

Casting Time 1 full-round action

Range touch

Target 1 living creature

Duration 5 minutes

Effect: The target recovers from any effect requiring a Will save and is immune to Will-based attacks. The target also gains DR5/-.

DELAY CONDITION

Level medic 3

Casting Time 1 standard action

Range touch

Target 1 living creature.

Duration instantaneous

Effect: The target recovers from 1 condition it suffers from and gains a +4 bonus to saves against that condition for 5 minutes.



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MINOR MEDICAL MIRACLE

Level medic 3

Casting Time 1 minute

Range touch

Target one creature that has been reduced to below 0 hit points or fewer or killed in the past 5 minutes.

Duration instantaneous

Effect: The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier) + 2d8 and is dazed for 1d4 minutes.

POUND THE CHEST

Level medic 3

Casting Time 1 full-round action

Range touch

Target one creature that has been reduced to below 0 hit points or fewer or killed in the previous round.

Duration: Instantaneous

Effect: The target regains hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier). The target is dazed for 1d4 rounds.

UNHEALTHY PSYCHOSTIMULANT INJECTION

Level medic 3

Casting Time: 1 full-round action

Range: touch

Target: one living creature

Duration: 5 minutes

Effect: When making a full attack action, the target may make one extra attack with any weapon it is holding. The attack is made using the target's full base attack bonus, plus any modifiers appropriate to the situation. The target also gains +1 injection bonus on attack rolls and a +1 dodge bonus to AC

and Reflex saves. Any condition that makes the target lose its Dexterity bonus to Armor Class (if any) also makes it lose dodge bonuses. All of the target's modes of movement increase by 30 feet, to a maximum of twice the target's normal speed. This increase counts as an enhancement bonus, and it affects the target's jumping distance as normal for increased speed. After the effect expires, the target is staggered for 1 hour.

Advancement: At 15th level, you can target up to 2 creatures.

4TH LEVEL EXPLOITS

EXOTIC CONCOCTION

Level medic 4

Casting Time 5 minutes

Range touch

Target: up to 6 creatures

Duration 1 hour

Effect: The target gains temporary hit points equal your total Heal skill modifier (ranks + bonuses + attribute modifier).

Advancement: At 20th level, target gains temporary hit points equal your total Heal skill modifier +3d4.

FIELD EXPERIENCE

Level medic 4

Casting Time: 1 standard action

Range: 20 ft

Target: Up to 6 creatures

Duration: 5 minutes

Effect: The target's critical threat range increases by 1.

Advancement: At 20th level, the target's critical threat range increases by 2.

I CAN HEAR BELLS RINGING

Level medic 4

Casting Time 1 immediate action

Range personal

Target yourself

Duration instantaneous

Effect: If you are targeted by an area effect, you are moved to the nearest unoccupied space outside the area. You also gain a +5 bonus to AC and Reflex saves until the end of your next turn.

LETHAL INJECTION

Level medic 4

Casting Time 1 full-round action

Range touch

Target one living creature

Duration instantaneous

Effect: The target takes 12d6 poison damage (Fort save DC 20 for half damage).

MAJOR MEDICAL MIRACLE

Level medic 4

Casting Time 1 minute

Range touch

Target one living creature

Duration instantaneous

Effect: The target recovers any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. The target also recovers hit points equal to your total Heal skill modifier (ranks + bonuses + attribute modifier). This does not remove negative levels or restore permanently drained ability score points.

PLAYING GOD

Level medic 4

Casting Time 5 minutes

Range touch

Target one ally that has been killed in the past 30 minutes.

Duration instantaneous

Effect: The target returns to life with 20 hit points, and they awaken.



SECTION THREE: RULES OF THE FAR FUTURE

This section includes new combat rules, new feats and modifications to existing feats, and a selection of far-future gear.

RANGED COMBAT

In the *SANTIAGO: A Myth of the Far Future Adventure Path*, ranged weapons are more commonplace than melee weapons. Crafted by expert hands, ranged weapons are calibrated and balanced so that a trained shooter can get more bang for his proverbial buck.

* Characters proficient in the use of a ranged weapon add their Dexterity modifier to damage rolls. Composite rifles (like composite bows) are available with crank and spring-loaded mechanisms that allow the user to apply their Strength modifier to damage instead (though they still attack using Dexterity).

* Characters can make ranged attacks in melee with sidearms without drawing attacks of opportunity (unless attacking with a melee weapon would also draw one).

* Characters in this setting can flank and make attacks of opportunity against enemies within 1 range increment of their weapons as though they were in the adjacent square directly between them and that enemy at the start of the turn. Rules for attacks of opportunity still apply.

Suppressive Fire (Combat Maneuver)

Sometimes it becomes necessary to protect your allies from enemy fire. By doing so, you give them a chance to shoot back. As a standard action when wielding at least a semiautomatic weapon (or if you have the Rapid Reload feat), you target a 30 ft. cone or a 50 ft. line from your current location and make a single combat maneuver roll. Until the start of your next turn, creatures with CMD less than your check take a -4 penalty to attack as long as they remain in the area. For this maneuver, add bonuses for cover and concealment to the targets' CMD. Suppressive fire draws attacks of opportunity

Overwatch (Combat Maneuver)

As a full-round action, you can make a combat maneuver roll and begin using overwatch to scan a 50 ft.-radius area centered on you for enemies. You cannot be surprised by enemies with a CMD less than your check result, but you can still be flanked. You also have a readied action to attack any hidden enemy with a CMD less than your check result that reveals himself before the start of your next turn. You can make up to one attack per enemy at your full attack bonus in this way. Using overwatch does not draw attacks of opportunity, but you can still do so by performing other actions which might (such as moving).

Once you have begun using overwatch, you can continue it from round to round without rerolling, but you must decide at the start of each round to do so. During any round in which you continue using overwatch, you can also perform one of the following actions.

- * Move up to half your speed.
- * Reroll your combat maneuver check.
- * Reload, store, or draw a weapon.

FEATS

General Feats

Below is a list of new feats and existing feats that have been modified to better suit this setting. In most cases, some feats are easier to gain in the far future because of progress made in the art of battle.

COMBAT TECH USER

You are adept at using procedures even when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to enact a procedure or use a tech-like ability when acting defensively or while grappled.

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MODIFIED FEATS

The following feats from the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* should be modified as follows when used in *SANTIAGO: A Myth of the Far Future*.

Improved Disarm

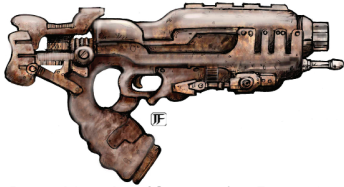
In *SANTIAGO: A Myth of the Far Future*, this feat allows ranged disarm attempts.

Improved Precise Shot

Replace the requirements with the following: Requires Dex 15, Precise Shot, BAB +1.

Pinpoint Targeting

Replace the requirements with the following: Requires Improved Precise Shot, BAB +4.



GREATER OVERWATCH

You are adept at scouting an area for potential enemies.

Prerequisite: Improved Overwatch, base attack bonus +6.

Benefit: You receive a +2 bonus on checks made to use the overwatch maneuver. This bonus stacks with the bonus granted by Improved Overwatch.

GREATER SUPPRESSIVE FIRE

You are skilled at keeping your enemies busy so your allies can attack or work unhindered.

Prerequisite: Improved Suppressive Fire, base attack bonus +6.

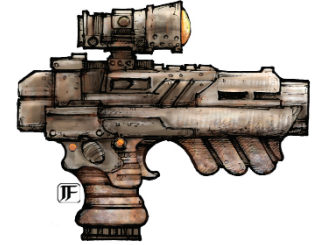
Benefit: You receive a +2 bonus on checks made to use the suppressive fire maneuver. This bonus stacks with the bonus granted by Improved Suppressive Fire.

IMPROVED OVERWATCH

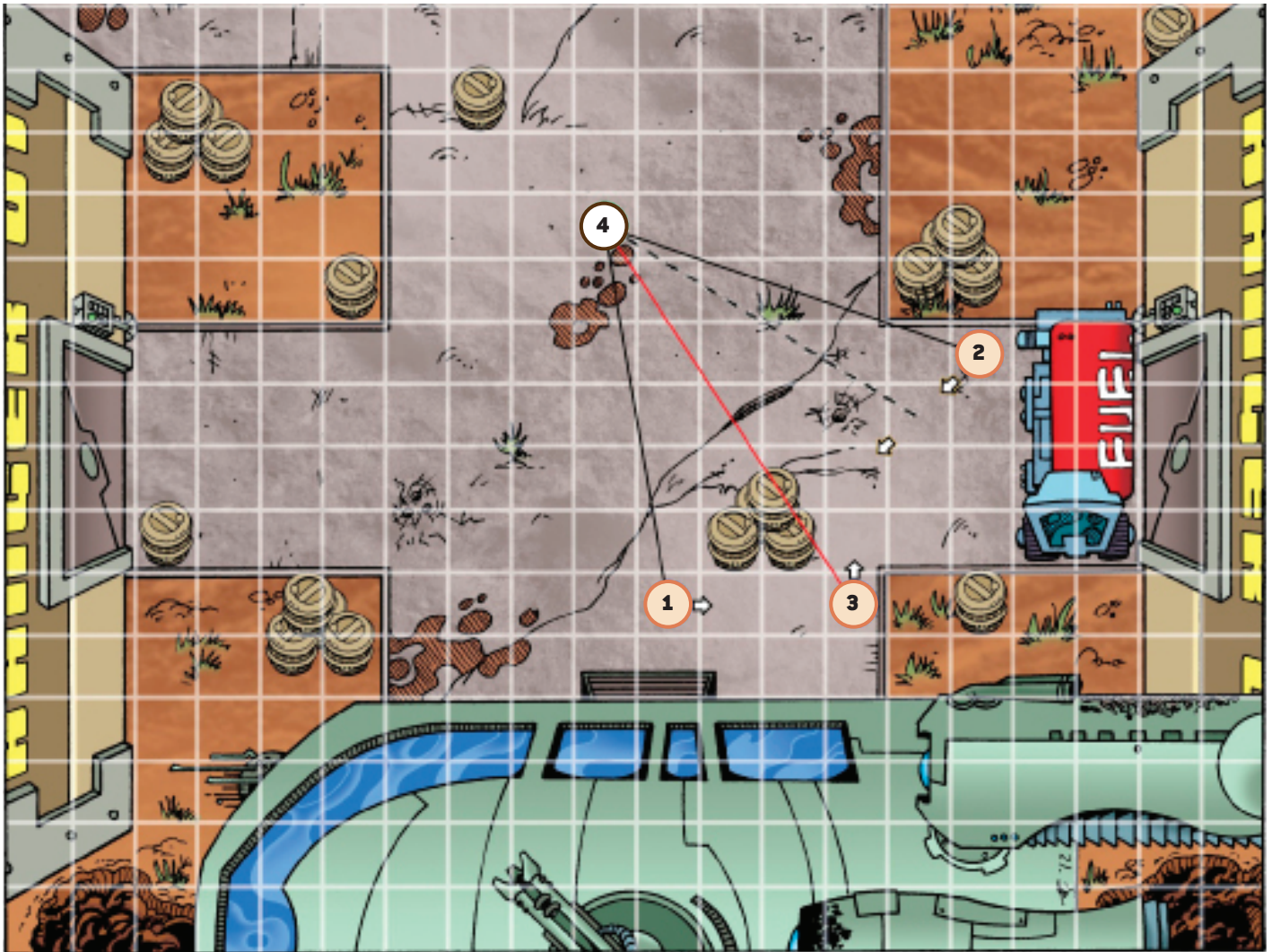
You are adept at scouting an area for potential enemies.

Prerequisite: Int 13, Combat Expertise.

Benefit: You you receive a +2 bonus on checks made to use overwatch. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to use overwatch against you.



Ranged Attacks of Opportunity. Enemy 1 can shift 5 ft. without drawing an attack of opportunity from Player 4. Enemy 2 draws an attack of opportunity because he leaves a square that is "threatened" by Player 4. Enemy 3 draws no attack of opportunity because he is not "threatened" by Player 4—he has full cover. On his turn, Player 4 can use overwatch against Enemies 1 and 3 because they're hidden, or he can move up to 10 ft. and use suppressive fire against each enemy so the rest of his party can move through the hangar door without as much risk.



IMPROVED SUPPRESSIVE FIRE

You are skilled at keeping your enemies busy so your allies can attack or work unhindered.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a suppressive fire maneuver. In addition, you receive a +2 bonus on checks made to use suppressive fire. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to use suppressive fire against you.

Normal: You provoke an attack of opportunity when performing a suppressive fire maneuver.

MUNITIONS EXPERT

You get more power out of your firearms through special training, but your precision suffers as a result.

Prerequisites: Dex 13, base attack bonus +1

Benefit: You can choose to take a -1 penalty on all ranged attack rolls and combat maneuver checks to gain a +2 bonus on all ranged damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon or a one handed weapon using two hands. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to ranged touch attacks or effects that do not deal hit point damage.

Ricochet (Combat)

You can shoot two nearby foes with a single round.

Prerequisite: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: As a standard action, you can make a single ranged attack at your full base attack bonus against a foe within 1 range increment. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against another foe that is within 10 ft. of the first and also within range. You can only make one additional attack per round with this feat. You leave yourself exposed when you use this feat, so you take a -2 penalty to your Armor Class until your next turn.

"CLASSIC" WEAPONS

As a general rule, any weapon not presented in the weapons table herein is considered an exotic weapon in *SANTIAGO: A Myth of the Far Future*. Such weapons are a true rarity and modern training techniques don't even take them into consideration.

SCATTERSHOT (COMBAT)

You unleash a barrage of carefully calculated attacks against your enemies.

Prerequisite: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Point Blank Shot, Shot on the Run, base attack bonus +4.

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one ranged attack at your highest base attack bonus against each opponent within range. You must make a separate attack roll against each opponent.

When you use this feat, you forfeit any extra attacks granted by other feats, spells, or abilities.

SNIPER

You watch carefully for moving targets at long range.

Prerequisite: Base attack bonus +1, 5 ranks in Perception.

Benefit: When using overwatch with a two-handed ranged weapon, you gain a new action that you can perform each round: you become flat-footed, and your overwatch target area becomes a cone whose length is 1 range increment (the range increment of the weapon you are wielding).

Normal: You can only perform one of the three listed actions each round while using overwatch.

TARGETED OVERWATCH

You take careful aim at an enemy you know is hiding. When he shows himself, you strike.

Prerequisite: Base attack bonus +1.

Benefit: When using the overwatch combat maneuver, you can target a single creature that you know is hiding instead of an area. You get a +4 bonus to your attack rolls against the hidden creature if it hasn't moved since the start of your last turn.

UNCANNY RICOCHET (COMBAT)

You can shoot nearby foes with a single round.

Prerequisites: Dex 13, Deadly Aim, Ricochet, base attack bonus +4.

Benefit: When you use Ricochet, you can continue to make additional attacks so long as you continue to hit targets that meet the requirements. You cannot attack the same target more than once as a result of this feat.

ARMOR

There are, of course, various armor types ranging from lightweight synthetic alloy weaves to expensive force-field based protective gear. You can even select old-fashioned armor from the Pathfinder Core Rulebook or other sources, although remember that any tech-enhanced qualities will instead become

technological qualities with the same effect. Spell Failure in *SANTIAGO: a Myth of the Far Future* is called Interference.

Alien Hide Armor Traders throughout the Inner Frontier buy the skins of wild alien creatures from poachers and turn them into this thick armor. Some specialized hides can be purchased as upgrades which offer protection to environmental effects and some tech procedures.

Battlesuit, Basic While not as effective as the navy equivalent, the basic battlesuit still offers great protection against enemy attacks.

Battlesuit, Navy Ordinarily exclusive to Democratic military, this surprisingly form-fitting armor serves not only to protect better than any other readily obtainable material, but also conceals nicely under loose clothing and coats. Within the Democracy, possession of this armor without proper paperwork is considered a criminal offense.

Kevlar, Basic A lesser quality version of navy kevlar, this armor is more widely accessible and distributed on the inner frontier.

Kevlar, Navy Popularized on Deluros VIII by the Democratic Police, this protective armor is standard issue for officers. With the right connections, one can usually find a set of used Kevlar on the black market.

Light and Heavy Forcefields On the frontier, having a hand free is ideal in most cases. Still, some prefer more archaic protection in the form of portable, shield generating devices. Although uncommon, these hand-held machines can prove useful in a pinch.

Long Coat, Combat Though not as reliable as a battle suit, long coats are very popular among both outlaws and bounty hunters because they offer specialized pockets from which they can draw and stow up to 1 two-handed weapon or 2 one-handed or light weapons as though with the quick draw feat. A long coat can be added to any other armor type for an additional 50 Cr. When used in this way, it counts as an enhancement only and offers no other benefits or penalties beyond the benefit of the feat.

Long Coat, Kevlar-Lined This armor functions in every way like a combat long coat, except that it carries more protection of its own.

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Armor and Shields	Bonus	Max Dex	Max Speed	Check Penalty	Interference	Price	Weight
Light Armor							
Weave, Synthetic	+1	+8	30 ft.	0	5%	5 Cr	4 lbs.
Weave, Blast-Resistant							
Vest, Combat	+2	+6	30 ft.	0	10%	10 Cr	15 lbs.
Mylar Armor	+3	+5	30 ft.	-1	15%	25 Cr	25 lbs.
Vest, Kevlar-Lined	+4	+4	30 ft.	-2	20%	100 Cr	25 lbs.
Medium Armor							
Long Coat, Combat	+4	+3	20 ft.	-2	20%	50 Cr	20 lbs.
Alien Hide Armor	+4	+4	20 ft.	-3	20%	15 Cr	25 lbs.
Kevlar, Basic	+5	+3	20 ft.	-4	25%	50 Cr	30 lbs.
Long Coat, Kevlar-Lined	+6	+2	30 ft.	-5	30%	150 Cr	40 lbs.
Kevlar, Navy*	+6	+3	20 ft.	-4	25%	200 Cr	40 lbs.
Heavy Armor							
Riot Gear*	+7	+1	20 ft.	-6	35%	250 Cr	45 lbs.
Mech Armor	+8	+0	20 ft.	-7	40%	600 Cr	50 lbs.
Battlesuit, Basic	+8	+1	20 ft.	-7	35%	1,000 Cr	50 lbs.
Battlesuit, Navy*	+9	+1	20 ft.	-6	35%	1,500 Cr	50 lbs.
Forcefields							
Light Forcefield	+1	—	—	-1	5%	9 Cr	6 lbs.
Heavy Forcefield*	+2	—	—	-2	15%	20 Cr	15 lbs.
Personal Shield Generator	+2	—	—	-1	10%	50 Cr	6 lbs.
Riot Shield	+4	+2	—	-10	50%	30 Cr	45 lbs.

*This item requires proper documentation to use or procure in Democracy controlled areas.

Mech Armor An outdated armor once used by the democracy for its added support during war games, mech armor was decommissioned at the same time navy battlesuits were found to be cheaper and more efficient. Mech armor is now available to collectors and anybody without the cash for what the military considers real armor.

Mylar Armor Invented as a more durable alternative to the combat vest, mylar armor usually comes in a suit thin enough to fit under regular clothing without being too conspicuous. Out on the Frontier, one can expect most high profile targets probably wear something like this.

Personal Shield Generator This portable device fits easily into a pocket or on a belt buckle. It can be used in all ways as a Light Forcefield, but because of the generator's more complex technology it requires proficiency with Heavy Forcefields to do so. When activated, it still requires a free hand or the generator deactivates until you spend a minor action to reactivate it.

Riot Gear This bulky armor covers the users' entire person and in most cases cannot be easily hidden. Originally intended to be police issue only on Democracy controlled planets, several arms dealers have recently begun to produce facsimiles of Riot Gear for Bounty Hunters willing to pay the higher price.

Riot Shield This massive kevlar shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a riot shield to grant you total cover until the beginning of your next turn. When using a riot shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge (see Combat in the Pathfinder Core Rulebooks). The shield does not, however, provide cover against targeted procedures; a tech user can use a procedure on you by targeting the shield you are holding. You cannot bash with a riot shield, nor can you use your shield hand for anything else.

When employing a riot shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Vest, Combat Standard body armor used for millennia by the race of Man, a combat vest provides basic protection against firearms and other dangerous weapons.

Vest, Kevlar-Lined A Kevlar-lined vest offers more protection than a basic combat vest, but lacks the mobility of its counterpart.

Weave, Blast-Resistant This durable but simple armor protects against firearms, granting its wearer DR 3/- against pistols and rifles of all types. Blast-resistant weave can be added to any other armor type for an additional 100 Cr. When used in this way, it counts as an enhancement and offers no other benefits or penalties beyond the damage reduction.

Weave, Synthetic A light, flexible armor that often resembles a plain, gray shirt or suit. This equipment doesn't provide any direct protection on its own, but, unlike normal clothing, it can be upgraded with tech enhancements.

WEAPONS

In the far future, ranged weapons are far more common than melee weapons. Ranged weapons come in a variety of types, the most common being slug-thrower (bullet-firing) and laser weapons, followed by sonic weapons.

The quality of a weapon, and its tech-enhancements, will greatly influence its price and effectiveness. See the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK for additional rules on weapons and descriptions of common weapon properties.

Arm Blade An extra sharp weapon that is easy to store or conceal on one's person without easy detection. The blades are made of a material not readily traceable by standard metal detectors.

Armor-Piercing Weapon An armor-piercing weapon ignores special damage reduction granted to some ships and to cyborgs. It does not actually ignore armor or enhanced qualities of armor worn by a creature.

Battering Ram Deployed to police and military units within the Democracy, these weighted clubs are perfectly balanced for maximum force even when swung with little effort. Heavier than many common weapons, even the heaviest battering ram is a mere twelve pounds but has the capacity to disable even some thick metal doors and ship hatches.

Bow The bows of the far future are made from advanced materials proven more effective than the wood and plastic of old. The classic appeal of these weapons remains despite the replacement of true arrows with cartridges of energy that can be fired in rapid succession.

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Energy Sword The eccentric on the Frontier sometimes prefer seemingly mundane or basic weapons. In the case of energy swords, these weapons are a convenience to carry while the energy blade generated when they are activated can cut through two inches of steel or a foot of concrete. Needless to say, these weapons are illegal within the Democracy without a military permit.

Flamethrower Flamethrowers are a popular weapon of choice when travelling to colder planets because they can serve several functions. It can be used as a bludgeoning weapon against adjacent enemies, fired in a straight line up to 10 ft. away, or fan out in a 5 ft. cone in front of the user. When used in this way, the wielder of the flamethrower doesn't make attack rolls. Instead, creatures within the cone must roll Reflex saves against DC 10 + the wielder's Base Attack Bonus + the wielder's Dexterity or Intelligence bonus, whichever is higher. Flamethrowers require the same energy packs used to power laser rifles. They require 3 charges to use in a cone.

Grenade Grenades do not require a launcher to use. In closer proximities, simply throwing a grenade on its own may be a more effective way of attacking an opponent. Upon impact with either another creature or the ground (AC 5), a grenade explodes, dealing its damage to the target and each other creature within 5 ft. of the target. Creatures not directly struck by the grenade are allowed a Reflex save for half damage.

Grenade Launcher A human relic from long before intergalactic warfare, grenade launchers have gained popularity again in recent years for their ability to destroy heavily armored ground units and low flying vehicles. A grenade launcher's standard ammunition ignores hardness of objects, and specialized ammunition can be crafted or purchased for it that deals different types of damage such as acid, cold, electricity, or fire.

Laser, Assault These potent blasters can be mounted in an adjacent square as a standard action and ordered to fire with a swift action on the user's

SIMPLE WEAPONS

Light Melee Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Dagger, Punching	1 Cr	14	x3	—	1/2 lb.	S or P	
Police Baton	10 Cr	1d6	19-20/x2	—	2 lb.	B	Disarm, Trip

Ranged Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Pistol	15 Cr	1d6	x3	100 ft.	1 lb.	P	Sidearm
Pistol, Laser	20 Cr	1d8	19-20/x2	120 ft.	1/2 lb.	P, fire	Sidearm
Rifle	20 Cr	1d10	x3	120 ft.	4 lb.	P	
Rifle, Laser	30 Cr	1d12	19-20/x2	150 ft.	3 lb.	P, fire	

MARTIAL WEAPONS

Light Melee Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Energy Sword	30 Cr	1d10	19-20/x2	—	6 lb.	S or P, force	
Arm Blade	25 Cr	1d8	x3	—	2 lb.	S or P	Brace

Two-Handed Melee Weapon

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Battering Ram	30 Cr	1d12	x3	—	12 lb.	B	

Ranged Weapons

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Pistol, Sonic	100 Cr	1d6	x4/x2*	50 ft.	1 lb.	B, sonic	Sidearm
Rifle, Sonic	150 Cr	1d10	x4/x2*	75 ft.	4 lb.	B, sonic	
Bow, Energy	45 Cr	1d12	19-20/x2	200 ft.	2 lb.	P, force	

EXOTIC WEAPONS

Two-Handed Melee Weapon

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Flamethrower	900 Cr	1d6 or 2d6	x2	--	15 lb.	B or fire	Reach

Ranged Weapon

Weapon	Cost	Damage (M)	Critical	Range	Weight	Type	Special
Laser, Assault	2,330 Cr	1d12	19/20 x2	150 ft.	5 lb.	P, fire	
Grenade Launcher	600 Cr	1d10	x3	40 ft.	20 lb.	varies	
Grenade	50 Cr	1d10	x3	25 ft.	2 lb.	varies	

* Beyond one range increment, the critical damage bonus of this weapon becomes x2.

** This item requires proper documentation to use or procure in Democracy controlled areas.

turn. After setting the assault laser up, a user can continue to use 1 swift action per round to make one attack as though with a laser rifle. This attack does not add the user's Ability modifier, even if it would normally do so. It is in addition to the user's normal attacks made in a round. An assault laser always attacks from the square in which it was mounted and can fire on enemies the user cannot see if it has line of effect to them.

Assault lasers are always mastercrafted quality and count as +1 weapons for the purpose of upgrading, though they do not provide an enhancement bonus to attack or damage.

Pistol The preferred weapon of many bounty hunters, pistols can be purchased in a variety of types, from primitive but serviceable slug-throwers to laser and even sonic weapons. Pistols are legal on most Democracy-controlled planets. By default, all pistols are considered semiautomatic weapons and

require no action to reload. Somebody with little money compared to need can find a single-shot pistol for half the listed price. A single-shot pistol requires an action to reload or recharge. Pistols count as crossbows for the purpose of feats.

Police Baton Standard issue and readily purchasable within or outside of the Democracy, these basic nightsticks are weighted in a similar fashion to the battering ram, but are easier to handle and stow away when the wielder needs a free hand.

Rifle Not as elegant as the pistol, but more powerful overall, rifles require a weapon permit to be carried and used in the Democracy. Out on the Frontier, rifles are more common, and in some cases they're encouraged when confronting dangerous targets. The listed price is for a single-shot rifle that requires an action to reload or recharge.

WEAPON MODIFICATIONS

Modification (Weapon)	Cost
Armor-Piercing	x2
Composite (Rifle/Bow)*	+100 Cr
Masterwork (Any)	+300 Cr
Semiautomatic (Rifle)	+300 Cr
Single-Shot (Pistol)	x1/2

* Increase the cost by +100 Cr for every +1 Str

Rifle, Semiautomatic Semiautomatic rifles are banned outright by the Democracy, but they can be found on the Inner Frontier at a considerable markup. They can fire up to 5 rounds or charges before requiring an action to reload.

Sidearms A sidearm is any one-handed ranged weapon that is easily drawn and used. Characters draw no attack of opportunity for firing a sidearm while in melee.

GEAR AND VEHICLES

Those with money to burn can purchase tech gear which can accomplish a bewildering variety of tasks, as well as technological enhancements to their own bodies, from artificial limbs to enhanced eyes.

Body Modifications Eye, feet, and hand slot items can be implanted as enhancements or replacements. As an enhancement, the modification is purely story-driven with no mechanical benefit or penalty. Adding a replacement or changing a replacement back to an enhancement requires the use of *regenerate* or a more powerful procedure. Replacements become a part of you, and therefore cannot be stolen or removed without severing the replacement. They can be modified or given

updated programming to count as different tech gear without issue.

For example, Giles Sans Pitié has a replacement steel fist that grants him a +2 enhancement bonus to Strength. He can upgrade it to a +4 enhancement bonus or change it into a *storage glove* by paying the price (less half the cost of the +2 enhancement) or he can have his original hand regenerated so that he can wear the glove instead.

Tech Enhancements Over time, you may choose to upgrade your equipment, or trade it out for more potent weapons and armor to help you in your endeavors. The *PATHFINDER ROLEPLAYING GAME* rulebooks have more information on enhancing gear, but keep in mind needed changes in terminology.

Injections Healing can be accomplished in a variety of ways; Engineers can cure most ailments with various procedures, and simple injections can be used to recover from injury or fatigue.

Mundane Gear The far future offers a variety of mundane gear, including high-tech versions of basic adventuring equipment.

Alien Device (5 Cr): A largish object, such as a staff made from an unidentified material, an alien

device provides a calm center for the chaotic energy of those with the gift of psionic talents.

Electronic Lockpicks (30 Cr): Really a simple hacking kit, these remove the penalty to Disable Device checks to hack a lock or deactivate a security device. Masterwork electronic lockpicks (100 Cr) grant a +2 circumstance bonus to those checks.

Plasma Rod (2 Cr): This high-tech item sheds bright light to a radius of 20 squares for 4 hours before burning out.

Personal Communicator (15 Cr): Characters who use procedures carry a personal communicator to store and access procedures they have acquired.

Probe (7 Cr): A long, thin device some believe was once used to experiment on humans in the distant past, a probe's balanced nature calms and sharpens thoughts when using psionic abilities.

Weapon Permit (5 Cr): A requirement if one wishes to openly wield certain weapons in the Democracy, these convenient items remain, much to the military's chagrin, easily forged by a skilled Engineer. Still, the illusion they hold over the general public is enough to warrant their perpetual use.

Weapon Scope (10 Cr): A weapon scope gives the user a +2 bonus to attacks made beyond 1 range increment, but the user also takes a -2 penalty to attacks made within 1 range increment. Adding or removing a weapon scope from a ranged weapon requires an action, but characters with quick draw can do so as a free action. Only firearms and bows can benefit from a weapon scope. The *distance* tech enhancement can also be added to a ranged weapon to increase its range increment.

Vehicles The signature vehicles of the far future can traverse space beyond a planet's atmosphere.

Galactic Convoy (10,000 Cr): Typically controlled by the Democracy, these enormous starships can transport as many travellers as any seagoing vessel found back on old Earth.

Interstellar Ship (300 Cr): A starship that can routinely travel between star systems. Usually includes an option to upgrade for more passengers and a connector port for docking. This ship can typically hold up to 250 lbs of cargo for each traveller it can carry. The price is per traveller, so a ship that can transport five characters costs 1,500 Cr.

Planet Hopper (35 Cr): Often seeing service as taxis to and from orbit or between planets, these no-frills ships are often remotely controlled and can at best commute within a single solar system. The price is per traveller.



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SANTIAGO

WANTED FOR
MURDER
ROBBERY
GENOCIDE



DESCRIPTION UNKNOWN

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SUPPORT YOUR LOCAL POSTAL OFFICE - SUBSPACE MESSAGE STORAGE ONLY 5 CREDITS

SECTION FOUR: TRANSLATION GUIDE

Conversion Guide might be something of a misnomer; to use existing *PATHFINDER ROLEPLAYING GAME* elements you don't have to convert anything—you merely have to change some words. This section shows you how to do that. We're merely "reskinning" things here—the rules interact with each other in exactly the same way. It's simply an issue of using terminology as a tool for immersion.

RACES

Fantasy races can exist quite happily in a galaxy populated by thousands of alien species; the names below are simply nicknames for the species in question—often based on their resemblance to mythological or legendary creatures from Earth's past. They can be used exactly as written, with some campaign-specific background.

Aasimar: A race of aliens with the unusual biological ability to teleport short distances and an affinity for technology. Almost angelic in appearance, aasimar can be viewed with some reverence.

Dwarf: Some planets with higher gravity than normal give rise to these stout humanoids.

Elf: Humans named these slender, pointy-eared aliens "elves" in reference to myths and stories.

Gnomes and Halflings: While they might not be fond of names such as "gnome" and "halfling," some small humanoids might be largely stuck with them.

These races use their size to their advantage.

Half-Elf: Sometimes a human mates with an alien and they produce an attractive offspring. These children are often referred to by humans as half-elves.

Tiefling: Tieflings are usually seen as the opposite of aasimar, appearing demonic as opposed to the angelic aasimar. They'd probably be referred to as devils if the blue devils of Hades hadn't been discovered first. They are seen as one of the more dangerous races in the galaxy. Still, some are able to forego this stigma and make a steady income.

SKILLS

As mentioned earlier in this book, skills remain unchanged with the exception of name changes:

PATHFINDER ROLEPLAYING GAME *SANTIAGO: A Myth of the Far Future*

Craft (Alchemy)

Knowledge (arcana)

Knowledge (dungeoneering)

Knowledge (planes)

Spellcraft

Use Magical Device

Craft (Chemistry)

Technology (aka Tech)

Rolled into Knowledge (geography)

Knowledge (astronomy)

Craft (tech device)

Use Tech Device

Fly checks are used to pilot ships, from basic overland vehicles to space-faring starships. The skill is also still used by flying creatures to perform difficult maneuvers.

Knowledge (religion) checks remain in use when related to actual religion or understanding terms used by characters like Father William.

SPELLS

Spells in *SANTIAGO: A Myth of the Far Future* are called procedures. Procedures can be a number of different actual in-game things, like a special program that enhances a weapon or a device used to blow something up.

Some procedures that interact directly with others are specifically reclassified and renamed herein (see pages 50–72) to maintain the futuristic feel of the game. The spellcasting classes have likewise received updates to their names to fit in with recognizable professions within the *Far Future* Setting.

MONSTERS

Monsters from the *PATHFINDER ROLEPLAYING GAME BESTIARIES* work just fine as written. Perhaps somewhere in the galaxy, there's a planet known for indigenous lifeforms straight out of human myth: winged, fire-breathing lizards that humans can only refer to as dragons. Elsewhere in the galaxy, perhaps there is a planet overrun by short, ugly, vicious humanoids that humans derisively call goblins.

The galaxy of the far future is a big place, after all, there's plenty of room for everything.

SANTIAGO: A MYTH OF THE FAR FUTURE ADVENTURE PATH PLAYER'S GUIDE ▾ TRANSLATION GUIDE

Procedure	Spell Equivalent
Barrister Procedures	Paladin Spells
1st-Level Barrister Procedures	1st-Level Paladin Spells
Anti-Chaos/Evil/Good/Law Procedure: +2 to AC and saves, plus additional protection against selected alignment.	Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.
Bless Water: Changes the molecular structure of water.	Bless Water: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.	Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.	Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).	Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Endure Elements: Exist comfortably in hot or cold regions.	Endure Elements: Exist comfortably in hot or cold regions.
Enhance Combat Prowess: You gain +1 per three levels on attack and damage rolls.	Divine Favor: You gain +1 per three levels on attack and damage rolls.
Rally: Allies gain +1 on attack rolls and saves against fear.	Bless: Allies gain +1 on attack rolls and saves against fear.
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Poison: Recognizes poison in one creature or small object.	Detect Poison: Detects poison in one creature or small object.
Recognize Undead: Reveals undead within 60 ft.	Detect Undead: Reveals undead within 60 ft.
Resistance: Subject gains +1 on saving throws.	Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Disrupts tech ability penalty or repairs 1d4 ability damage.	Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
Tech-Enhanced Weapon: Weapon gains +1 bonus.	Magic Weapon: Weapon gains +1 bonus.
Virtue: Subject gains 1 temporary hp.	Virtue: Subject gains 1 temporary hp.
2nd-Level Barrister Procedures	2nd-Level Paladin Spells
Delay Poison: Stops poison from harming subject for 1 hour/level.	Delay Poison: Stops poison from harming subject for 1 hour/level.
Enhanced Splendor: Subject gains +4 to Cha for 1 min./level.	Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enhanced Strength: Subject gains +4 to Str for 1 min./level.	Bull's Strength: Subject gains +4 to Str for 1 min./level.
Enhanced Wisdom: Subject gains +4 to Wis for 1 min./level.	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.	Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.	Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.
Shield Other: You take half of subject's damage.	Shield Other: You take half of subject's damage.
Unrecognizable Alignment: Conceals alignment from tech recognition for 24 hours.	Undetectable Alignment: Conceals alignment from magical detection for 24 hours.
Zone of Truth: Subjects within range cannot lie.	Zone of Truth: Subjects within range cannot lie.
3rd-Level Barrister Procedures	3rd-Level Paladin Spells
Anti-Chaos/Evil/Good/Law Field: As <i>anti-[chaos/evil/good/law] procedures</i> , but 10-ft. radius and 10 min./level.	Magic Circle against Chaos/Evil/Good/Law: As <i>protection spells</i> , but 10-ft. radius and 10 min./level.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).	Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).
Daylight: 60-ft. radius of bright light.	Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.	Discern Lies: Reveals deliberate falsehoods.
Disrupt Technology: Cancels one tech procedure or effect.	Dispel Magic: Cancels one magical spell or effect.
Rallying Cry: Allies get +1 bonus on most rolls, enemies –1 penalty.	Prayer: Allies get +1 bonus on most rolls, enemies –1 penalty.

OTHER MYTHS OF THE FAR FUTURE

Here are a few ideas for how you and your GM might use this material to create your own myths of the far future. Not that we're trying to discourage you from playing through the *Santiago* Adventure Path, of course (we think it's really rather good), but we want to encourage you to think of *SANTIAGO: A Myth of the Far Future* as "PATHFINDER ROLEPLAYING GAME: The Future."

* A galaxy ruled by dragon overlords, where magic and science mix and where wizards adventure alongside engineers. Players in this setting have access to all available classes, both from this book and from the core D&D rules. The galaxy is populated by spacefaring elves, dwarves, and more, and the heroes battle orc marines on distant planets.

* A campaign which features no aliens or races other than human, where the players play a band of misfits and ne'er-do-wells struggling to exist in an

oppressive, corporate-led galaxy.

* A campaign set in the default universe, but not following the *Santiago* Adventure Path (perhaps you've already played it). In this campaign, the players may be explorers, bandits, government agents from Deluros VIII, rebels trying to overthrow the Democracy, or adventurers uncovering cult activities on Walpurgis III. You could even base a campaign on some of Mike Resnick's other novels set in the same universe.

* A campaign that stars futuristic Soldiers who somehow find themselves in a fantasy world. They encounter magic, monsters, and more for the first time while trying to work out how to return home.

* A band of fantasy characters find themselves in a futuristic galaxy, thrown into a world of firearms and spaceships. Or you could have your fantasy world invaded by beings from outer space.

* Or anything else you can imagine! You can use

any material presented for the PATHFINDER ROLEPLAYING GAME and all the new material presented here—it's all at your disposal, and all of it is 100% compatible.

If you're planning on a campaign set in your own universe, you need to make a couple of decisions. The biggest one is about magic and access to classes found in the PATHFINDER ROLEPLAYING GAME rulebooks. While our default universe grants you access to any material in any PATHFINDER ROLEPLAYING GAME rulebook, it changes the "fluff text" to make magic sound like technology. However, you are welcome to allow magic in your own setting; it has no impact on the rules, only on the "look and feel" of your setting.

In summary, look upon this as your gateway into far future gaming! And if you want to play through the *Santiago* Adventure Path too, welcome aboard!

SANTIAGO: A MYTH OF THE FAR FUTURE ADVENTURE PATH

PLAYER'S GUIDE ▾ TRANSLATION GUIDE

Procedure	Spell Equivalent
Remove Blindness/Deafness: Cures normal or tech blindness or deafness.	Remove Blindness/Deafness: Cures normal or magical blindness or deafness.
Remove Malediction: Frees object or person from Malediction.	Remove Curse: Frees object or person from curse.
Restore Vehicle: As <i>heal</i> on meta-tech vehicle or other special mount.	Heal Mount: As <i>heal</i> on horse or other special mount.
Tech-Enhanced Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).	Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
4th-Level Barrister Procedures	4th-Level Paladin Spells
Barrister's Weapon: Weapon becomes +5, deals +2d6 damage against evil.	Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.
Break Psychological Effect: Frees subjects from psychological effects, gene manipulations, and maledictions.	Break Enchantment: Frees subjects from enchantments, transmutations, and curses.
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).	Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Death Ward: Grants bonuses against death procedures and negative energy.	Death Ward: Grants bonuses against death spells and negative energy.
Disrupt Chaos: +4 bonus against attacks by chaotic creatures.	Dispel Chaos: +4 bonus against attacks by chaotic creatures.
Disrupt Evil: +4 bonus against attacks by evil creatures.	Dispel Evil: +4 bonus against attacks by evil creatures.
Mark of Justice: Designates action that triggers Malediction on subject.	Mark of Justice: Designates action that triggers curse on subject.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Restoration: Restores level and ability score drains.	Restoration: Restores level and ability score drains.
Cartographer Procedures	Bard Spells
0-Level Cartographer Procedures	0-Level Bard Spells
Daze: Humanoid creature of 4 HD or less loses next action.	Daze: Humanoid creature of 4 HD or less loses next action.
Flare: Dazzles one creature (-1 on attack rolls).	Flare: Dazzles one creature (-1 on attack rolls).
Know Direction: You discern north.	Know Direction: You discern north.
Lesser Tractor Beam: 5-pound telekinesis.	Mage Hand: 5-pound telekinesis.
Light: Object shines like a torch.	Light: Object shines like a torch.
Lullaby: Makes subject drowsy: -5 on Perception checks, -2 on Will saves against sleep.	Lullaby: Makes subject drowsy: -5 on Perception checks, -2 on Will saves against sleep.
Mending: Makes minor repairs on an object.	Mending: Makes minor repairs on an object.
Message: Whisper conversation at distance.	Message: Whisper conversation at distance.
Open/Close: Opens or closes small or light things.	Open/Close: Opens or closes small or light things.
Personal Disguise Kit: Performs minor tricks.	Prestidigitation: Performs minor tricks.
Portable Lights: Creates torches or other lights.	Dancing Lights: Creates torches or other lights.
Portable Sound: Figment sounds.	Ghost Sound: Figment sounds.
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Tech: Recognizes procedures and tech-enhanced items within 60 ft.	Detect Magic: Detects spells and magic items within 60 ft.
Resistance: Subject gains +1 on saving throws.	Resistance: Subject gains +1 on saving throws.
Warp-Tech Instrument: Pulls one musical instrument to you through a wormhole.	Summon Instrument: Summons one musical instrument.
1st-Level Cartographer Procedures	1st-Level Bard Spells
Alarm: Wards an area for 2 hours/level.	Alarm: Wards an area for 2 hours/level.
Animated Rope: Makes a rope move at your command.	Animate Rope: Makes a rope move at your command.
Anti-Gravity Attachment: Objects or creatures fall slowly.	Feather Fall: Objects or creatures fall slowly.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.	Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Person: Makes one person your friend.	Charm Person: Makes one person your friend.
Comprehend Languages: You understand all languages.	Comprehend Languages: You understand all languages.
Confusion, Lesser: One creature is confused for 1 round.	Confusion, Lesser: One creature is confused for 1 round.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).	Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Detect Secret Doors: Reveals hidden doors within 60 ft.	Detect Secret Doors: Reveals hidden doors within 60 ft.
Disguise Self: Changes your appearance.	Disguise Self: Changes your appearance.
Erase: Mundane or tech writing vanishes.	Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your base land speed increases by 30 ft.	Expeditious Retreat: Your base land speed increases by 30 ft.
Grease: Makes 10-ft. square or one object slippery.	Grease: Makes 10-ft. square or one object slippery.
Hideous Laughter: Subject loses actions for 1 round/level.	Hideous Laughter: Subject loses actions for 1 round/level.
Hypnotism: Fascinates 2d4 HD of creatures.	Hypnotism: Fascinates 2d4 HD of creatures.
Identify: Gives +10 bonus to identify tech-enhanced items.	Identify: Gives +10 bonus to identify magic items.
Obscure Object: Masks object against attempts to research.	Obscure Object: Masks object against scrying.
Recorder Attachment: Objects speaks once when triggered.	Magic Mouth: Objects speaks once when triggered.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent Image: Creates minor holograph of your design.	Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into tech slumber.	Sleep: Puts 4 HD of creatures into magical slumber.

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Tech Aura: Alters object's Tech aura.	Magic Aura: Alters object's magic aura.
UnRecognizeable Alignment: Conceals alignment for 24 hours.	Undetectable Alignment: Conceals alignment for 24 hours.
Unseen Servant: Invisible force obeys your commands.	Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.	Ventriloquism: Throws voice for 1 min./level.
Warp-Tech Monster I: Pulls an alien creature through a wormhole to fight for you.	Summon Monster I: Summons extraplanar creature to fight for you.
2nd-Level Cartographer Procedures	
2nd-Level Bard Spells	
Alter Self: Assume form of a Small or Medium humanoid.	Alter Self: Assume form of a Small or Medium humanoid.
Animal Trance: Fascinates 2d6 HD of animals.	Animal Trance: Fascinates 2d6 HD of animals.
Blindness/Deafness: Makes subject blind or deaf.	Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.	Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.	Calm Emotions: Calms creatures, negating emotion effects.
Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).	Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.	Darkness: 20-ft. radius of supernatural shadow.
Daze Monster: Living creature of 6 HD or less loses next action.	Daze Monster: Living creature of 6 HD or less loses next action.
Delay Poison: Stops poison from harming target for 1 hour/level.	Delay Poison: Stops poison from harming target for 1 hour/level.
Enhanced Cunning: Subject gains +4 to Int for 1 min./level.	Fox's Cunning: Subject gains +4 to Int for 1 min./level.
Enhanced Grace: Subject gains +4 to Dex for 1 min./level.	Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Enhanced Splendor: Subject gains +4 to Cha for 1 min./level.	Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.	Enthrall: Captivates all within 100 ft. + 10 ft./level.
Glitterdust: Blinds creatures, outlines invisible creatures.	Glitterdust: Blinds creatures, outlines invisible creatures.
Heroism: Gives +2 on attack rolls, saves, skill checks.	Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.	Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.	Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.	Invisibility: Subject is invisible for 1 min./level or until it attacks.
Lesser Battle Focus: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
Locate Object: Senses direction toward object (specific or type).	Locate Object: Senses direction toward object (specific or type).
Minor Image: As <i>silent image</i> , plus some sound.	Minor Image: As <i>silent image</i> , plus some sound.
Minor Telepathy: Allows "listening" to surface thoughts.	Detect Thoughts: Allows "listening" to surface thoughts.
Mirror Image: Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).	Mirror Image: Creates decoy duplicates of you (1d4 + 1 per three levels, max 8).
Misdirection: Misleads Researchs for one creature or object.	Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.	Pyrotechnics: Turns fire into blinding light or choking smoke.
Radio Hacking Program: Sends a short message 1 mile/level.	Whispering Wind: Sends a short message 1 mile/level.
Robotic Messenger: Sends a Tiny robot to a specific place.	Animal Messenger: Sends a Tiny animal to a specific place.
Scare: Panics creatures of less than 6 HD.	Scare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.	Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.	Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage and may stun subjects.	Sound Burst: Deals 1d8 sonic damage and may stun subjects.
Suggestion: Compels subject to follow stated course of action.	Suggestion: Compels subject to follow stated course of action.
Tongues: Speak and understand any language.	Tongues: Speak and understand any language.
Warp-Tech Monster II: Pulls an alien creature through a wormhole to fight for you.	Summon Monster II: Summons extraplanar creature to fight for you.
Warp-Tech Swarm: Pulls a swarm of bats, rats, or spiders through a wormhole to fight for you.	Summon Swarm: Summons swarm of bats, rats, or spiders.
3rd-Level Cartographer Procedures	
3rd-Level Bard Spells	
Blink: You randomly vanish and reappear for 1 round/level.	Blink: You randomly vanish and reappear for 1 round/level.
Charm Monster: Makes monster believe it is your ally.	Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.	Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.	Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).	Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Daylight: 60-ft. radius of bright light.	Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.	Deep Slumber: Puts 10 HD of creatures to sleep.
Displacement: Attacks miss subject 50% of the time.	Displacement: Attacks miss subject 50% of the time.
Disrupt Technology: Cancels one tech procedure or effect.	Dispel Magic: Cancels one magical spell or effect.
Fear: Subjects within cone flee for 1 round/level.	Fear: Subjects within cone flee for 1 round/level.
Gaseous Form: Subject becomes insubstantial and can fly slowly.	Gaseous Form: Subject becomes insubstantial and can fly slowly.
Glibness: You gain +20 bonus on Bluff checks, and your lies can escape tech discernment.	Glibness: You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.

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Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.	Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste: One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.	Haste: One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.
Hidden Partition: Creates a partition in the user's personal communicator.	Secret Page: Changes one page to hide its real content.
Holographic Script: Only select creatures can read text.	Illusory Script: Only select creatures can read text.
Investigate Animals: You can communicate with animals.	Speak with Animals: You can communicate with animals.
Invisibility Sphere: Makes everyone within 10 feet invisible.	Invisibility Sphere: Makes everyone within 10 feet invisible.
Jury-Rig: Creates an overland vehicle from scraps that lasts for 1 hour/level.	Phantom Steed: Magic horse appears for 1 hour/level.
Major Image: As <i>silent image</i> , plus sound, smell, and thermal effects.	Major Image: As <i>silent image</i> , plus sound, smell, and thermal effects.
Mind Control Serum, Lesser: Commands subject of 7 HD or less.	Geas, Lesser: Commands subject of 7 HD or less.
Psychological Override: A riddle or statement that immobilizes the reader.	Sepia Snake Sigil: Creates a snake-shaped text symbol that immobilizes reader.
Remote Viewing: Hear or see at a distance for 1 min./level.	Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Remove Malediction: Frees object or person from Malediction.	Remove Curse: Frees object or person from curse.
Sculpt Sound: Creates new sounds or changes existing ones into new sounds.	Sculpt Sound: Creates new sounds or changes existing ones into new sounds.
Search Engine: Spies on subject from a distance.	Scrying: Spies on subject from a distance.
See Invisibility: Reveals invisible creatures or objects.	See Invisibility: Reveals invisible creatures or objects.
Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.
Tiny Hut: Creates shelter for 10 creatures.	Tiny Hut: Creates shelter for 10 creatures.
Warp-Tech Monster III: Pulls an alien creature through a wormhole to fight for you.	Summon Monster III: Summons extraplanar creature to fight for you.
4th-Level Cartographer Procedures	4th-Level Bard Spells
Advanced Search Engine: Lets you learn tales about a person, place, or thing.	Legend Lore: Lets you learn tales about a person, place, or thing.
Break Psychological Effect: Frees subjects from psychological effects, gene manipulations, and maledictions.	Break Enchantment: Frees subjects from enchantments, transmutations, and curses.
Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).	Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).
Dimensional Slide: Teleports you a short distance.	Dimension Door: Teleports you a short distance.
Dominate Person: Controls humanoid telepathically.	Dominate Person: Controls humanoid telepathically.
Freedom of Movement: Subject moves normally despite impediments to restrict movement.	Freedom of Movement: Subject moves normally despite impediments to restrict movement.
Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).	Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).
Hold Monster: As <i>hold person</i> , but any creature.	Hold Monster: As <i>hold person</i> , but any creature.
Investigate Plants: You can talk to plants and plant creatures.	Speak with Plants: You can talk to plants and plant creatures.
Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible.	Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible.
Locate Creature: Indicates direction to known creature.	Locate Creature: Indicates direction to known creature.
Mimic Warp Dynamics: Mimics Warp Dynamics below 4th level, but only 20% real.	Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.
Modify Memory: Changes 5 minutes of subject's memories.	Modify Memory: Changes 5 minutes of subject's memories.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern: Lights fascinate 24 HD of creatures.	Rainbow Pattern: Lights fascinate 24 HD of creatures.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.	Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Search Engine Mole: Alerts you to attempts made to research you.	Detect Scrying: Alerts you to magical eavesdropping.
Secure Shelter: Creates sturdy cottage.	Secure Shelter: Creates sturdy cottage.
Shout: Deafens all within cone and deals 5d6 sonic damage.	Shout: Deafens all within cone and deals 5d6 sonic damage.
Warp-Tech Monster IV: Pulls an alien creature through a wormhole to fight for you.	Summon Monster IV: Summons extraplanar creature to fight for you.
Zone of Silence: Keeps eavesdroppers from overhearing you.	Zone of Silence: Keeps eavesdroppers from overhearing you.
5th-Level Cartographer Procedures	5th-Level Bard Spells
Advanced Hologram: As <i>hallucinatory terrain</i> , plus structures.	Mirage Arcana: As <i>hallucinatory terrain</i> , plus structures.
Allies to Enemies: Forces targets to attack each other.	Song of Discord: Forces targets to attack each other.
Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.	Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.
Disrupt Technology, Greater: Works as <i>disrupt technology</i> , but can affect multiple targets.	Dispel Magic, Greater: Works as <i>dispel magic</i> , but can affect multiple targets.
Dream: Sends message to anyone sleeping.	Dream: Sends message to anyone sleeping.
False Vision: Fools attempts to research with an holograph.	False Vision: Fools scrying with an illusion.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mimic Energy Transference: Mimics energy transference procedures of lower than 5th level, but only 20% real.	Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.
Mind Fog: Subjects in fog get -10 to Wis and Will checks.	Mind Fog: Subjects in fog get -10 to Wis and Will checks.

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Mislead: Turns you invisible and creates illusory double.	Mislead: Turns you invisible and creates illusory double.
Nightmare: Sends vision dealing 1d10 damage, fatigue.	Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As <i>major image</i> , but no concentration required.	Persistent Image: As <i>major image</i> , but no concentration required.
Seeming: Changes appearance of one person per two levels.	Seeming: Changes appearance of one person per two levels.
Shadow Walk: Step into shadow to travel rapidly.	Shadow Walk: Step into shadow to travel rapidly.
Suggestion, Mass: As <i>suggestion</i> , affects 1 subject/level.	Suggestion, Mass: As <i>suggestion</i> , affects 1 subject/level.
Warp-Tech Monster V: Pulls an alien creature through a wormhole to fight for you.	Summon Monster V: Summons extraplanar creature to fight for you.
6th-Level Bard Spells	6th-Level Bard Spells
Analyze Programming: Reveals technological aspects of subject.	Analyze Dweomer: Reveals magical aspects of subject.
Animate Objects: Objects attack your foes.	Animate Objects: Objects attack your foes.
Charm Monster, Mass: As <i>charm monster</i> , but all within 30 ft.	Charm Monster, Mass: As <i>charm monster</i> , but all within 30 ft.
Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.	Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.
Enhanced Cunning, Mass: As <i>enhanced cunning</i> , affects 1 subject/level.	Fox's Cunning, Mass: As <i>fox's cunning</i> , affects 1 subject/level.
Enhanced Grace, Mass: As <i>enhanced grace</i> , affects 1 subject/level.	Cat's Grace, Mass: As <i>cat's grace</i> , affects 1 subject/level.
Enhanced Splendor, Mass: As <i>enhanced splendor</i> , affects 1 subject/level.	Eagle's Splendor, Mass: As <i>eagle's splendor</i> , affects 1 subject/level.
Find the Path: Shows most direct way to a location.	Find the Path: Shows most direct way to a location.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.	Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Irresistible Dance: Forces subject to dance.	Irresistible Dance: Forces subject to dance.
Mind Control Serum: As <i>lesser mind control serum</i> , but affects any creature.	Geas/Quest: As <i>lesser geas</i> , but affects any creature.
Nightmare Hologram: Target becomes panicked, sickened, and/or comatose.	Eyebite: Target becomes panicked, sickened, and/or comatose.
Permanent Image: Permanent holograph, includes sight, sound, smell, and thermal effects.	Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.
Programmed Image: As <i>major image</i> , plus triggered by event.	Programmed Image: As <i>major image</i> , plus triggered by event.
Project Image: Holographic double can talk and cast procedures.	Project Image: Illusory double can talk and cast spells.
Search Engine, Greater: As <i>search engine</i> , but faster and longer.	Scrying, Greater: As <i>scrying</i> , but faster and longer.
Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.	Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.
Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.	Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.
Veil: Changes appearance of group of creatures.	Veil: Changes appearance of group of creatures.
Warp-Tech Monster VI: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VI: Summons extraplanar creature to fight for you.
Engineer Procedures	Cleric Spells
0-Level Engineer Procedures	0-Level Cleric Spells (Orisons)
Bleed: Cause a stabilized creature to resume dying.	Bleed: Cause a stabilized creature to resume dying.
Create Water: Creates 2 gallons/level of pure water.	Create Water: Creates 2 gallons/level of pure water.
Guidance: +1 on one attack roll, saving throw, or skill check.	Guidance: +1 on one attack roll, saving throw, or skill check.
Light: Object shines like a torch.	Light: Object shines like a torch.
Mending: Makes minor repairs on an object.	Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.	Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Poison: Recognizes poison in one creature or object.	Detect Poison: Detects poison in one creature or object.
Recognize Tech: Recognizes procedures and tech-enhanced items within 60 ft.	Detect Magic: Detects spells and magic items within 60 ft.
Resistance: Subject gains +1 on saving throws.	Resistance: Subject gains +1 on saving throws.
Stabilize: Cause a dying creature to stabilize.	Stabilize: Cause a dying creature to stabilize.
Virtue: Subject gains 1 temporary hp.	Virtue: Subject gains 1 temporary hp.
1st-Level Engineer Procedures	1st-Level Cleric Spells
Anti-Chaos/Evil/Good/Law Procedure: +2 to AC and saves, plus additional protection against selected alignment.	Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.
Bless Water: Changes the molecular structure of water.	Bless Water: Makes holy water.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.	Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Command: One subject obeys selected command for 1 round.	Command: One subject obeys selected command for 1 round.
Comprehend Languages: You understand all spoken and written languages.	Comprehend Languages: You understand all spoken and written languages.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).	Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Curse Water: Changes the molecular structure of water.	Curse Water: Makes unholy water.
Deathwatch: Reveals how near death subjects within 30 ft. are.	Deathwatch: Reveals how near death subjects within 30 ft. are.
Deflection Armor: Ranged attacks against you have 20% miss chance.	Entropic Shield: Ranged attacks against you have 20% miss chance.
Deflector Shield: Aura grants +2 or higher deflection bonus.	Shield of Faith: Aura grants +2 or higher deflection bonus.
Demoralize: Enemies take -1 on attack rolls and saves against fear.	Bane: Enemies take -1 on attack rolls and saves against fear.
Endure Elements: Exist comfortably in hot or cold regions.	Endure Elements: Exist comfortably in hot or cold regions.

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Enhance Combat Prowess: You gain +1 per three levels on attack and damage rolls.	Divine Favor: You gain +1 per three levels on attack and damage rolls.
Hide from Undead: Undead can't perceive one subject/level.	Hide from Undead: Undead can't perceive one subject/level.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).	Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Obscuring Mist: Fog surrounds you.	Obscuring Mist: Fog surrounds you.
Rally: Allies gain +1 on attack rolls and saves against fear.	Bless: Allies gain +1 on attack rolls and saves against fear.
Recognize Chaos/Evil/Good/Law: Reveals creatures, procedures, or objects of selected alignment.	Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Recognize Undead: Reveals undead within 60 ft.	Detect Undead: Reveals undead within 60 ft.
Reduce Combat Prowess: One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: Opponents can't attack you, and you can't attack.	Sanctuary: Opponents can't attack you, and you can't attack.
Tech-Enhanced Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.	Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.
Tech-Enhanced Weapon: Weapon gains +1 bonus.	Magic Weapon: Weapon gains +1 bonus.
Warp-Tech Monster I: Pulls an alien creature through a wormhole to fight for you.	Summon Monster I: Summons extraplanar creature to fight for you.
2nd-Level Engineer Procedures	2nd-Level Cleric Spells
Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align Weapon: Weapon becomes good, evil, lawful, or chaotic.	Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
Augury: Learns whether an action will be good or bad.	Augury: Learns whether an action will be good or bad.
Automatic Weapon: Tech-Enhanced Weapon attacks on its own.	Spiritual Weapon: Magic weapon attacks on its own.
Calm Emotions: Calms creatures, negating emotion effects.	Calm Emotions: Calms creatures, negating emotion effects.
Consecrate: Fills area with positive energy, weakening undead.	Consecrate: Fills area with positive energy, weakening undead.
Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).	Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.	Darkness: 20-ft. radius of supernatural shadow.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.	Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.
Delay Poison: Stops poison from harming target for 1 hour/level.	Delay Poison: Stops poison from harming target for 1 hour/level.
Desecrate: Fills area with negative energy, making undead stronger.	Desecrate: Fills area with negative energy, making undead stronger.
Enhanced Endurance: Subject gains +4 to Con for 1 min./level.	Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Enhanced Splendor: Subject gains +4 to Cha for 1 min./level.	Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enhanced Strength: Subject gains +4 to Str for 1 min./level.	Bull's Strength: Subject gains +4 to Str for 1 min./level.
Enhanced Wisdom: Subject gains +4 to Wis for 1 min./level.	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Entrhall: Captivates all within 100 ft. + 10 ft./level.	Entrhall: Captivates all within 100 ft. + 10 ft./level.
Find Traps: Notice traps as a Rogue does.	Find Traps: Notice traps as a Rogue does.
Gentle Repose: Preserves one corpse.	Gentle Repose: Preserves one corpse.
Hold Person: Paralyzes one humanoid for 1 round/level.	Hold Person: Paralyzes one humanoid for 1 round/level.
Inflict Moderate Wounds: Touch attack, 2d8 damage + 1/level (max +10).	Inflict Moderate Wounds: Touch attack, 2d8 damage + 1/level (max +10).
Make Whole: Repairs an object.	Make Whole: Repairs an object.
Remove Paralysis: Frees creatures from paralysis or slow effect.	Remove Paralysis: Frees creatures from paralysis or slow effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.	Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Restoration, Lesser: Disrupts tech ability penalty or repairs 1d4 ability damage.	Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Shatter: Sonic vibration damages objects or crystalline creatures.	Shatter: Sonic vibration damages objects or crystalline creatures.
Shield Other: You take half of subject's damage.	Shield Other: You take half of subject's damage.
Silence: Negates sound in 20-ft. radius.	Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.	Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Status: Monitors condition, position of allies.	Status: Monitors condition, position of allies.
UnRecognizeable Alignment: Conceals alignment for 24 hours.	Undetectable Alignment: Conceals alignment for 24 hours.
Warp-Tech Monster II: Pulls an alien creature through a wormhole to fight for you.	Summon Monster II: Summons extraplanar creature to fight for you.
Zone of Truth: Subjects within range cannot lie.	Zone of Truth: Subjects within range cannot lie.
3rd-Level Engineer Procedures	3rd-Level Cleric Spells
Animate Dead: Creates undead skeletons and zombies.	Animate Dead: Creates undead skeletons and zombies.
Anti-Chaos/Evil/Good/Law Field: As <i>anti-[chaos/evil/good/law] procedures</i> , but 10-ft. radius and 10 min./level.	Magic Circle against Chaos/Evil/Good/Law: As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
Blindness/Deafness: Makes subject blinded or deafened.	Blindness/Deafness: Makes subject blinded or deafened.
Contagion: Infects subject with chosen disease.	Contagion: Infects subject with chosen disease.
Create Food and Water: Feeds three humans (or one horse)/level.	Create Food and Water: Feeds three humans (or one horse)/level.

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Procedure	Spell Equivalent
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).	Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Daylight: 60-ft. radius of bright light.	Daylight: 60-ft. radius of bright light.
Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.	Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
Disrupt Technology: Cancels one tech procedure or effect.	Dispel Magic: Cancels one magical spell or effect.
Helping Hand: Ghostly hand leads subject to you.	Helping Hand: Ghostly hand leads subject to you.
Inflict Serious Wounds: Touch attack, 3d8 damage + 1/level (max +15).	Inflict Serious Wounds: Touch attack, 3d8 damage + 1/level (max +15).
Investigate the Dead: Corpse answers one question/two levels.	Speak with Dead: Corpse answers one question/two levels.
Invisibility Purge: Disrupts invisibility within 5 ft./level.	Invisibility Purge: Dispel invisibility within 5 ft./level.
Locate Object: Senses direction toward object (specific or type).	Locate Object: Senses direction toward object (specific or type).
Malediction: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Meld into Stone: You and your gear merge with stone.	Meld into Stone: You and your gear merge with stone.
Modified Laser Attachment: Ray deals 1d8/two levels damage (more against undead).	Searing Light: Ray deals 1d8/two levels damage (more against undead).
Obscure Object: Masks object against attempts to research.	Obscure Object: Masks object against scrying.
Permanent Light: Makes a permanent, heatless light.	Continual Flame: Makes a permanent, heatless light.
Portable Deflector Field: Deflects arrows, smaller creatures, and gases.	Wind Wall: Deflects arrows, smaller creatures, and gases.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.	Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Rallying Cry: Allies get +1 bonus on most rolls, enemies –1 penalty.	Prayer: Allies get +1 bonus on most rolls, enemies –1 penalty.
Remove Blindness/Deafness: Cures normal or tech blindness or deafness.	Remove Blindness/Deafness: Cures normal or magical blindness or deafness.
Remove Disease: Cures all diseases affecting subject.	Remove Disease: Cures all diseases affecting subject.
Remove Malediction: Frees object or person from Malediction.	Remove Curse: Frees object or person from curse.
Stone Shape: Sculpts stone into any shape.	Stone Shape: Sculpts stone into any shape.
Tech-Enhanced Armor/Shield: Armor or shield gains +1 enhancement per four levels.	Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Tech-Enhanced Trap: Inscription harms those who pass it.	Glyph of Warding: Inscription harms those who pass it.
Warp-Tech Monster III: Pulls an alien creature through a wormhole to fight for you.	Summon Monster III: Summons extraplanar creature to fight for you.
Water Breathing: Subjects can breathe underwater.	Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.	Water Walk: Subject treads on water as if solid.
4th-Level Engineer Procedures	4th-Level Cleric Spells
Alien Ally, Lesser: Exchange services with a 6 HD alien creature.	Planar Ally, Lesser: Exchange services with a 6 HD extraplanar creature.
Anti-Gravity Attachment: Subject treads on air as if solid (climb or descend at 45-degree angle).	Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).
Control Water: Raises or lowers bodies of water.	Control Water: Raises or lowers bodies of water.
Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).	Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).
Death Ward: Grants bonuses against death procedures and negative energy.	Death Ward: Grants bonuses against death spells and negative energy.
Denounce Chaos: Harms and dazes chaotic creatures (1d8 damage/2 levels).	Order's Wrath: Harms and dazes chaotic creatures (1d8 damage/2 levels).
Denounce Evil: Harms and possibly blinds evil creatures (1d8 damage/2 levels).	Holy Smite: Harms and possibly blinds evil creatures (1d8 damage/2 levels).
Denounce Good: Harms and sickens good creatures (1d8 damage/2 levels).	Unholy Blight: Harms and sickens good creatures (1d8 damage/2 levels).
Denounce Law: Harms and slows lawful creatures (1d8 damage/2 levels).	Chaos Hammer: Harms and slows lawful creatures (1d8 damage/2 levels).
Dimensional Anchor: Bars extradimensional movement.	Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.	Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.	Dismissal: Forces a creature to return to native plane.
Enhancement Modifications: You gain attack bonuses and 1 hp/level.	Divine Power: You gain attack bonuses and 1 hp/level.
Freedom of Movement: Subject moves normally despite impediments to movement.	Freedom of Movement: Subject moves normally despite impediments to movement.
Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.	Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Grant Tech Modification: Transfer procedures to subject.	Imbue with Spell Ability: Transfer spells to subject.
Inflict Critical Wounds: Touch attack, 4d8 damage + 1/level (max +20).	Inflict Critical Wounds: Touch attack, 4d8 damage + 1/level (max +20).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.	Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.	Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Research: Provides useful advice for specific proposed actions.	Divination: Provides useful advice for specific proposed actions.
Restoration: Restores level and ability score drains.	Restoration: Restores level and ability score drains.
Sending: Delivers short message anywhere, instantly.	Sending: Delivers short message anywhere, instantly.
Tech Immunity: Subject is immune to one procedure per 4 levels.	Spell Immunity: Subject is immune to one spell per 4 levels.
Tech-Enhanced Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).	Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
Tongues: Speak and understand any language.	Tongues: Speak and understand any language.
Warp-Tech Monster IV: Pulls an alien creature through a wormhole to fight for you.	Summon Monster IV: Summons extraplanar creature to fight for you.

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Procedure	Spell Equivalent
5th-Level Engineer Procedures	5th-Level Cleric Spells
Atone: Removes burden of misdeeds from subject and reverses tech alignment change.	Atonement: Removes burden of misdeeds from subject and reverses magical alignment change.
Break Psychological Effect: Frees subjects from psychological effects, gene manipulations, and maledictions.	Break Enchantment: Frees subjects from enchantments, transmutations, and curses.
Breath of Life: Cures 5d8 damage + 1/level and restores life to recently slain creatures.	Breath of Life: Cures 5d8 damage + 1/level and restores life to recently slain creatures.
Command, Greater: As <i>command</i> , but affects one subject/level.	Command, Greater: As <i>command</i> , but affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.	Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.
Disrupt Chaos/Evil/Good/Law: +4 bonus against attacks.	Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
Disrupting Weapon: Melee weapon destroys undead.	Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smites foes with divine fire [1d6/level damage].	Flame Strike: Smites foes with divine fire [1d6/level damage].
Hallow: Designates location as holy.	Hallow: Designates location as holy.
Inflict Light Wounds, Mass: Deals 1d8 damage + 1/level, affects 1 subject/level.	Inflict Light Wounds, Mass: Deals 1d8 damage + 1/level, affects 1 subject/level.
Insect Plague: Wasp swarms attack creatures.	Insect Plague: Wasp swarms attack creatures.
Mark of Justice: Designates action that triggers Malediction on subject.	Mark of Justice: Designates action that triggers curse on subject.
Masterful Research: Find guaranteed answers to one yes-or-no question/level.	Commune: Deity answers one yes-or-no question/level.
Personal Wormhole Generator: As many as 8 subjects travel to another plane.	Plane Shift: As many as 8 subjects travel to another plane.
Raise Dead: Restores life to subject who died as long as one day/level ago.	Raise Dead: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain bonuses in combat.	Righteous Might: Your size increases, and you gain bonuses in combat.
Search Engine: Spies on subject from a distance.	Scrying: Spies on subject from a distance.
Slay Living: Touch attack deals 12d6 + 1 per level.	Slay Living: Touch attack deals 12d6 + 1 per level.
Tech Resistance: Subject gains SR 12 + level.	Spell Resistance: Subject gains SR 12 + level.
Tech-Virus (Pain): Triggered programming wracks nearby creatures with pain.	Symbol of Pain: Triggered rune wracks nearby creatures with pain.
Tech-Virus (Sleep): Triggered programming puts nearby creatures into catatonic slumber.	Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.
True Seeing: Lets you see all things as they really are.	True Seeing: Lets you see all things as they really are.
Unhallow: Designates location as unholy.	Unhallow: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.	Wall of Stone: Creates a stone wall that can be shaped.
Warp-Tech Monster V: Pulls an alien creature through a wormhole to fight for you.	Summon Monster V: Summons extraplanar creature to fight for you.
6th-Level Engineer Procedures	6th-Level Cleric Spells
Alien Ally: As <i>lesser alien ally</i> , but up to 12 HD.	Planar Ally: As <i>lesser planar ally</i> , but up to 12 HD.
Animate Objects: Objects attack your foes.	Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft.-radius field hedges out living creatures.	Antilife Shell: 10-ft.-radius field hedges out living creatures.
Banishment: Banishes 2 HD/level of alien creatures.	Banishment: Banishes 2 HD/level of extraplanar creatures.
Blade Barrier: Wall of blades deals 1d6/level damage.	Blade Barrier: Wall of blades deals 1d6/level damage.
Create Undead: Create ghouls, ghouls, mohrgs, or mummies.	Create Undead: Create ghouls, ghouls, mohrgs, or mummies.
Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.	Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.
Disrupt Technology, Greater: As <i>disrupt technology</i> , but with multiple targets.	Dispel Magic, Greater: As <i>dispel magic</i> , but with multiple targets.
Enhanced Endurance, Mass: As <i>enhanced endurance</i> , affects 1 subject/level.	Bear's Endurance, Mass: As <i>bear's endurance</i> , affects 1 subject/level.
Enhanced Splendor, Mass: As <i>enhanced splendor</i> , affects 1 subject/level.	Eagle's Splendor, Mass: As <i>eagle's splendor</i> , affects 1 subject/level.
Enhanced Strength, Mass: As <i>enhanced strength</i> , affects 1 subject/level.	Bull's Strength, Mass: As <i>bull's strength</i> , affects 1 subject/level.
Enhanced Wisdom, Mass: As <i>enhanced wisdom</i> , affects 1 subject/level.	Owl's Wisdom, Mass: As <i>owl's wisdom</i> , affects 1 subject/level.
Find the Path: Shows most direct way to a location.	Find the Path: Shows most direct way to a location.
Forbiddance: Blocks Alien travel, damages creatures of different alignment.	Forbiddance: Blocks planar travel, damages creatures of different alignment.
Harm: Deals 10 points/level damage to target.	Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level damage, all diseases and mental conditions.	Heal: Cures 10 points/level damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.	Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Inflict Moderate Wounds, Mass: Deals 2d8 damage + 1/level, affects 1 subject/level.	Inflict Moderate Wounds, Mass: Deals 2d8 damage + 1/level, affects 1 subject/level.
Mind Control Serum: As <i>lesser mind control serum</i> , but affects any creature.	Geas/Quest: As <i>lesser geas</i> , but affects any creature.
Tech-Enhanced Trap, Greater: As <i>tech-enhanced trap</i> , but up to 10d8 damage or 6th-level procedure.	Glyph of Warding, Greater: As <i>glyph of warding</i> , but up to 10d8 damage or 6th-level spell.
Tech-Virus (Fear): Triggered programming panics nearby creatures.	Symbol of Fear: Triggered rune panics nearby creatures.
Tech-Virus (Persuasion): Triggered programming charms nearby creatures.	Symbol of Persuasion: Triggered rune charms nearby creatures.
Undeath to Death: Destroys 1d4 HD/level undead (max. 20d4).	Undeath to Death: Destroys 1d4 HD/level undead (max. 20d4).
Warp-Tech Monster VI: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VI: Summons extraplanar creature to fight for you.
Wind Walk: You and your allies turn vaporous and travel fast.	Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.	Word of Recall: Teleports you back to designated place.

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Procedure	Spell Equivalent
7th-Level Engineer Procedures	7th-Level Cleric Spells
Control Weather: Changes weather in local area.	Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage + 1/level, affects 1 subject/level.	Cure Serious Wounds, Mass: Cures 3d8 damage + 1/level, affects 1 subject/level.
Destruction: Kills subject and destroys remains.	Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.	Ethereal Jaunt: You become ethereal for 1 round/level.
Inflict Serious Wounds, Mass: Deals 3d8 damage + 1/level, affects 1 subject/level.	Inflict Serious Wounds, Mass: Deals 3d8 damage + 1/level, affects 1 subject/level.
Power Word Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.	Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.
Power Word Evil: Kills, paralyzes, weakens, or dazes nonevil subjects.	Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Power Word Good: Kills, paralyzes, blinds, or deafens nongood subjects.	Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
Power Word Law: Kills, paralyzes, staggers, or deafens nonlawful targets.	Dictum: Kills, paralyzes, staggers, or deafens nonlawful targets.
Refuge: Alters item to transport its possessor to you.	Refuge: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.	Repulsion: Creatures can't approach you.
Restoration, Greater: As <i>restoration</i> , plus restores all levels and ability scores.	Restoration, Greater: As <i>restoration</i> , plus restores all levels and ability scores.
Resurrection: Fully restore dead subject.	Resurrection: Fully restore dead subject.
Seach Engine, Greater: As <i>search engine</i> , but faster and longer.	Scrying, Greater: As <i>scrying</i> , but faster and longer.
Tech-Virus (Stunning): Triggered programming stuns nearby creatures.	Symbol of Stunning: Triggered rune stuns nearby creatures.
Tech-Virus (Weakness): Triggered programming weakens nearby creatures.	Symbol of Weakness: Triggered rune weakens nearby creatures.
Warp-Tech Monster VII: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VII: Summons extraplanar creature to fight for you.
8th-Level Engineer Procedures	8th-Level Cleric Spells
Alien Ally, Greater: As <i>lesser alien ally</i> , but up to 18 HD.	Planar Ally, Greater: As <i>lesser planar ally</i> , but up to 18 HD.
Anti-Tech Field: Negates procedures and tech enhancements within 10 ft.	Antimagic Field: Negates magic within 10 ft.
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.	Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass: Cures 4d8 damage + 1/level for many creatures.	Cure Critical Wounds, Mass: Cures 4d8 damage + 1/level for many creatures.
Dimensional Lock: Teleportation and dimensional travel blocked for 1 day/level.	Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Discern Location: Reveals exact location of creature or object.	Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft. radius.	Earthquake: Intense tremor shakes 80-ft. radius.
Fire Storm: Deals 1d6/level fire damage.	Fire Storm: Deals 1d6/level fire damage.
Inflict Critical Wounds, Mass: Deals 4d8 damage + 1/level, affects 1 subject/level.	Inflict Critical Wounds, Mass: Deals 4d8 damage + 1/level, affects 1 subject/level.
Personal Anti-Tech Procedure (Chaos): +4 to AC, +4 resistance, and SR 25 against chaotic procedures.	Shield of Law: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
Personal Anti-Tech Procedure (Evil): +4 to AC, +4 resistance, and SR 25 against evil procedures.	Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells.
Personal Anti-Tech Procedure (Good): +4 to AC, +4 resistance, and SR 25 against good procedures.	Unholy Aura: +4 to AC, +4 resistance, and SR 25 against good spells.
Personal Anti-Tech Procedure (Law): +4 to AC, +4 resistance, and SR 25 against lawful procedures.	Cloak of Chaos: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Tech Immunity, Greater: As <i>tech immunity</i> , but up to 8th-level procedures.	Spell Immunity, Greater: As <i>spell immunity</i> , but up to 8th-level spells.
Tech-Virus (Death): Triggered programming kills nearby creatures.	Symbol of Death: Triggered rune kills nearby creatures.
Tech-Virus (Insanity): Triggered programming renders nearby creatures insane.	Symbol of Insanity: Triggered rune renders nearby creatures insane.
Warp-Tech Monster VIII: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VIII: Summons extraplanar creature to fight for you.
9th-Level Engineer Procedures	9th-Level Cleric Spells
Advanced Weather Manipulator: Storm rains acid, lightning, and hail.	Storm of Vengeance: Storm rains acid, lightning, and hail.
Astral Projection: Projects you and others onto Astral Plane.	Astral Projection: Projects you and others onto Astral Plane.
Energy Drain: Subject gains 2d4 negative levels.	Energy Drain: Subject gains 2d4 negative levels.
Etherealness: Travel to Ethereal Plane with companions.	Etherealness: Travel to Ethereal Plane with companions.
Gate: Connects two planes for use in travel or extraction of help.	Gate: Connects two planes for travel or summoning.
Heal, Mass: As <i>heal</i> , but affects 1 subject/level.	Heal, Mass: As <i>heal</i> , but affects 1 subject/level.
Implosion: Inflict 10 damage/level to one creature/round.	Implosion: Inflict 10 damage/level to one creature/round.
Miracle: Replicates most procedures.	Miracle: Requests a deity's intercession.
Soul Bind: Traps newly dead soul to prevent resurrection.	Soul Bind: Traps newly dead soul to prevent resurrection.
True Resurrection: As <i>resurrection</i> , plus remains aren't needed.	True Resurrection: As <i>resurrection</i> , plus remains aren't needed.
Warp-Tech Monster IX: Pulls an alien creature through a wormhole to fight for you.	Summon Monster IX: Summons extraplanar creature to fight for you.

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Procedure	Spell Equivalent
Frontiersman Procedures	Ranger Spells
0-Level Frontiersman Procedures	0-Level Ranger Spells (Orisons)
Create Water: Creates 2 gallons/level of pure water.	Create Water: Creates 2 gallons/level of pure water.
Flare: Dazzles one creature [–1 penalty on attack rolls].	Flare: Dazzles one creature [–1 penalty on attack rolls].
Guidance: +1 on one attack roll, saving throw, or skill check.	Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.	Know Direction: You discern north.
Light: Object shines like a torch.	Light: Object shines like a torch.
Mending: Makes minor repairs on an object.	Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.	Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Poison: Recognizes poison in one creature or object.	Detect Poison: Detects poison in one creature or object.
Recognize Tech: Recognizes procedures and tech-enhanced items within 60 ft.	Detect Magic: Detects spells and magic items within 60 ft.
Resistance: Subject gains +1 bonus on saving throws.	Resistance: Subject gains +1 bonus on saving throws.
Stabilize: Cause a dying creature to stabilize.	Stabilize: Cause a dying creature to stabilize.
Virtue: Subject gains 1 temporary hp.	Virtue: Subject gains 1 temporary hp.
1st-Level Frontiersman Procedures	1st-Level Ranger Spells
Alarm: Wards an area for 2 hours/level.	Alarm: Wards an area for 2 hours/level.
Calm Animals: Calms 2d4 + level HD of animals.	Calm Animals: Calms 2d4 + level HD of animals.
Charm Animal: Makes one animal your friend.	Charm Animal: Makes one animal your friend.
Delay Poison: Stops poison from harming subject for 1 hour/level.	Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants: Recognizes kinds of animals or plants.	Detect Animals or Plants: Detects kinds of animals or plants.
Detect Snares and Pits: Reveals natural or primitive traps.	Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold regions.	Endure Elements: Exist comfortably in hot or cold regions.
Entangle: Plants entangle everyone in 40-ft. radius.	Entangle: Plants entangle everyone in 40-ft. radius.
Hide from Animals: Animals can't perceive one subject/level.	Hide from Animals: Animals can't perceive one subject/level.
Investigate Animals: You can communicate with animals.	Speak with Animals: You can communicate with animals.
Jump: Subject gets bonus on Acrobatics checks.	Jump: Subject gets bonus on Acrobatics checks.
Longstrider: Your base speed increases by 10 ft.	Longstrider: Your base speed increases by 10 ft.
Pass without Trace: One subject/level leaves no tracks.	Pass without Trace: One subject/level leaves no tracks.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.	Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Robotic Messenger: Sends a Tiny robot to a specific place.	Animal Messenger: Sends a Tiny animal to a specific place.
Tech-Enhanced Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.	Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Warp-Tech Natural Ally I: Pulls a creature through a wormhole to fight for you for you.	Summon Nature's Ally I: Summons creature to fight for you.
2nd-Level Frontiersman Procedures	2nd-Level Ranger Spells
Barkskin: Grants +2 (or higher) enhancement to natural armor.	Barkskin: Grants +2 (or higher) enhancement to natural armor.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).	Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Enhanced Endurance: Subject gains +4 to Con for 1 min./level.	Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Enhanced Grace: Subject gains +4 to Dex for 1 min./level.	Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Enhanced Wisdom: Subject gains +4 to Wis for 1 min./level.	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Hold Animal: Paralyzes one animal for 1 round/level.	Hold Animal: Paralyzes one animal for 1 round/level.
Investigate Plants: You can talk to plants and plant creatures.	Speak with Plants: You can talk to plants and plant creatures.
Portable Deflector Field: Deflects arrows, smaller creatures, and gases.	Wind Wall: Deflects arrows, smaller creatures, and gases.
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.	Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Snare: Creates a Tech booby trap.	Snare: Creates a magic booby trap.
Spike Growth: Creatures in area take 1d4 damage, may be slowed.	Spike Growth: Creatures in area take 1d4 damage, may be slowed.
Warp-Tech Natural Ally II: Pulls a creature through a wormhole to fight for you for you.	Summon Nature's Ally II: Summons creature to fight for you.
3rd-Level Frontiersman Procedures	3rd-Level Ranger Spells
Command Plants: Sway the actions of plant creatures.	Command Plants: Sway the actions of plant creatures.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).	Cure Moderate Wounds: Cures 2d8 damage +1/level (max. +10).
Darkvision: See 60 ft. in total darkness.	Darkvision: See 60 ft. in total darkness.
Diminish Plants: Reduces size or blights growth of normal plants.	Diminish Plants: Reduces size or blights growth of normal plants.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.	Plant Growth: Grows vegetation, improves crops.
Reduce Animal: Shrinks one willing animal.	Reduce Animal: Shrinks one willing animal.
Remove Disease: Cures all diseases affecting subject.	Remove Disease: Cures all diseases affecting subject.

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Procedure	Spell Equivalent
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.	Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Tech-Enhanced Fang, Greater: One natural weapon gets + 1/four levels (max. +5).	Magic Fang, Greater: One natural weapon gets + 1/four levels (max. +5).
Tree Shape: You look exactly like a tree for 1 hour/level.	Tree Shape: You look exactly like a tree for 1 hour/level.
Warp-Tech Natural Ally III: Pulls a creature through a wormhole to fight for you for you.	Summon Nature's Ally III: Summons creature to fight for you.
Water Walk: Subject treads on water as if solid.	Water Walk: Subject treads on water as if solid.
4th-Level Frontiersman Procedures	4th-Level Ranger Spells
Animal Growth: One animal doubles in size.	Animal Growth: One animal doubles in size.
Commune with Nature: Learn about terrain for 1 mile/level.	Commune with Nature: Learn about terrain for 1 mile/level.
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).	Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Freedom of Movement: Subject moves normally despite impediments to movement.	Freedom of Movement: Subject moves normally despite impediments to movement.
Nondetection: Hides subject from Research, attempts to research.	Nondetection: Hides subject from divination, scrying.
Tree Stride: Step from one tree to another far away.	Tree Stride: Step from one tree to another far away.
Warp-Tech Natural Ally IV: Pulls a creature through a wormhole to fight for you for you.	Summon Nature's Ally IV: Summons creature to fight for you.
Naturalist Procedures	Druid Spells
0-Level Naturalist Procedures	0-Level Druid Spells (Orisons)
Create Water: Creates 2 gallons/level of pure water.	Create Water: Creates 2 gallons/level of pure water.
Flare: Dazzles one creature [-1 penalty on attack rolls].	Flare: Dazzles one creature [-1 penalty on attack rolls].
Guidance: +1 on one attack roll, saving throw, or skill check.	Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.	Know Direction: You discern north.
Light: Object shines like a torch.	Light: Object shines like a torch.
Mending: Makes minor repairs on an object.	Mending: Makes minor repairs on an object.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.	Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Poison: Recognizes poison in one creature or object.	Detect Poison: Detects poison in one creature or object.
Recognize Tech: Recognizes procedures and tech-enhanced items within 60 ft.	Detect Magic: Detects spells and magic items within 60 ft.
Resistance: Subject gains +1 bonus on saving throws.	Resistance: Subject gains +1 bonus on saving throws.
Stabilize: Cause a dying creature to stabilize.	Stabilize: Cause a dying creature to stabilize.
Virtue: Subject gains 1 temporary hp.	Virtue: Subject gains 1 temporary hp.
1st-Level Naturalist Procedures	1st-Level Druid Spells
Calm Animals: Calms 2d4 + level HD of animals.	Calm Animals: Calms 2d4 + level HD of animals.
Charm Animal: Makes one animal your friend.	Charm Animal: Makes one animal your friend.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).	Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Detect Animals or Plants: Recognizes kinds of animals or plants.	Detect Animals or Plants: Detects kinds of animals or plants.
Detect Snares and Pits: Reveals natural or primitive traps.	Detect Snares and Pits: Reveals natural or primitive traps.
Endure Elements: Exist comfortably in hot or cold regions.	Endure Elements: Exist comfortably in hot or cold regions.
Enhance Staff: Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.	Shillelagh: Cudgel or quarterstaff becomes +1 weapon (2d6 damage) for 1 min./level.
Entangle: Plants entangle everyone in 40-ft. radius.	Entangle: Plants entangle everyone in 40-ft. radius.
Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.	Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).	Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Hide from Animals: Animals can't perceive one subject/level.	Hide from Animals: Animals can't perceive one subject/level.
Investigate Animals: You can communicate with animals.	Speak with Animals: You can communicate with animals.
Jump: Subject gets bonus on Acrobatics checks.	Jump: Subject gets bonus on Acrobatics checks.
Longstrider: Your speed increases by 10 ft.	Longstrider: Your speed increases by 10 ft.
Obscuring Mist: Fog surrounds you.	Obscuring Mist: Fog surrounds you.
Pass without Trace: One subject/level leaves no tracks.	Pass without Trace: One subject/level leaves no tracks.
Produce Flame: 1d6 damage + 1/level, touch or thrown.	Produce Flame: 1d6 damage + 1/level, touch or thrown.
Tech-Enhanced Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.	Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.
Tech-Enhanced Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.	Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.
Warp-Tech Natural Ally I: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally I: Summons creature to fight.
2nd-Level Naturalist Procedures	2nd-Level Druid Spells
Animal Trance: Fascinates 2d6 HD of animals.	Animal Trance: Fascinates 2d6 HD of animals.
Barkskin: Grants +2 (or higher) enhancement to natural armor.	Barkskin: Grants +2 (or higher) enhancement to natural armor.
Chill Metal: Cold metal damages those who touch it.	Chill Metal: Cold metal damages those who touch it.
Delay Poison: Stops poison from harming subject for 1 hour/level.	Delay Poison: Stops poison from harming subject for 1 hour/level.
Enhanced Endurance: Subject gains +4 to Con for 1 min./level.	Bear's Endurance: Subject gains +4 to Con for 1 min./level.

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Enhanced Grace: Subject gains +4 to Dex for 1 min./level.	Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Enhanced Strength: Subject gains +4 to Str for 1 min./level.	Bull's Strength: Subject gains +4 to Str for 1 min./level.
Enhanced Wisdom: Subject gains +4 to Wis for 1 min./level.	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Fire Trap: Opened object deals 1d4 + 1/level damage.	Fire Trap: Opened object deals 1d4 + 1/level damage.
Flame Blade: Touch attack deals 1d8 + 1/two levels damage.	Flame Blade: Touch attack deals 1d8 + 1/two levels damage.
Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.	Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.
Fog Cloud: Fog obscures vision.	Fog Cloud: Fog obscures vision.
Gust of Wind: Blows away or knocks down smaller creatures.	Gust of Wind: Blows away or knocks down smaller creatures.
Heat Metal: Makes metal so hot it damages those who touch it.	Heat Metal: Makes metal so hot it damages those who touch it.
Hold Animal: Paralyzes one animal for 1 round/level.	Hold Animal: Paralyzes one animal for 1 round/level.
Reduce Animal: Shrinks one willing animal.	Reduce Animal: Shrinks one willing animal.
Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.	Resist Energy: Ignores 10 or more points of damage per attack from specified energy type.
Restoration, Lesser: Disrupts tech ability penalty or repairs 1d4 ability damage.	Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
Robotic Messenger: Sends a Tiny robot to a specific place.	Animal Messenger: Sends a Tiny animal to a specific place.
Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.	Soften Earth and Stone: Turns stone to clay, or dirt to sand or mud.
Spider Climb: Grants ability to walk on walls and ceilings.	Spider Climb: Grants ability to walk on walls and ceilings.
Tree Shape: You look exactly like a tree for 1 hour/level.	Tree Shape: You look exactly like a tree for 1 hour/level.
Warp Wood: Bends wood.	Warp Wood: Bends wood.
Warp-Tech Natural Ally II: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally II: Summons creature to fight.
Warp-Tech Swarm: Pulls a swarm of bats, rats, or spiders through a wormhole to fight for you.	Summon Swarm: Summons swarm of bats, rats, or spiders.
Wood Shape: Reshapes wooden objects to suit you.	Wood Shape: Reshapes wooden objects to suit you.
3rd-Level Naturalist Procedures	3rd-Level Druid Spells
Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.	Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
Contagion: Infects subject with chosen disease.	Contagion: Infects subject with chosen disease.
Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).	Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).
Daylight: 60-ft. radius of bright light.	Daylight: 60-ft. radius of bright light.
Diminish Plants: Reduces size or blights the growth of normal plants.	Diminish Plants: Reduces size or blights the growth of normal plants.
Dominate Animal: One animal obeys your silent mental commands and orders.	Dominate Animal: One animal obeys your silent mental commands and orders.
Investigate Plants: You can talk to plants and plant creatures.	Speak with Plants: You can talk to plants and plant creatures.
Meld into Stone: You and your gear merge with stone.	Meld into Stone: You and your gear merge with stone.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.	Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Plant Growth: Grows vegetation, improves crops.	Plant Growth: Grows vegetation, improves crops.
Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.	Poison: Touch deals 1d3 Con damage 1/round for 6 rounds.
Portable Deflector Field: Deflects arrows, smaller creatures, and gases.	Wind Wall: Deflects arrows, smaller creatures, and gases.
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.	Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Quench: Extinguishes fires.	Quench: Extinguishes fires.
Remove Disease: Cures all diseases affecting subject.	Remove Disease: Cures all diseases affecting subject.
Sleet Storm: Hampers vision and movement.	Sleet Storm: Hampers vision and movement.
Snare: Creates a Tech booby trap.	Snare: Creates a magic booby trap.
Spike Growth: Creatures in area take 1d4 damage, may be slowed.	Spike Growth: Creatures in area take 1d4 damage, may be slowed.
Stone Shape: Sculpts stone into any shape.	Stone Shape: Sculpts stone into any shape.
Tech-Enhanced Fang, Greater: One natural weapon gets + 1/four levels (max +5).	Magic Fang, Greater: One natural weapon gets + 1/four levels (max +5).
Warp-Tech Natural Ally III: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally III: Summons creature to fight.
Water Breathing: Subjects can breathe underwater.	Water Breathing: Subjects can breathe underwater.
4th-Level Naturalist Procedures	4th-Level Druid Spells
Anti-Gravity Attachment: Subject treads on air as if solid (climb or descend at 45-degree angle).	Air Walk: Subject treads on air as if solid (climb or descend at 45-degree angle).
Antiplant Shell: Keeps animated plants at bay.	Antiplant Shell: Keeps animated plants at bay.
Blight: Withers one plant or deals 1d6/level damage to plant creature.	Blight: Withers one plant or deals 1d6/level damage to plant creature.
Command Plants: Sways the actions of plant creatures.	Command Plants: Sways the actions of plant creatures.
Control Water: Raises or lowers bodies of water.	Control Water: Raises or lowers bodies of water.
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).	Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Disrupt Technology: Cancels one tech procedure or effect.	Dispel Magic: Cancels one magical spell or effect.
Flame Strike: Smites foes with divine fire (1d6/level damage).	Flame Strike: Smites foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments to movement.	Freedom of Movement: Subject moves normally despite impediments to movement.

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Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.	Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.	Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Reincarnate: Brings dead subject back in a random body.	Reincarnate: Brings dead subject back in a random body.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.	Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Rusting Grasp: Your touch corrodes iron and alloys.	Rusting Grasp: Your touch corrodes iron and alloys.
Search Engine: Spies on subject from a distance.	Scrying: Spies on subject from a distance.
Spike Stones: Creatures in area take 1d8 damage, may also be slowed.	Spike Stones: Creatures in area take 1d8 damage, may also be slowed.
Warp-Tech Natural Ally IV: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally IV: Summons creature to fight.
5th-Level Naturalist Procedures	5th-Level Druid Spells
Animal Growth: One animal doubles in size.	Animal Growth: One animal doubles in size.
Atone: Removes burden of misdeeds from subject.	AtonementF: Removes burden of misdeeds from subject.
Awaken: Animal or tree gains human intellect.	Awaken: Animal or tree gains human intellect.
Call Lightning Storm: As <i>call lightning</i> , but 5d6 damage per bolt.	Call Lightning Storm: As <i>call lightning</i> , but 5d6 damage per bolt.
Commune with Nature: Learn about terrain for 1 mile/level.	Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Changes wind direction and speed.	Control Winds: Changes wind direction and speed.
Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).	Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).
Death Ward: Grants bonuses against death procedures and negative energy.	Death Ward: Grants bonuses against death spells and negative energy.
Hallow: Designates location as holy.	Hallow: Designates location as holy.
Insect Plague: Wasp swarms attack creatures.	Insect Plague: Wasp swarms attack creatures.
Negative DNA Override: Transforms subject into harmless animal.	Baleful Polymorph: Transforms subject into harmless animal.
Stoneskin: Grants DR 10/adamantine.	Stoneskin: Grants DR 10/adamantine.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.	Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.	Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Tree Stride: Step from one tree to another far away.	Tree Stride: Step from one tree to another far away.
Unhallow: Designates location as unholy.	Unhallow: Designates location as unholy.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.	Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.	Wall of Thorns: Thorns damage anyone who tries to pass.
Warp-Tech Natural Ally V: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally V: Summons creature to fight.
6th-Level Naturalist Procedures	6th-Level Druid Spells
Antilife Shell: 10-ft.-radius field hedges out living creatures.	Antilife Shell: 10-ft.-radius field hedges out living creatures.
Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.	Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.
Disrupt Technology, Greater: As <i>disrupt technology</i> , but with multiple targets.	Dispel Magic, Greater: As <i>dispel magic</i> , but with multiple targets.
Enhanced Endurance, Mass: As <i>enhanced endurance</i> , affects 1 subject/level.	Bear's Endurance, Mass: As <i>bear's endurance</i> , affects 1 subject/level.
Enhanced Grace, Mass: As <i>enhanced grace</i> , affects one subject/level.	Cat's Grace, Mass: As <i>cat's grace</i> , affects one subject/level.
Enhanced Strength, Mass: As <i>enhanced strength</i> , affects 1 subject/level.	Bull's Strength, Mass: As <i>bull's strength</i> , affects 1 subject/level.
Enhanced Wisdom, Mass: As <i>enhanced wisdom</i> , affects 1 subject/level.	Owl's Wisdom, Mass: As <i>owl's wisdom</i> , affects 1 subject/level.
Find the Path: Shows most direct way to a location.	Find the Path: Shows most direct way to a location.
Fire Seeds: Acorns and berries become grenades and bombs.	Fire Seeds: Acorns and berries become grenades and bombs.
Ironwood: Nanite-infused wood is as strong as steel.	Ironwood: Magic wood is as strong as steel.
Liveoak: Oak becomes treant guardian.	Liveoak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills.	Move Earth: Digs trenches and builds hills.
Quick-Use Tech Staff: Stores one spell in wooden quarterstaff.	Spellstaff: Stores one spell in wooden quarterstaff.
Repel Wood: Pushes away wooden objects.	Repel Wood: Pushes away wooden objects.
Stone Tell: Talk to natural or worked stone.	Stone Tell: Talk to natural or worked stone.
Transport via Plants: Move instantly from one plant to another of the same kind.	Transport via Plants: Move instantly from one plant to another of the same kind.
Wall of Stone: Creates a stone wall that can be shaped.	Wall of Stone: Creates a stone wall that can be shaped.
Warp-Tech Natural Ally VI: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally VI: Summons creature to fight.
7th-Level Naturalist Procedures	7th-Level Druid Spells
Animate Plants: One or more plants animate and fight for you.	Animate Plants: One or more plants animate and fight for you.
Changestaff: Your staff becomes a treant on command.	Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.	Control Weather: Changes weather in local area.
Creeping Reduce Combat Prowess: Swarms of centipedes attack at your command.	Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.	Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.
Fire Storm: Deals 1d6/level fire damage.	Fire Storm: Deals 1d6/level fire damage.
Heal: Cures 10 points/level damage, all diseases and mental conditions.	Heal: Cures 10 points/level damage, all diseases and mental conditions.

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Seach Engine, Greater: As <i>search engine</i> , but faster and longer.	Scrying, Greater: As <i>scrying</i> , but faster and longer.
Sunbeam: Beam blinds and deals 4d6 damage.	Sunbeam: Beam blinds and deals 4d6 damage.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.	Transmute Metal to Wood: Metal within 40 ft. becomes wood.
True Seeing: Lets you see all things as they really are.	True Seeing: Lets you see all things as they really are.
Warp-Tech Natural Ally VII: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally VII: Summons creature to fight.
Wind Walk: You and your allies turn vaporous and travel fast.	Wind Walk: You and your allies turn vaporous and travel fast.
8th-Level Naturalist Procedures	8th-Level Druid Spells
Animal Shapes: One ally/level DNA Overrides into chosen animal.	Animal Shapes: One ally/level polymorphs into chosen animal.
Control Plants: Controls actions of one or more plant creatures.	Control Plants: Controls actions of one or more plant creatures.
Cure Serious Wounds, Mass: Cures 3d8 damage + 1/level, affects 1 subject/level.	Cure Serious Wounds, Mass: Cures 3d8 damage + 1/level, affects 1 subject/level.
Earthquake: Intense tremor shakes 80-ft.-radius.	Earthquake: Intense tremor shakes 80-ft.-radius.
Finger of Death: Deals 10 damage/level to one subject.	Finger of Death: Deals 10 damage/level to one subject.
Repel Metal or Stone: Pushes away metal and stone.	Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.	Reverse Gravity: Objects and creatures fall upward.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.	Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Warp-Tech Natural Ally VIII: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally VIII: Summons creature to fight.
Whirlwind: Cyclone deals damage and can pick up creatures.	Whirlwind: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.	Word of Recall: Teleports you back to designated place.
9th-Level Naturalist Procedures	9th-Level Druid Spells
Advanced Weather Manipulator: Storm rains acid, lightning, and hail.	Storm of Vengeance: Storm rains acid, lightning, and hail.
Antipathy: Object or location affected by spell repels certain creatures.	Antipathy: Object or location affected by spell repels certain creatures.
Cure Critical Wounds, Mass: Cures 4d8 damage + 1/level for many creatures.	Cure Critical Wounds, Mass: Cures 4d8 damage + 1/level for many creatures.
Elemental Swarm: Pulls multiple elementals through a wormhole to fight for you.	Elemental Swarm: Summons multiple elementals.
Foresight: "Sixth sense" warns of impending danger.	Foresight: "Sixth sense" warns of impending danger.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shambler: Creates 1d4+2 shambling mounds to fight for you.	Shambler: Creates 1d4+2 shambling mounds to fight for you.
Shapechange: Transforms you into certain creatures, and you can change forms once per round.	Shapechange: Transforms you into certain creatures, and you can change forms once per round.
Sympathy: Object or location attracts certain creatures.	Sympathy: Object or location attracts certain creatures.
Warp-Tech Natural Ally IX: Pulls a creature through a wormhole to fight for you.	Summon Nature's Ally IX: Summons creature to fight.
Scientist/Scion Procedures	Sorcerer/Wizard Spells
0-Level Scientist/Scion Procedures	0-Level Sorcerer/Wizard Spells (Cantrips)
Biology	Necromancy
Bleed: Cause a stabilized creature to resume dying.	Bleed: Cause a stabilized creature to resume dying.
Daze: A single humanoid creature with 4 HD or less loses its next action.	Daze: A single humanoid creature with 4 HD or less loses its next action.
Disrupt Undead: Deals 1d6 damage to one undead.	Disrupt Undead: Deals 1d6 damage to one undead.
Touch of Fatigue: Touch attack fatigues target.	Touch of Fatigue: Touch attack fatigues target.
Energy Transference	Evocation
Acid Splash: Orb deals 1d3 acid damage.	Acid Splash: Orb deals 1d3 acid damage.
Flare: Dazzles one creature (-1 on attack rolls).	Flare: Dazzles one creature (-1 on attack rolls).
Lesser Tractor Beam: 5-pound telekinesis.	Mage Hand: 5-pound telekinesis.
Ray of Frost: Ray deals 1d3 cold damage.	Ray of Frost: Ray deals 1d3 cold damage.
Genetics	Transmutation
Resistance: Subject gains +1 on saving throws.	Resistance: Subject gains +1 on saving throws.
Holography	Illusion
Light: Object shines like a torch.	Light: Object shines like a torch.
Physics	Abjuration
Open/Close: Opens or closes small or light things.	Open/Close: Opens or closes small or light things.
Psychology	Enchantment
Message: Whisper conversation at distance.	Message: Whisper conversation at distance.
Research	Divination
Read Programming: Read scrolls and spellbooks.	Read Magic: Read scrolls and spellbooks.
Recognize Poison: Recognizes poison in one creature or small object.	Detect Poison: Detects poison in one creature or small object.
Recognize Tech: Recognizes all procedures and tech-enhanced items within 60 ft.	Detect Magic: Detects all spells and magic items within 60 ft.

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Technology	Universal
Digital Signature: Inscribes a personal programming on an object or creature (visible or invisible).	Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).
Mending: Makes minor repairs on an object.	Mending: Makes minor repairs on an object.
Personal Disguise Kit: Performs minor tricks.	Prestidigitation: Performs minor tricks.
Portable Sound: Figment sounds.	Ghost Sound: Figment sounds.
Warp Dynamics	Conjuration
Bend Light: Creates torches or other lights.	Dancing Lights: Creates torches or other lights.
1st-Level Scientist/Scion Procedures	1st-Level Sorcerer/Wizard Spells
Biology	Necromancy
Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.	Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.
Energy Transference	Evocation
Burning Hands: 1d4/level fire damage (max 5d4).	Burning Hands: 1d4/level fire damage (max 5d4).
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.	Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Endure Elements: Exist comfortably in hot or cold regions.	Endure Elements: Exist comfortably in hot or cold regions.
Energy Ray: 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).	Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Genetics	Transmutation
Enlarge Person: Humanoid creature doubles in size.	Enlarge Person: Humanoid creature doubles in size.
Reduce Person: Humanoid creature halves in size.	Reduce Person: Humanoid creature halves in size.
Holography	Illusion
Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.	Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
Disguise Self: Changes your appearance.	Disguise Self: Changes your appearance.
Silent Image: Creates minor holograph of your design.	Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 min./level.	Ventriloquism: Throws voice for 1 min./level.
Physics	Abjuration
Alarm: Wards an area for 2 hours/level.	Alarm: Wards an area for 2 hours/level.
Expedition Retreat: Your base speed increases by 30 ft.	Expedition Retreat: Your base speed increases by 30 ft.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.	Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.
Hold Portal: Holds door shut.	Hold Portal: Holds door shut.
Jump: Subject gets bonus on Acrobatics checks.	Jump: Subject gets bonus on Acrobatics checks.
Shield: Invisible disc gives +4 to AC, blocks Energy Rays.	Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Psychology	Enchantment
Anti-Chaos/Evil/Good/Law Procedure: +2 to AC and saves, plus additional protection against selected alignment.	Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.	Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Person: Makes one person your friend.	Charm Person: Makes one person your friend.
Hypnotism: Fascinates 2d4 HD of creatures.	Hypnotism: Fascinates 2d4 HD of creatures.
Sleep: Puts 4 HD of creatures into tech slumber.	Sleep: Puts 4 HD of creatures into magical slumber.
Research	Divination
Comprehend Languages: You understand all spoken and written languages.	Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.	Detect Secret Doors: Reveals hidden doors within 60 ft.
Identify: Gives +10 bonus to identify tech-enhanced items.	Identify: Gives +10 bonus to identify magic items.
Recognize Undead: Reveals undead within 60 ft.	Detect Undead: Reveals undead within 60 ft.
True Strike: +20 on your next attack roll.	True Strike: +20 on your next attack roll.
Technology	Universal
Animated Rope: Makes a rope move at your command.	Animate Rope: Makes a rope move at your command.
Anti-Gravity Attachment: Objects or creatures fall slowly.	Feather Fall: Objects or creatures fall slowly.
Energy Transmission: Alters object's energy readout.	Magic Aura: Alters object's magic aura.
Erase: Mundane or tech writing vanishes.	Erase: Mundane or magical writing vanishes.
Jury-Rig: Creates an overland vehicle from scraps that lasts for 2 hours/level.	Mount: Summons riding horse for 2 hours/level.
Tech-Enhanced Weapon: Weapon gains +1 bonus.	Magic Weapon: Weapon gains +1 bonus.
Warp Dynamics	Conjuration
Grease: Makes 10-ft. square or one object slippery.	Grease: Makes 10-ft. square or one object slippery.
Obscuring Mist: Fog surrounds you.	Obscuring Mist: Fog surrounds you.
Personal Armor Enhancement: Gives subject +4 armor bonus.	Mage Armor: Gives subject +4 armor bonus.

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Procedure	Spell Equivalent
Unseen Servant: Invisible force obeys your commands.	Unseen Servant: Invisible force obeys your commands.
Warp-Tech Monster I: Pulls an alien creature through a wormhole to fight for you.	Summon Monster I: Summons extraplanar creature to fight for you.
2nd-Level Scientist/Scion Procedures	2nd-Level Sorcerer/Wizard Spells
Biology	Necromancy
Blindness/Deafness: Makes subject blinded or deafened.	Blindness/Deafness: Makes subject blinded or deafened.
Command Undead: Undead creature obeys your commands.	Command Undead: Undead creature obeys your commands.
False Life: Gain 1d10 temporary hp + 1/level (max +10).	False Life: Gain 1d10 temporary hp + 1/level (max +10).
Necrotizing Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.	Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
Scare: Frightens creatures of less than 6 HD.	Scare: Frightens creatures of less than 6 HD.
Energy Transference	Evocation
Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.	Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Darkness: 20-ft. radius of shadow.	Darkness: 20-ft. radius of supernatural shadow.
Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.	Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.
Gust of Wind: Blows away or knocks down smaller creatures.	Gust of Wind: Blows away or knocks down smaller creatures.
Pyrotechnics: Turns fire into blinding light or thick smoke.	Pyrotechnics: Turns fire into blinding light or thick smoke.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).	Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).
Shatter: Sonic energy damages objects or crystalline creatures.	Shatter: Sonic energy damages objects or crystalline creatures.
Genetics	Transmutation
Alter Self: Assume form of a Small or Medium humanoid.	Alter Self: Assume form of a Small or Medium humanoid.
Darkvision: See 60 ft. in total darkness.	Darkvision: See 60 ft. in total darkness.
Enhanced Cunning: Subject gains +4 to Int for 1 min./level.	Fox's Cunning: Subject gains +4 to Int for 1 min./level.
Enhanced Endurance: Subject gains +4 to Con for 1 min./level.	Bear's Endurance: Subject gains +4 to Con for 1 min./level.
Enhanced Grace: Subject gains +4 to Dex for 1 min./level.	Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Enhanced Splendor: Subject gains +4 to Cha for 1 min./level.	Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enhanced Strength: Subject gains +4 to Str for 1 min./level.	Bull's Strength: Subject gains +4 to Str for 1 min./level.
Enhanced Wisdom: Subject gains +4 to Wis for 1 min./level.	Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Spider Climb: Grants ability to walk on walls and ceilings.	Spider Climb: Grants ability to walk on walls and ceilings.
Holography	Illusion
Blur: Attacks miss subject 20% of the time.	Blur: Attacks miss subject 20% of the time.
Glitterdust: Blinds creatures, outlines invisible creatures.	Glitterdust: Blinds creatures, outlines invisible creatures.
Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.	Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.	Invisibility: Subject is invisible for 1 min./level or until it attacks.
Minor Image: As <i>silent image</i> , plus some sound.	Minor Image: As <i>silent image</i> , plus some sound.
Mirror Image: Creates decoy duplicates of you.	Mirror Image: Creates decoy duplicates of you.
Misdirection: Misleads Researchs for 1 creature or object.	Misdirection: Misleads divinations for 1 creature or object.
Obscure Object: Masks object against attempts to research.	Obscure Object: Masks object against scrying.
Recorder Attachment: Object speaks once when triggered.	Magic Mouth: Object speaks once when triggered.
Trojan Virus: Makes item seem trapped.	Phantom Trap: Makes item seem trapped.
Physics	Abjuration
Knock: Opens locked or techly sealed door.	Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.	Levitate: Subject moves up and down at your direction.
Protection from Arrows: Subject gains DR 10/Tech against ranged attacks.	Protection from Arrows: Subject gains DR 10/magic against ranged attacks.
Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.	Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.
Psychology	Enchantment
Daze Monster: Living creature of 6 HD or less loses its next action.	Daze Monster: Living creature of 6 HD or less loses its next action.
Hideous Laughter: Subject loses actions for 1 round/level.	Hideous Laughter: Subject loses actions for 1 round/level.
Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.	Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.
Research	Divination
Locate Object: Senses direction toward object (specific or type).	Locate Object: Senses direction toward object (specific or type).
Minor Telepathy: Allows "listening" to surface thoughts.	Detect Thoughts: Allows "listening" to surface thoughts.
Radio Hacking Program: Sends a short message 1 mile/level.	Whispering Wind: Sends a short message 1 mile/level.
See Invisibility: Reveals invisible creatures or objects.	See Invisibility: Reveals invisible creatures or objects.
Technology	Universal
Make Whole: Repairs an object.	Make Whole: Repairs an object.

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Procedure	Spell Equivalent
Permanent Light: Makes a permanent, heatless light.	Continual Flame: Makes a permanent, heatless light.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.	Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Tech Lock: locks a portal or chest.	Arcane Lock: Magically locks a portal or chest.
Warp Dynamics	Conjuration
Fog Cloud: Fog obscures vision.	Fog Cloud: Fog obscures vision.
Rope Trick: As many as eight creatures hide in extradimensional space.	Rope Trick: As many as eight creatures hide in extradimensional space.
Warp-Tech Monster II: Pulls an alien creature through a wormhole to fight for you.	Summon Monster II: Summons extraplanar creature to fight for you.
Warp-Tech Swarm: Pulls a swarm of bats, rats, or spiders through a wormhole to fight for you.	Summon Swarm: Summons swarm of bats, rats, or spiders.
Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.	Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.
3rd-Level Scientist/Scion Procedures	3rd-Level Sorcerer/Wizard Spells
Biology	Necromancy
Gentle Repose: Preserves one corpse.	Gentle Repose: Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.	Halt Undead: Immobilizes undead for 1 round/level.
Ray of Exhaustion: Ray makes subject exhausted.	Ray of Exhaustion: Ray makes subject exhausted.
Matter Transference: Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Vampiric Touch: Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.
Energy Transference	Evocation
Daylight: 60-ft. radius of bright light.	Daylight: 60-ft. radius of bright light.
Explosive Programming: Deals 6d6 damage when read.	Explosive Programming: Deals 6d6 damage when read.
Fiery Projectiles: Arrows deal +1d6 fire damage.	Flame Arrow: Arrows deal +1d6 fire damage.
Fireball: 1d6 damage per level, 20-ft. radius.	Fireball: 1d6 damage per level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.	Lightning Bolt: Electricity deals 1d6/level damage.
Genetics	Transmutation
Beast Shape I: You take the form and some of the powers of a Small or Medium animal.	Beast Shape I: You take the form and some of the powers of a Small or Medium animal.
Gaseous Form: Subject becomes insubstantial and can fly slowly.	Gaseous Form: Subject becomes insubstantial and can fly slowly.
Keen Edge: Doubles normal weapon's threat range.	Keen Edge: Doubles normal weapon's threat range.
Shrink Item: Object shrinks to one-sixteenth size.	Shrink Item: Object shrinks to one-sixteenth size.
Water Breathing: Subjects can breathe underwater.	Water Breathing: Subjects can breathe underwater.
Holography	Illusion
Blink: You randomly vanish and reappear for 1 round per level.	Blink: You randomly vanish and reappear for 1 round per level.
Displacement: Attacks miss subject 50% of the time.	Displacement: Attacks miss subject 50% of the time.
Holographic Script: Only select creatures can read text.	Illusory Script: Only select creatures can read text.
Invisibility Sphere: Makes everyone within 10 ft. invisible.	Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As <i>silent image</i> , plus sound, smell and thermal effects.	Major Image: As <i>silent image</i> , plus sound, smell and thermal effects.
Physics	Abjuration
Fly: Subject flies at speed of 60 ft.	Fly: Subject flies at speed of 60 ft.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.	Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Psychology	Enchantment
Anti-Chaos/Evil/Good/Law Field: As <i>anti-[chaos/evil/good/law] procedures</i> , but 10-ft. radius and 10 min./level.	Magic Circle against Chaos/Evil/Good/Law: As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
Deep Slumber: Puts 10 HD of creatures to sleep.	Deep Slumber: Puts 10 HD of creatures to sleep.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.	Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.	Hold Person: Paralyzes one humanoid for 1 round/level.
Lesser Battle Focus: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
Suggestion: Compels a subject to follow stated course of action.	Suggestion: Compels a subject to follow stated course of action.
Psychological Override: A riddle or statement that immobilizes the reader.	Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Research	Divination
Nondetection: Hides subject from Research, attempts to research.	Nondetection: Hides subject from divination, scrying.
Read Energy: Energy signatures become visible to you.	Arcane Sight: Magical auras become visible to you.
Remote Viewing: Hear or see at a distance for 1 min./level.	Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Tongues: Speak and understand any language.	Tongues: Speak and understand any language.

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Procedure	Spell Equivalent
Technology	Universal
Disrupt Technology: Cancels one tech procedure or effect.	Dispel Magic: Cancels one magical spell or effect.
Hidden Partition: Creates a partition in the user's personal communicator.	Secret Page: Changes one page to hide its real content.
Jury-Rig: Creates an overland vehicle from scraps that lasts for 1 hour/level.	Phantom Steed: Magic horse appears for 1 hour/level.
Portable Deflector Field: Deflects arrows, smaller creatures, and gases.	Wind Wall: Deflects arrows, smaller creatures, and gases.
Tech-Enhanced Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).	Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
Warp Dynamics	Conjuration
Sleet Storm: Hampers vision and movement.	Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.	Stinking Cloud: Nauseating vapors, 1 round/level.
Tiny Hut: Creates shelter for 10 creatures.	Tiny Hut: Creates shelter for 10 creatures.
Warp-Tech Monster III: Pulls an alien creature through a wormhole to fight for you.	Summon Monster III: Summons extraplanar creature to fight for you.
4th-Level Scientist/Scion Procedures	4th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Animate Dead: Creates undead skeletons and zombies out of corpses.	Animate Dead: Creates undead skeletons and zombies out of corpses.
Contagion: Infects subject with chosen disease.	Contagion: Infects subject with chosen disease.
Enervation: Subject gains 1d4 negative levels.	Enervation: Subject gains 1d4 negative levels.
Fear: Subjects within cone flee for 1 round/level.	Fear: Subjects within cone flee for 1 round/level.
Malediction: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Remove Malediction: Frees object or person from Malediction.	Remove Curse: Frees object or person from curse.
Energy Transference	Evocation
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.	Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Shout: Deafens all within cone and deals 5d6 sonic damage.	Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.	Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.
Wall of Ice: Ice plane creates wall or hemisphere creates dome.	Wall of Ice: Ice plane creates wall or hemisphere creates dome.
Genetics	Transmutation
Beast Shape II: You take the form and some of the powers of a Tiny or Large animal.	Beast Shape II: You take the form and some of the powers of a Tiny or Large animal.
Elemental Body I: Turns you into a Small elemental.	Elemental Body I: Turns you into a Small elemental.
Enlarge Person, Mass: 1 humanoid creature/level doubles in size.	Enlarge Person, Mass: 1 humanoid creature/level doubles in size.
Mnemonic Enhancer: Scientist only. Prepare extra procedures or retain one just cast.	Mnemonic Enhancer: Wizard only. Prepare extra spells or retain one just cast.
Reduce Person, Mass: As <i>reduce person</i> , but affects 1 humanoid creature/level.	Reduce Person, Mass: As <i>reduce person</i> , but affects 1 humanoid creature/level.
Stone Shape: Sculpts stone into any shape.	Stone Shape: Sculpts stone into any shape.
Stoneskin: Grants DR 10/adamantine.	Stoneskin: Grants DR 10/adamantine.
Holography	Illusion
Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).	Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).
Holographic Wall: Wall, floor, or ceiling looks real, but anything can pass through.	Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible.	Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible.
Mimic Warp Dynamics: Mimics Warp Dynamics below 4th level, but only 20% real.	Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.
Phantasmal Killer: Fearsome holograph kills subject or deals 3d6 damage.	Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern: Lights fascinate 24 HD of creatures.	Rainbow Pattern: Lights fascinate 24 HD of creatures.
Physics	Abjuration
Dimensional Anchor: Bars extradimensional movement.	Dimensional Anchor: Bars extradimensional movement.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.	Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Psychology	Enchantment
Charm Monster: Makes monster believe it is your ally.	Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.	Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.	Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Mind Control Serum, Lesser: Commands subject of 7 HD or less.	Geas, Lesser: Commands subject of 7 HD or less.
Research	Divination
Locate Creature: Indicates direction to familiar creature.	Locate Creature: Indicates direction to familiar creature.
Portable Eye: Invisible floating eye moves 30 ft./round.	Arcane Eye: Invisible floating eye moves 30 ft./round.
Search Engine Mole: Alerts you to attempts made to research you	Detect Scrying: Alerts you to magical eavesdropping
Search Engine: Spies on subject from a distance.	Scrying: Spies on subject from a distance.

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Procedure	Spell Equivalent
Technology	Universal
Fire Trap: Opened object deals 1d4 damage + 1/level.	Fire Trap: Opened object deals 1d4 damage + 1/level.
Minor Creation: Creates one cloth or wood object.	Minor Creation: Creates one cloth or wood object.
Resilient Sphere: Force globe protects but traps one subject.	Resilient Sphere: Force globe protects but traps one subject.
Secure Shelter: Creates sturdy cottage.	Secure Shelter: Creates sturdy cottage.
Warp Dynamics	Conjuration
Black Tentacles: Tentacles grapple all creatures within a 20-ft. spread.	Black Tentacles: Tentacles grapple all creatures within a 20-ft. spread.
Dimensional Slide: Teleports you a short distance.	Dimension Door: Teleports you a short distance.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.	Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Solid Fog: Blocks vision and slows movement.	Solid Fog: Blocks vision and slows movement.
Warp-Tech Monster IV: Pulls an alien creature through a wormhole to fight for you.	Summon Monster IV: Summons extraplanar creature to fight for you.
5th-Level Scientist/Scion Procedures	5th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Blight: Withers one plant or deals 1d6/level damage to plant creature.	Blight: Withers one plant or deals 1d6/level damage to plant creature.
Tech-Virus (Pain): Triggered programming wracks creatures with pain.	Symbol of Pain: Triggered rune wracks creatures with pain.
Waves of Fatigue: Several targets become fatigued.	Waves of Fatigue: Several targets become fatigued.
Energy Transference	Evocation
Cone of Cold: 1d6/level cold damage.	Cone of Cold: 1d6/level cold damage.
Wall of Force: Wall is immune to damage.	Wall of Force: Wall is immune to damage.
Genetics	Transmutation
Animal Growth: One animal doubles in size.	Animal Growth: One animal doubles in size.
Beast Shape III: You take the form of a Diminutive or Huge animal, or Small or Medium tech beast.	Beast Shape III: You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.
DNA Override: Gives one willing subject a new form.	Polymorph: Gives one willing subject a new form.
Elemental Body II: Turns you into a Medium elemental.	Elemental Body II: Turns you into a Medium elemental.
Negative DNA Override: Turns subject into harmless animal.	Baleful Polymorph: Turns subject into harmless animal.
Plant Shape I: Turns you into a Small or Medium plant.	Plant Shape I: Turns you into a Small or Medium plant.
Store DNA: Enables possession of another creature.	Magic Jar: Enables possession of another creature.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.	Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.	Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Holography	Illusion
Advanced Hologram: As <i>hallucinatory terrain</i> , plus structures.	Mirage Arcana: As <i>hallucinatory terrain</i> , plus structures.
False Vision: Fools attempts to research with an holograph.	False Vision: Fools scrying with an illusion.
Mimic Energy Transference: Mimics energy transference procedures of lower than 5th level, but only 20% real.	Shadow Evocation: Mimics evocation below 5th level, but only 20% real.
Persistent Image: As <i>major image</i> , but with no concentration required.	Persistent Image: As <i>major image</i> , but with no concentration required.
Seeming: Changes appearance of 1 person per 2 levels.	Seeming: Changes appearance of 1 person per 2 levels.
Physics	Abjuration
Interposing Hand: Hand provides cover against 1 opponent.	Interposing Hand: Hand provides cover against 1 opponent.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.	Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Psychology	Enchantment
Break Psychological Effect: Frees subjects from psychological effects, gene manipulations, and maledictions.	Break Enchantment: Frees subjects from enchantments, transmutations, and curses.
Dominate Person: Controls humanoid telepathically.	Dominate Person: Controls humanoid telepathically.
Dream: Sends message to anyone sleeping.	Dream: Sends message to anyone sleeping.
Feeblemind: Subject's Int and Cha drop to 1.	Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As <i>hold person</i> , but any creature.	Hold Monster: As <i>hold person</i> , but any creature.
Mind Fog: Subjects in fog get –10 to Wis and Will checks.	Mind Fog: Subjects in fog get –10 to Wis and Will checks.
Nightmare: Sends vision dealing 1d10 damage, fatigue.	Nightmare: Sends vision dealing 1d10 damage, fatigue.
Tech-Virus (Sleep): Triggered programming puts nearby creatures into catatonic slumber.	Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.
Telekinesis: Moves object, attacks creature, or hurls object or creature.	Telekinesis: Moves object, attacks creature, or hurls object or creature.
Telepathic Bond: Link lets allies communicate.	Telepathic Bond: Link lets allies communicate.
Research	Divination
Contact Other Plane: Lets you ask question of alien entity.	Contact Other Plane: Lets you ask question of extraplanar entity.
Prying Eyes: 1d4 + 1/level floating eyes scout for you.	Prying Eyes: 1d4 + 1/level floating eyes scout for you.
Sending: Delivers short message anywhere, instantly.	Sending: Delivers short message anywhere, instantly.

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Procedure	Spell Equivalent
Technology	Universal
Fabricate: Transforms raw materials into finished items.	Fabricate: Transforms raw materials into finished items.
Faithful Hound: Robotic dog can guard a location and attack intruders.	Mage's Faithful Hound: Phantom dog can guard a location and attack intruders.
Major Creation: As <i>minor creation</i> , plus stone and metal.	Major Creation: As <i>minor creation</i> , plus stone and metal.
Permanency: Makes certain procedures permanent.	Permanency: Makes certain spells permanent.
Private Sanctum: Prevents anyone from viewing or attempts to research an area for 24 hours.	Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Secret Chest: Hides expensive chest on Ethereal Plane; you retrieve it at will.	Secret Chest: Hides expensive chest on Ethereal Plane; you retrieve it at will.
Warp Dynamics	Conjuration
Alien Binding, Lesser: Traps alien creature of 6 HD or less until it performs a task.	Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.
Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Dismissal: Forces a creature to return to its native plane.	Dismissal: Forces a creature to return to its native plane.
Passwall: Creates passage through wood or stone wall.	Passwall: Creates passage through wood or stone wall.
Teleport: Instantly transports you as far as 100 miles per level.	Teleport: Instantly transports you as far as 100 miles per level.
Wall of Stone: Creates a stone wall that can be shaped.	Wall of Stone: Creates a stone wall that can be shaped.
Warp-Tech Monster V: Pulls an alien creature through a wormhole to fight for you.	Summon Monster V: Summons extraplanar creature to fight for you.
6th-Level Scientist/Scion Procedures	6th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Circle of Death: Kills 1d4/level HD of creatures.	Circle of Death: Kills 1d4/level HD of creatures.
Create Undead: Restores a false semblance of life to physical remains.	Create Undead: Raises ghouls, ghosts, mummies, or mohrgs from physical remains.
Undeath to Death: Destroys 1d4/level HD of undead (max. 20d4).	Undeath to Death: Destroys 1d4/level HD of undead (max. 20d4).
Energy Transference	Evocation
Chain Lightning: 1d6/level damage and 1 secondary bolt/level.	Chain Lightning: 1d6/level damage and 1 secondary bolt/level.
Freezing Sphere: Freezes water or deals cold damage.	Freezing Sphere: Freezes water or deals cold damage.
Genetics	Transmutation
Beast Shape IV: You take the form of a Diminutive to Huge animal or a Tiny to Large tech beast.	Beast Shape IV: You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.
Disintegrate: Reduces one creature or object to dust.	Disintegrate: Reduces one creature or object to dust.
Elemental Body III: Turns you into a Large elemental.	Elemental Body III: Turns you into a Large elemental.
Enhanced Cunning, Mass: As <i>enhanced cunning</i> , affects 1 subject/level.	Fox's Cunning, Mass: As <i>fox's cunning</i> , affects 1 subject/level.
Enhanced Endurance, Mass: As <i>enhanced endurance</i> , affects one subject/level.	Bear's Endurance, Mass: As <i>bear's endurance</i> , affects one subject/level.
Enhanced Grace, Mass: As <i>enhanced grace</i> , affects 1 subject/level.	Cat's Grace, Mass: As <i>cat's grace</i> , affects 1 subject/level.
Enhanced Splendor, Mass: As <i>enhanced splendor</i> , 1 subject/level.	Eagle's Splendor, Mass: As <i>eagle's splendor</i> , 1 subject/level.
Enhanced Strength, Mass: As <i>enhanced strength</i> , affects 1 subject per level.	Bull's Strength, Mass: As <i>bull's strength</i> , affects 1 subject per level.
Enhanced Wisdom, Mass: As <i>enhanced wisdom</i> , affects 1 subject/level.	Owl's Wisdom, Mass: As <i>owl's wisdom</i> , affects 1 subject/level.
Flesh to Stone: Turns subject creature into statue.	Flesh to Stone: Turns subject creature into statue.
Form of the Graal I: Turns you into a Medium, dragon-like creature.	Form of the Dragon I: Turns you into a Medium dragon.
Plant Shape II: Turns you into a Large plant creature.	Plant Shape II: Turns you into a Large plant creature.
Stone to Flesh: Restores petrified creature.	Stone to Flesh: Restores petrified creature.
Transformation: You gain combat bonuses.	Transformation: You gain combat bonuses.
Holography	Illusion
Mislead: Turns you invisible and creates illusory double.	Mislead: Turns you invisible and creates illusory double.
Nightmare Hologram: Target becomes panicked, sickened, and comatose.	Eyebite: Target becomes panicked, sickened, and comatose.
Permanent Image: Permanent holograph, includes sight, sound, smell, and thermal effects.	Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.
Programmed Image: As <i>major image</i> , but triggered by event.	Programmed Image: As <i>major image</i> , but triggered by event.
Shadow Walk: Step into shadow to travel rapidly.	Shadow Walk: Step into shadow to travel rapidly.
Veil: Changes appearance of a group of creatures.	Veil: Changes appearance of a group of creatures.
Physics	Abjuration
Control Water: Raises or lowers bodies of water.	Control Water: Raises or lowers bodies of water.
Forceful Hand: Hand pushes creatures away.	Forceful Hand: Hand pushes creatures away.
Globe of Invulnerability: As <i>lesser globe of invulnerability</i> , plus 4th-level procedure effects.	Globe of Invulnerability: As <i>lesser globe of invulnerability</i> , plus 4th-level spell effects.
Move Earth: Digs trenches and builds hills.	Move Earth: Digs trenches and builds hills.
Repulsion: Creatures can't approach you.	Repulsion: Creatures can't approach you.
Psychology	Enchantment
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

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Procedure	Spell Equivalent
Lucubration: Scientist only. Recalls procedure of 5th level or lower.	Mage's Lucubration: Wizard only. Recalls spell of 5th level or lower.
Mind Control Serum: As <i>lesser mind control serum</i> , but affects any creature.	Geas/Quest: As <i>lesser geas</i> , but affects any creature.
Suggestion, Mass: As <i>suggestion</i> , affects 1 subject/level.	Suggestion, Mass: As <i>suggestion</i> , affects 1 subject/level.
Tech-Virus (Fear): Triggered programming panics nearby creatures.	Symbol of Fear: Triggered rune panics nearby creatures.
Tech-Virus (Persuasion): Triggered programming charms creatures.	Symbol of Persuasion: Triggered rune charms creatures.
Research	Divination
Advanced Search Engine: Lets you learn tales about a person, place, or thing.	Legend Lore: Lets you learn tales about a person, place, or thing.
Analyze Programming: Reveals technological aspects of subject.	Analyze Dweomer: Reveals magical aspects of subject.
True Seeing: Lets you see all things as they really are.	True Seeing: Lets you see all things as they really are.
Technology	Universal
Anti-Tech Field: Negates procedures and tech enhancements within 10 ft.	Antimagic Field: Negates magic within 10 ft.
Disrupt Technology, Greater: As <i>disrupt technology</i> , but with multiple targets.	Dispel Magic, Greater: As <i>dispel magic</i> , but with multiple targets.
Guards and Wards: Array of Tech procedures protect area.	Guards and Wards: Array of magic effects protect area.
Preprogram: Sets trigger condition for another procedure.	Contingency: Sets trigger condition for another spell.
Warp Dynamics	Conjuration
Acid Fog: Fog deals acid damage.	Acid Fog: Fog deals acid damage.
Alien Binding: As <i>lesser alien binding</i> , but up to 12 HD.	Planar Binding: As <i>lesser planar binding</i> , but up to 12 HD.
Wall of Iron: 30 hp/four levels; can topple onto foes.	Wall of Iron: 30 hp/four levels; can topple onto foes.
Warp-Tech Monster VI: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VI: Summons extraplanar creature to fight for you.
7th-Level Scientist/Scion Procedures	7th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Control Undead: Undead don't attack you while under your command.	Control Undead: Undead don't attack you while under your command.
Finger of Death: Deals 10 damage/level to one subject.	Finger of Death: Deals 10 damage/level to one subject.
Tech-Virus (Weakness): Triggered programming weakens creatures.	Symbol of Weakness: Triggered rune weakens creatures.
Waves of Exhaustion: Several targets become exhausted.	Waves of Exhaustion: Several targets become exhausted.
Energy Transference	Evocation
Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.	Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.
Prismatic Spray: Rays hit subjects with variety of effects.	Prismatic Spray: Rays hit subjects with variety of effects.
Genetics	Transmutation
DNA Override, Greater: Gives one willing subject a new, more powerful form.	Polymorph, Greater: Gives one willing subject a new, more powerful form.
Elemental Body IV: Turns you into a Huge elemental.	Elemental Body IV: Turns you into a Huge elemental.
Ethereal Jaunt: You become ethereal for 1 round/level.	Ethereal Jaunt: You become ethereal for 1 round/level.
Form of the Graal II: Turns you into a Large, dragon-like creature.	Form of the Dragon II: Turns you into a Large dragon.
Giant Form I: Turns you into a Large giant.	Giant Form I: Turns you into a Large giant.
Plant Shape III: Turns you into a Huge plant.	Plant Shape III: Turns you into a Huge plant.
Reverse Gravity: Objects and creatures fall upward.	Reverse Gravity: Objects and creatures fall upward.
Sequester: Subject is invisible to sight and attempts to research; renders creature comatose.	Sequester: Subject is invisible to sight and scrying; renders creature comatose.
Simulacrum: Creates partially real double of a creature.	Simulacrum: Creates partially real double of a creature.
Statue: Subject can become a statue at will.	Statue: Subject can become a statue at will.
Holography	Illusion
Invisibility, Mass: As <i>invisibility</i> , but affects all in range.	Invisibility, Mass: As <i>invisibility</i> , but affects all in range.
Mimic Warp Dynamics, Greater: As <i>mimic warp dynamics</i> , but up to 6th level and 60% real.	Shadow Conjuration, Greater: As <i>shadow conjuration</i> , but up to 6th level and 60% real.
Project Image: Holographic double can talk and cast procedures.	Project Image: Illusory double can talk and cast spells.
Physics	Abjuration
Grasping Hand: Hand provides cover, pushes, or grapples.	Grasping Hand: Hand provides cover, pushes, or grapples.
Reflection Programming: Reflect 1d4+6 procedure levels back at tech user.	Spell Turning: Reflect 1d4+6 spell levels back at caster.
Psychology	Enchantment
Hold Person, Mass: As <i>hold person</i> , but all within 30 ft.	Hold Person, Mass: As <i>hold person</i> , but all within 30 ft.
Insanity: Subject suffers continuous confusion.	Insanity: Subject suffers continuous confusion.
Power Word Blind: Blinds creature with 200 hp or less.	Power Word Blind: Blinds creature with 200 hp or less.
Tech-Virus (Stunning): Triggered programming stuns creatures.	Symbol of Stunning: Triggered rune stuns creatures.
Research	Divination
Read Energy, Greater: As <i>read energy</i> , but also reveals tech signatures on creatures and objects.	Arcane Sight, Greater: As <i>arcane sight</i> , but also reveals magic effects on creatures and objects.

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Procedure	Spell Equivalent
Search Engine, Greater: As <i>search engine</i> , but faster and longer.	Scrying, Greater: As <i>scrying</i> , but faster and longer.
Vision: As <i>advanced search engine</i> , but quicker.	Vision: As <i>legend lore</i> , but quicker.
Technology	Universal
Automatic Sword: Floating tech blade strikes opponents.	Mage's Sword: Floating magic blade strikes opponents.
Control Weather: Changes weather in local area.	Control Weather: Changes weather in local area.
Forcecage: Cube or cage of force imprisons all inside.	Forcecage: Cube or cage of force imprisons all inside.
Limited Wish: Alters reality (within limits).	Limited Wish: Alters reality (within limits).
Magnificent Mansion: Door leads to extradimensional mansion.	Mage's Magnificent Mansion: Door leads to extradimensional mansion.
Warp Dynamics	Conjuration
Banishment: Banishes 2 HD/level of alien creatures.	Banishment: Banishes 2 HD/level of extraplanar creatures.
Instant Object: Prepared object appears in your hand.	Instant Summons: Prepared object appears in your hand.
Personal Wormhole Generator: As many as eight subjects travel to another plane.	Plane Shift: As many as eight subjects travel to another plane.
Phase Door: Creates an invisible passage through a barrier.	Phase Door: Creates an invisible passage through a barrier.
Teleport Object: As <i>teleport</i> , but affects a touched object.	Teleport Object: As <i>teleport</i> , but affects a touched object.
Teleport, Greater: As <i>teleport</i> , but no range limit and no off-target arrival.	Teleport, Greater: As <i>teleport</i> , but no range limit and no off-target arrival.
Warp-Tech Monster VII: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VII: Summons extraplanar creature to fight for you.
8th-Level Scientist/Scion Procedures	8th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Create Greater Undead: Creates shadows, wraiths, spectres, or devourers.	Create Greater Undead: Creates shadows, wraiths, spectres, or devourers.
Horrid Wilting: Deals 1d6/level damage within 30 ft.	Horrid Wilting: Deals 1d6/level damage within 30 ft.
Tech-Virus (Death): Triggered programming kills nearby creatures.	Symbol of Death: Triggered rune kills nearby creatures.
Temporal Stasis: Puts subject into suspended animation.	Temporal Stasis: Puts subject into suspended animation.
Energy Transference	Evocation
Polar Ray: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.	Polar Ray: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.
Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.	Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.	Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Genetics	Transmutation
Clone: Duplicate awakens when original dies.	Clone: Duplicate awakens when original dies.
DNA Override, Advanced: Changes a subject into anything else.	Polymorph Any Object: Changes a subject into anything else.
Form of the Graal III: Turns you into a Huge, dragon-like creature.	Form of the Dragon III: Turns you into a Huge dragon.
Giant Form II: Turns you into a Huge giant.	Giant Form II: Turns you into a Huge giant.
Iron Body: Your body becomes living iron.	Iron Body: Your body becomes living iron.
Holography	Illusion
Mimic Energy Transference, Greater: As <i>mimic energy transference</i> , but up to 7th level and 60% real.	Shadow Evocation, Greater: As <i>shadow evocation</i> , but up to 7th level and 60% real.
Prismatic Wall: Wall's colors have array of effects.	Prismatic Wall: Wall's colors have array of effects.
Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.	Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.
Screen: holograph hides area from vision and attempts to research.	Screen: Illusion hides area from vision and scrying.
Physics	Abjuration
Clenched Fist: Large hand provides cover, pushes, or attacks your foes.	Clenched Fist: Large hand provides cover, pushes, or attacks your foes.
Psychology	Enchantment
Antipathy: Object or location affected by spell repels certain creatures.	Antipathy: Object or location affected by spell repels certain creatures.
Charm Monster, Mass: As <i>charm monster</i> , but all within 30 ft.	Charm Monster, Mass: As <i>charm monster</i> , but all within 30 ft.
Demand: As <i>sending</i> , plus you can send suggestion.	Demand: As <i>sending</i> , plus you can send suggestion.
Irresistible Dance: Forces subject to dance.	Irresistible Dance: Forces subject to dance.
Mind Blank: Subject is protected from mental/emotional procedures and attempts to research.	Mind Blank: Subject is protected from mental/emotional magic and scrying.
Power Word Stun: Stuns creature with 150 hp or less.	Power Word Stun: Stuns creature with 150 hp or less.
Sympathy: Object or location attracts certain creatures.	Sympathy: Object or location attracts certain creatures.
Tech-Virus (Insanity): Triggered programming renders nearby creatures insane.	Symbol of Insanity: Triggered rune renders nearby creatures insane.
Research	Divination
Discern Location: Reveals exact location of creature or object.	Discern Location: Reveals exact location of creature or object.
Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.	Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.
Prying Eyes, Greater: As <i>prying eyes</i> , but eyes have true seeing.	Prying Eyes, Greater: As <i>prying eyes</i> , but eyes have true seeing.

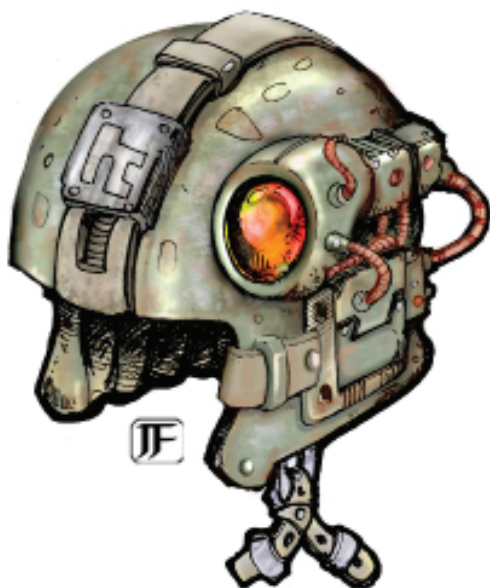
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Procedure	Spell Equivalent
Anti-Procedure Program: Confers +8 resistance bonus.	Protection from Spells: Confers +8 resistance bonus.
Binding: Utilizes an array of techniques to imprison a creature.	Binding: Utilizes an array of techniques to imprison a creature.
Telekinetic Sphere: As <i>resilient sphere</i> , but you move the sphere remotely or telekinetically.	Telekinetic Sphere: As <i>resilient sphere</i> , but you move the sphere telekinetically.
Trap the Soul: Imprisons subject within gem.	Trap the Soul: Imprisons subject within gem.
Warp Dynamics	Conjuration
Alien Binding, Greater: As <i>lesser alien binding</i> , but up to 18 HD.	Planar Binding, Greater: As <i>lesser planar binding</i> , but up to 18 HD.
Dimensional Lock: Teleportation and dimensional travel blocked for 1 day/level.	Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Incendiary Cloud: Cloud deals 6d6 fire damage/round.	Incendiary Cloud: Cloud deals 6d6 fire damage/round.
Maze: Traps subject in extradimensional maze.	Maze: Traps subject in extradimensional maze.
Warp-Tech Monster VIII: Pulls an alien creature through a wormhole to fight for you.	Summon Monster VIII: Summons extraplanar creature to fight for you.
9th-Level Scientist/Scion Procedures	9th-Level Sorcerer/Wizard Spells
Biology	Necromancy
Energy Drain: Subject gains 2d4 negative levels.	Energy Drain: Subject gains 2d4 negative levels.
Soul Bind: Traps newly dead soul to prevent resurrection.	Soul Bind: Traps newly dead soul to prevent resurrection.
Energy Transference	Evocation
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.	Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Overpowering Wail: Deals 10 damage/level to 1 creature/level.	Wail of the Banshee: Deals 10 damage/level to 1 creature/level.
Genetics	Transmutation
Shapechange: Transforms you into certain creatures, and lets you change forms once per round.	Shapechange: Transforms you into certain creatures, and lets you change forms once per round.
Holography	Illusion
Prismatic Sphere: As <i>prismatic wall</i> , but surrounds on all sides.	Prismatic Sphere: As <i>prismatic wall</i> , but surrounds on all sides.
Shades: As <i>mimic warp dynamics</i> , but up to 8th level and 80% real.	Shades: As <i>shadow conjuration</i> , but up to 8th level and 80% real.
Weird: As <i>phantasmal killer</i> , but affects all within 30 ft.	Weird: As <i>phantasmal killer</i> , but affects all within 30 ft.
Physics	Abjuration
Crushing Hand: Large hand provides cover, pushes, or crushes your foes.	Crushing Hand: Large hand provides cover, pushes, or crushes your foes.
Psychology	Enchantment
Dominate Monster: As <i>dominate person</i> , but any creature.	Dominate Monster: As <i>dominate person</i> , but any creature.
Foresight: "Sixth sense" warns of impending danger.	Foresight: "Sixth sense" warns of impending danger.
Hold Monster, Mass: As <i>hold monster</i> , but all within 30 ft.	Hold Monster, Mass: As <i>hold monster</i> , but all within 30 ft.
Power Word Kill: Kills one creature with 100 hp or less.	Power Word Kill: Kills one creature with 100 hp or less.
Time Stop: You act freely for 1d4+1 rounds.	Time Stop: You act freely for 1d4+1 rounds.
Research	Divination
Disjunction: Disrupts tech, destroys tech-enhanced items.	Mage's Disjunction: Dispels magic, disenchant magic items.
Technology	Universal
Wish: As <i>limited wish</i> , but with fewer limits.	Wish: As <i>limited wish</i> , but with fewer limits.
Warp Dynamics	Conjuration
Astral Projection: Projects you and companions onto Astral Plane.	Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions.	Etherealness: Travel to Ethereal Plane with companions.
Freedom: Releases creature from imprisonment.	Freedom: Releases creature from imprisonment.
Gate: Connects two planes for use in travel or extraction of help.	Gate: Connects two planes for travel or summoning.
Imprisonment: Entombs subject beneath the planet's surface.	Imprisonment: Entombs subject beneath the earth.
Refuge: Alters item to transport its possessor to your abode.	Refuge: Alters item to transport its possessor to your abode.
Teleportation Circle: Teleports creatures inside circle.	Teleportation Circle: Teleports creatures inside circle.
Warp-Tech Monster IX: Pulls an alien creature through a wormhole to fight for you.	Summon Monster IX: Summons extraplanar creature to fight for you.



EPILOGUE: THE BALLAD OF BLACK ORPHEUS

Black Orpheus has immortalized many colorful individuals by writing them into his epic ballad. Most on the Inner Frontier are familiar with at least a few verses; inclusion in the ballad—for good or ill—makes your reputation across thousands of worlds. Here are a few of the famous or infamous characters you may run into while you adventure throughout the galaxy.



ALTAIR OF ALTAIR

Come if you dare, come but beware,
Come to the lair of Altair of Altair.
Offer a prayer for the men foul and fair,
Trapped in the snare of Altair of Altair.

A lot of people tell a lot of stories about Altair of Altair out on the Frontier.

In his quest to tell the best story, Black Orpheus went directly to the source, as always. It took him almost a month to track her down after he'd reached the Altair system, and then he had to wait another week before she would agree to see him. When they finally met face to face, he took one look at her and decided that she was the most beautiful woman he had seen since the death of his beloved Eurydice.

By the time he left some twenty minutes later, he wasn't even sure that she was a woman—but he knew that she was the most formidable killer he had ever encountered.

THE ANGEL

They call him the Angel, the Angel of Death,
If ever you've seen him, you've drawn your last breath.
He's got cold lifeless eyes, he's got brains, he's got skill,
He's got weapons galore, and a yearning to kill.

Assassin. Bounty Hunter. Some call him the most dangerous man alive. Orpheus met The Angel only once, out by Barbizon, the gateway to the Inner Frontier. They spoke for only ten minutes, which was more than enough for Orpheus. His audience had expected him to give the Angel no less than a dozen verses—after all, he had given three to Cain and nine to Giles Sans Pitié—but with the insight that had established him as the Bard of the Inner Frontier, Orpheus wrote only a single stanza. When asked for an explanation, he simply smiled and replied that those four lines said everything there was to say about the Angel.

FATHER WILLIAM

His name is Father William,
His aim is hard to ken:
His game is saving sinners;
His fame is killing men.

The first time Orpheus ever saw him was in the Corvus system, preaching hellfire and damnation from a pulpit, and daring anyone in his audience—which included some pretty notorious characters—not to make a donation to his personalized, monogrammed poorbox. It had been love at first sight. Not a physical or personal love, but the kind of love a landscape artist feels toward a beautiful sunset. Black Orpheus painted his word pictures on a very broad canvas, and even so, Father William was almost too big to fit.

Whenever people would sit around talking with Black Orpheus, sooner or later the question would come up: Who did he think was the most memorable character he had met during his wanderings? He'd lean back, sipping his wine and staring off into the distance, enjoying the moment and the memories, and then, just when his listeners began to think that they weren't going to get an answer, he'd smile and say that he'd seen a lot of men and women on the Inner Frontier, but not a one of them held a candle to Father William.

GILES SANS PITIÉ

Giles Sans Pitié is a spinning wheel,
With the eye of a hawk and a fist made of steel.
He'll drink a whole gallon while holding his breath,
And wherever he goes his companion is Death.

Giles Sans Pitié made quite an impression on Black Orpheus, because he appears in nine different verses, which is an awful lot when you're being the Homer for five hundred worlds. Probably it was the steel hand that did it. No one knew how he'd lost his real one, but he showed up on the Frontier one day with a polished steel fist at the end of his left arm, announced that he was the best bounty hunter ever born, foaled, whelped, or hatched, and proceeded to prove that he wasn't too far from wrong. Like most bounty hunters, he only touches down on outpost worlds when he isn't working, and like most bounty hunters, he has a pretty regular route that he follows.

THE GREAT SIOUX NATION

Along the road to Mother Lode
Dwells the Great Sioux Nation,
Which justifies its crimes and lies
As predestination.

While Orpheus wasn't especially interested in aliens, he had nothing against putting them in his poem if they were really unique—not in physical terms, since all species are physically unique; but unique in their relationship to Man. And in that regard, the Great Sioux Nation was a little more unique than most.

It wasn't really a nation at all. It possessed only eighty-four members, and only twice since its inception had all of them been on the same planet at the same time. They were outlaws and thieves, cutthroats and smugglers, playing Man's game on Man's turf—the Inner Frontier. But unlike their less enlightened brothers, they went directly to the source for their indoctrination. Each of them had served time as a member of some human band of desperadoes, and each had realized that if one was to play in Man's ballpark, he/she/it had better learn Man's ground rules.

HALFPENNY TERWILLIGER

Halfpenny Terwilliger, the boldest gambler yet;
Halfpenny Terwilliger will cover any bet;
Halfpenny Terwilliger, a rowdy martinet;
Halfpenny Terwilliger is now one soul in debt.

Black Orpheus decided to write up Terwilliger after playing several hands of poker with him. He almost cleaned the cunning young man out before losing everything he'd brought to the table that day. When the last hand had been played, Orpheus sat back and complimented Halfpenny on his skill, then got up and walked away before the card player could ask his name. The next week, when Terwilliger's table was packed with players, all of which told him they'd come to beat the boldest gambler yet, he realized exactly what he'd won that day, as well as what he'd lost.

JOLLY SWAGMAN

Up pops the Swagman, out pops his gun,
Down comes the money, away he does run;
There goes the posse, seeking his den—
Then up pops the Swagman, at it again!

When Black Orpheus hunted up the Swagman and sat down to talk with him, the conversation wasn't half a minute old before Orpheus knew that he'd been raised by aliens.

The Swagman never denied it, but he wouldn't be coaxed into giving out any of the details. He liked the creatures who'd brought him up too much to want them to be studied and exploited by the creatures of his own race, and he knew that that was exactly what would happen if Black Orpheus incorporated them into his song.

Regardless, Orpheus stayed on Goldenrod for a week or two, and some people say that the Swagman even took the bard on a raid with him, just to show him what it was like. They became friends, because in spite of his penchant for lawbreaking, the Swagman was a pretty friendly person. He saw Black Orpheus a few years later and didn't even mention that Orpheus had hurt his feelings by giving him only a single verse; and Black Orpheus was so impressed that he was still on the loose that, without the Swagman's requesting it, he sat right down and added another couple of stanzas, including one about the bandit's fortress (which he insisted on calling a schloss in order to create a rhyme).

JONATHAN JEREMY JACOBAR STERN

He's Jonathan Jeremy Jacobar Stern,
He's got lust in his heart, and money to burn;
He's too old to change, and too wild to learn,
Is Jonathan Jeremy Jacobar Stern.

They say that Black Orpheus caught Stern on an off day. That, in point of fact, Stern never stopped changing and learning, until he'd changed so much that nobody knew him any longer. He began life as the son of a miner and a whore, and before he was done he'd set himself up as king of the Bellermaine system. In between, he learned how to gamble and did a pretty fair job of it; he learned how to steal and became more than proficient; he learned how to kill and did a bit of bounty hunting on the side; and somewhere along the way he learned the most important lesson of all, which was that a king with no heirs had better never turn his back on anybody.

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MANMOUNTAIN BATES

He's bigger than big, he's taller than tall,
He's meaner than mean, and that isn't all—
He drinks straight from morning right through to the night,
He's ManMountain Bates, and he's anxious to fight.

He was close to thirty years old the first time that Black Orpheus saw him. He was sitting in a poker game in the back room of a bar on Binder X, surrounded by five rugged miners. He'd been losing pretty heavily, and he was none too happy about it. Finally he glared around the table and announced in a loud, belligerent voice that his luck had just changed and he intended to win the next few hands.

The pot reached six thousand credits on the ensuing hand when Bates finally slammed his cards down on the table. He had a pair of sixes. Two of his opponents had flushes and one had a full house; all tossed their cards into the middle of the table, face down, and opined that they had nothing that could beat him. In a manner of speaking, they were right.

MOONRIPPLE

Moonripple, Moonripple, touring the stars,
Has polished the wax on a thousand bars,
Has trod on the soil of a hundred worlds,
Has found only pebbles while searching for pearls.

She fascinated Black Orpheus, this waif with a future that seemed no more promising than her past. Where did she come from? How many worlds had she been to? What was she searching for? Had she no higher aspiration than to be a barmaid to the galaxy? She tried to help him, but she truly didn't know any of the answers.

She was nineteen years old, and she had already met Black Orpheus four times. He even began joking that he'd wander into the least likely bar on the least likely planet he could think of, and there would be Moonripple, scrubbing floors, cleaning tables, or washing dishes. The highlight of her brief life was the single verse he created about her one evening on Voorhite XIV, when he was playing his lute and singing his ballad to keep his mind off the storm that was raging through the chlorine atmosphere just beyond the human colony's domed enclosure.

ONE-TIME CHARLIE

One-Time Charlie makes mistakes,
But never makes them twice.
His heart is black as anthracite,
His blood is cold as ice.

Orpheus wasn't concerned with the origin of One-Time Charlie's name, but only with the fascinating images it evoked; and since he caught him on a bad day, when he had been drinking pretty heavily and wasn't in one of his friendlier moods, the verse came out the way it did.

The verse is a recent addition to the canon, and as a result very few people have heard it—which was probably all for the best, since sooner or later someone who had heard the song and the stories would start asking him about Flat-Nosed Sal, and as often as not he and his questioner would both wake up in the local jail or the local hospital.

POOR YORICK

Alas, Poor Yorick, I knew him well:
He can't climb down from the carousel.
He began with dreams, with hope and trust;
Alas, Poor Yorick, they turned to dust.

It took Black Orpheus almost a year to find Poor Yorick, who was living in a ramshackle hotel on Hildegarde, spending every credit he made to feed his addiction to Alphanella seeds. Orpheus tried to convince him to travel the spaceways with him and illustrate his saga, but Yorick cared more for his next connection than for posterity, and finally the Bard of the Inner Frontier admitted defeat, bought the remainder of Yorick's paintings, commissioned a painting of his Eurydice which would never be finished, and went away forever.

SANTIAGO

A riddle inside an enigma,
Wrapped up in a puzzle or two.
What man fits these specifications?
The King of the Outlaws—that's who!

An even forty verses: that's what Black Orpheus gave him. Nobody else ever got more than a dozen—but then, nobody else was Santiago.

Orpheus was faced with a moral and artistic dilemma when he finally confronted the subject of Santiago, for all of his verbal portraits were based on firsthand knowledge, and he had never seen the notorious outlaw. (In point of fact, he had seen him on five separate occasions over the years, and spoken to him twice, but he didn't know it, then or ever.)

On the other hand, he knew that any ballad that aspired to describe the men and events that had shaped the Inner Frontier would be laughably incomplete if it didn't include a major section on Santiago.

So he compromised. He gave him forty verses, but he never once referred to him by name. It was his way of saying that the Santiago stanzas were somehow incomplete.

SARGASSO ROSE

She lives in a graveyard of shattered ships.
She floats through the void with her broken dreams;
But though she may long for a lover's lips,
The Sargasso Rose isn't what she seems.

Black Orpheus took one look at the Sargasso Rose and knew there was more to her than met the eye.

How he found her in the first place is a mystery, since he wasn't likely to have had any business up there, six thousand miles above Bella Donna. Probably it was the ships that attracted him, strung out in space like glittering fish on a line, some dying and some already dead.

He spent a couple of days up there, talking to the Sargasso Rose, jotting down her story the way he did with everyone he met. She took the trouble to show Deadly Nightshade off to him and some people say he even slept with her, but they were wrong; Black Orpheus never slept with anyone after his Eurydice died. Besides, the Sargasso Rose wasn't the type of woman who'd jump into bed with just anybody.

SCHUSSLER THE CYBORG

He aches for the touch of flesh upon flesh,
He wonders why Fate had to end his beguine,
He longs for a woman, all virginal fresh:
Schussler the Cyborg, unhappy machine.

Black Orpheus met many unique characters during his wanderings on the Inner Frontier, but not one of them measured up to Schussler the Cyborg, whose tragedy was that he didn't want to be unique at all.

They met only once, on Altair III. Orpheus stayed with him for a day and a night, while Schussler poured out his strange, unhappy story. They parted the next morning, Orpheus to continue his journey among the stars, Schussler to serve his mistress and wait, without hope, for the release of death.

SEBASTIAN NIGHTINGALE CAIN

The Songbird stalks, the Songbird kills,
The Songbird works to pay his bills.
So, friend, beware the Songbird's glance:
If you're his prey, you'll have no chance.

When Sebastian met Black Orpheus, he didn't think much of him. He knew that everybody deified the man because of his Ballad, but he just didn't see the splendor. In any case, Orpheus appreciated that Sebastian was honest in his assessment of him. It spoke volumes to his character.

They talked for a while—mostly about Sebastian's middle name and how he'd rather the bard not use it in his song, until Cain saw somebody pass by the window of the bar they were in and excused himself without so much as a warning. Orpheus nodded and turned to watch as the bounty hunter walked outside and around the corner. A few seconds later, a gunshot could be heard from behind the building. While everybody was still wondering what happened, Cain returned through the back door and explained that he would need to cut their conversation short, then left to claim his reward for the outlaw he'd just killed.

SIMPLE SIMON

Simple Simon met a pieman going to the fair;
Simple Simon killed the pieman on the thoroughfare.
Simple Simon likes the taste of his new outlaw life:
It's not for pies that Simon needs his shining steel knife.

When Simon left a career as a professor in the Democracy to become a professional killer, his new profession forced a certain degree of modesty upon him, so much so that he took on the protective coloration of the scientific illiterate. Orpheus saw right through him, of course—seeing through façades was one of the things he did best—and named him Simple Simon as a private joke. The name stuck, and before long Simple Simon's holograph was gracing the walls of the Inner Frontier's postal stations.

SILENT ANNIE

Silent Annie never speaks,
Never murmurs, never shrieks,
Doesn't whisper, doesn't call—
But someday, someday, she'll tell all.

Orpheus had a feeling about her.

There was an indefinable something—a look, an attitude, a way of carrying herself—that made him think she carried some enormous secret within her. All anyone knew about her was that something pretty bad had happened when she was eleven or twelve and living on Raxar II. She spent two years in the hospital, and when she emerged she was physically recovered—but she never spoke again. She was capable of speech, her doctors said; but the experience she had undergone had traumatized her, possibly forever.

SOCRATES

Socrates is hard to please:
He lives in the shade of the gallows-trees;
He prays for life on bended knees—
But he's bound for hell, is Socrates.

There weren't a lot of people on the Inner Frontier that Black Orpheus didn't like, but Socrates was one of them. You'd think that cutthroats and bandits and gamblers would have bothered him more, but for the most part they were pretty honest and aboveboard about what they did, and if there was one thing Black Orpheus couldn't abide, it was a hypocrite. Still, his job, as he saw it, was to write up the folks that he met and leave it to others to judge them.

VIRTUE MACKENZIE

She can drink, she can swear, can the Virgin Queen,
And she isn't a stRanger to sin.
She knows what she wants, doesn't care where she's been,
And she'll do what she has to to win.

The name was Black Orpheus' idea of a joke, because while Virtue MacKenzie was a lot of things good and bad, virginal wasn't one of them.

He met her just once, out by the Delphini system—which was as close to the worlds of the Democracy as he ever tended to go—and she made quite an impression on him. She was drinking and playing cards at the time, and she wasn't even aware of his presence; but when she accused a fellow journalist of cheating and backed it up with a couple of swift kicks to his groin and a whiskey bottle slammed down on top of his head, she guaranteed herself a couple of verses in his ongoing epic.

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SANTIAGO: A MYTH OF THE FAR FUTURE ADVENTURE PATH

PLAYER'S GUIDE

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle Tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's Tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago; there is no holograph of him, and the price next to his name is 20 million Credits.

JOIN THE HUNT!

Welcome to the *SANTIAGO: A Myth of the Far Future adventure path!* In this adventure path, the PATHFINDER RPG blasts off into space as you take the role of bounty hunters hot on the trail of the greatest intergalactic bandit of them all! You'll encounter rival bounty hunters, aliens, cyborgs, and more as you explore the galaxy's Inner Frontier!

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