

PRIMER (BASE)

There are specially trained warriors, augmented with magic and alchemy, known as Primers. As they suffuse their bodies with alchemical concoctions, they change both physically and mentally; with mutations granting them inhuman abilities, and allowing them to channel magical abilities through a system of casting called Signs. These unnerving changes, in turn, causes them to be loners and outsiders, and they rarely settle down in one place very long. Soon, their very nature causes them to feel the need to hit the road and distance themselves from the “normals” that have grown to fear and loathe them. One of the few places that a Primer feels at home is with an adventuring party. After all, they are often oddballs themselves, and most accept the Primer’s abilities as the assets they are and not as damning evidence of corruption.

Depending on your campaign, a Primer could be...

- A rugged monster hunter, using clever tricks and unique tactics and knowledge to fell the most fearsome of beasts
- An alchemical or magical experiment subjected to countless tests and concoctions, against his will, forged into something greater than a mere warrior
- A specialized golem with unheard of capabilities and talents
- A specially trained member of a cabal of warriors who ritualistically submit themselves to repeated trials and modifications
- A warrior and student of the occult who uses every trick he can to raise the playing field advantage for himself

Party Role: Combatant/Wildcard. You’re a powerful fighter, and certainly built towards being in the middle of combat. On the other hand, you can become a rather impressive scholar and alchemist if you put your mind to it, and you likely will always keep a few potions up your sleeve.

CLASS FEATURES

Requirements: *Sorcery* campaign quality

Favored Attributes: Strength, Wisdom, Dexterity

Class Skills: Acrobatics, Athletics, Crafting, Intimidate, Investigate, Notice, Resolve, Sense Motive, Tactics

Skill Points: 4 + Int modifier per level (×4 at Career Level 1)

Vitality: 12 + Con modifier per level

Starting Proficiencies: 6

CORE ABILITY

Alchemical Metabolism: You may benefit from one potion each scene. If the scene lasts longer than a day, then you may benefit from one potion each day of the scene. Also, at any time you may spend 1 action die to benefit from an additional potion.

CLASS ABILITIES

Rites of Initiation: At Level 1, you gain the Guts feat. Also, you may always cheat death, regardless of scene type, campaign qualities or other factors, with GM permission.



Bookworm I: You can ‘walk up to the right part of a library’ or ‘flip open a book to the right page’ with eerie accuracy. At Level 2, you make Research checks in 1/2 the usual time (rounded up).

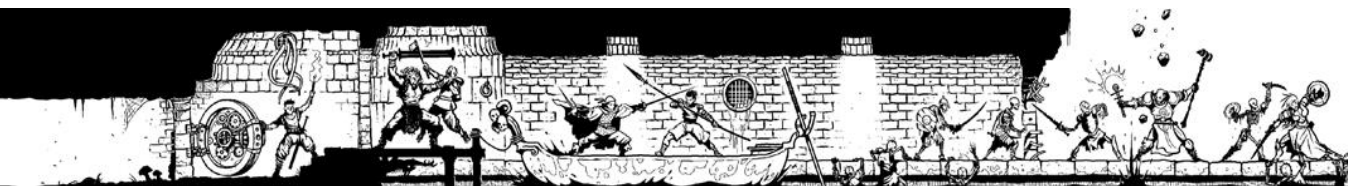
Bookworm II: At Level 11, you may make Research checks in 1/4 the usual time (rounded up).

Bookworm III: At Level 19, you may make Research checks in 1/10 the usual time (rounded up).

Prime Combatant: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Basic Combat, Melee Combat, Gear, or Spellcasting feat or 2 additional proficiencies.

Mutation: The magic in your blood slowly takes a hold of you and you begin to take on mutations. At Levels 4, 8, 12, 16 and 20, you may choose one of the following abilities. Each may be chosen only once.

- **Altered Metabolism:** When under the effects of a poison or potion, you gain a +1 bonus to attack checks, defense and reflex saves. This mutation may be chosen a second time. When taken a second time you become immune to bleeding and automatically stabilize when under the effects of a potion or poison.
- **Cat Eyes:** You gain the *Darkvision I* NPC ability. This mutation may be chosen a second time.



PRIMER (LTI) (BASE CLASS)



Table X.X: Primer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+2	+1	+1	+1	+1	+0	+0	Alchemical metabolism, rites of initiation
2	+2	+3	+2	+2	+1	+1	+0	+1	Bookworm I
3	+3	+3	+2	+2	+2	+2	+1	+1	Prime combatant
4	+4	+4	+2	+2	+2	+2	+1	+1	Mutation
5	+5	+4	+3	+3	+3	+3	+1	+1	Prime combatant
6	+6	+5	+3	+3	+4	+4	+2	+2	Signs and primers
7	+7	+5	+4	+4	+4	+4	+2	+2	Prime combatant
8	+8	+6	+4	+4	+5	+5	+2	+2	Mutation
9	+9	+6	+4	+4	+5	+5	+3	+2	Prime combatant, signs and primers
10	+10	+7	+5	+5	+6	+6	+3	+3	Sign mastery
11	+11	+7	+5	+5	+7	+7	+3	+3	Bookworm II, prime combatant
12	+12	+8	+6	+6	+7	+7	+4	+3	Mutation, signs and primers
13	+13	+8	+6	+6	+8	+8	+4	+3	Prime combatant
14	+14	+9	+6	+6	+8	+8	+4	+4	Brink of change
15	+15	+9	+7	+7	+9	+9	+5	+4	Prime combatant, signs and primers
16	+16	+10	+7	+7	+10	+10	+5	+4	Mutation
17	+17	+10	+8	+8	+10	+10	+5	+4	Prime combatant
18	+18	+11	+8	+8	+11	+11	+6	+5	Signs and primers
19	+19	+11	+8	+8	+11	+11	+6	+5	Bookworm III, prime combatant
20	+20	+12	+9	+9	+12	+12	+6	+5	Mutation, sign mastery

- **Defensive Reflexes:** You gain a +5 bonus to any checks or saves that would make you *blinded* or *deafened*.
- **Hidden Promise:** You gain the Hidden Promise feat.
- **Inner Furnace:** You benefit from the first 2 food and 2 drink you consume in each day.
- **Resistant Body:** You gain 5 extra wounds.
- **Stalwart Blood:** You gain a +2 bonus to damage rolls and a +5ft bonus to speed when *bleeding* or *sickened*. This mutation may be chosen a second time. When taken a second time you also gain the bonus when *fatigued* or *shaken*. Multiple conditions grant separate bonuses (and stack), but multiple grades do not.
- **Strong Blood:** You are immune to poisons.
- **Tough Body:** Your critical injury and massive damage thresholds are each increased by 5.
- **Tough Skin:** You gain Thick Hide 2.
- **Unearthly Beauty:** You gain the Comely feat. If you have the Comely feat, you gain the Elegant feat. If you have the Elegant feat you gain the Enchanting feat. This mutation may be chosen multiple times, until you have the Enchanting feat.

Signs and Primers: You learn simple magics using arcane methods and your altered blood called Signs (*see Casting Signs sidebar, right*). At Level 6, you choose 1 sign from the following list and can cast it.

At Levels 9, 12, 15 and 18, you may choose one additional sign from the following list:

- **Primer of Air:** You harness the basic nature of air, with the wind always at your back. Your travel speed increases by 1 MPH - this ability is always active and does not count as a use of the sign. As a free action, you may give yourself a +10 bonus on your next jump check made within one minute. If you spend a half action instead, you are also considered to be running for your next jump check. If you spend a full action, you gain both previous effects as well as an extra +10. Jump

checks given a bonus by this sign are not limited by your height.

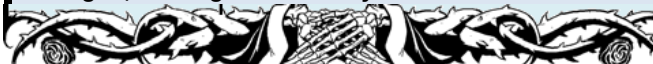
- **Primer of Fire:** You control flame with your very fingertips, you're always considered to have firesteel, which may be used as a free action - this ability does not count as a use of the sign. As a half action you may target 1 adjacent character with an attack roll, if successful, the target takes 1d6 (AP 5) fire damage. If you take a full action instead, you may target a character up to 15ft away and the damage becomes 2d6 (AP 5) fire.
- **Primer of Magic:** You gain rudimentary control over the very basic stuff of magic, and the tug of the ley lines is constant. You're considered to always have the equivalent of a compass and a magnet, "usable" to what extent they are as a free action - this ability does not count as a use of the sign. As a half action you may target 1 adjacent character with an unarmed attack roll. If successful, the target takes 1d8 force damage. If you take a full action instead, you may target a character up to 20ft away and the damage becomes 2d8 force.



CASTING SIGNS

Signs can be cast once per scene without penalty. Upon being used a second time (and every time thereafter during the same scene) you gain 1 grade of the *baffled* condition. If you have 5 grades of *baffled* you cannot cast signs, even if doing so wouldn't inflict a grade of *baffled*.

Casting a sign requires not skill check (normally), but you must have one free hand and a sign can never be used more than once per round. The same sign cannot be cast two rounds in a row. Finally, unless noted otherwise, other characters block line of effect for signs, striking the first they encounter.







- **Sign of Arda:** You learn one style of the Vela Primer, a complex and varied telekinetic primer. As a half action, you may target one character within 15ft with a disarm action. If you take a full round action instead, you may target all characters within a 15ft cone with a disarm action, making one roll and applying to every target within the area. Alternatively, you may take a full round action to target one adjacent character with a disarm action, gaining a +2 bonus on the check and sending the disarmed item an additional 5ft away in any direction you choose if successful.
- **Sign of Fenn:** You learn a magical ritual using several complex signs. Immediately after having rested for eight hours, make a one minute resolve check with a -5 penalty, you heal an amount of vitality, subdual, and stress damage equal to the result. Also, immediately after combat you may take a 1 minute resolve check (DC 20) to heal an amount of vitality, stress or subdual damage equal to your constitution score.
- **Sign of Grahn:** You learn one style of the Vela Primer, a complex and varied telekinetic primer. As a half action, you may target one character within 15ft with a bull rush action. If you take a full round action instead, you may target all characters within a 15ft cone with a bull rush action, making one roll and applying to every target within the area. Alternatively, you may take a full round action to target one adjacent character with a bull rush action, gaining a +6 bonus on the check. During all of these options, you do not actually move from your current square.
- **Sign of Kas:** You learn one style of the Vela Primer, a complex and varied telekinetic primer. As a half action, you may target one character within 15ft with a tire action. If you take a full round action instead, you may target all characters within a 15ft cone with a tire action, making one roll and applying to every target within the area. Alternatively, you may take a full round action to target one adjacent character with a tire action, dealing 1d10 subdual instead of 1d6.
- **Sign of Oeun:** You learn one style of the Vela Primer, a complex and varied telekinetic primer. As a half action, you may target one character within 15ft with a trip action. If you take a full round action instead, you may target all characters within a 15ft cone with a trip action, making one roll and applying to every target within the area. Alternatively, you may take a full round action to target one adjacent character with a trip action, gaining a +2 bonus on the check and moving the target 5ft in any direction if you succeed.

Sign Mastery: At 10th level, when you cast one of your signs, you may cast another sign with an equal or lesser casting time as a free action with the same targets. Then you automatically suffer the *baffled* condition.

At 20th level, you no longer suffer the *baffled* condition when casting two signs at once using this ability.

Brink of Change: Using a mixture of magic, alchemy and sheer will you've completed your most potent mutation, adapting to perform a specific role for yourself. At Level 14, choose a specialty available for use in the campaign, and that you meet the prerequisites for. You gain all the benefits of that specialty except the bonus feat. Instead, you gain a species feat, ignoring the "Level

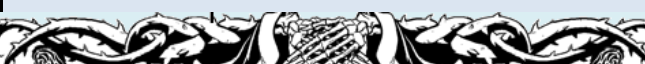
1 Only" prerequisite. Other prerequisites for this feat (such as a specific species) may also be ignored at the GM's discretion.



NEW CROSS-TRAINING ABILITIES

The following class abilities are available Sages (or any class with the *cross-training* ability) through their *cross-training* class ability.

- Rites of initiation; Bookworm I; Prime combatant



NPC CLASS ABILITIES

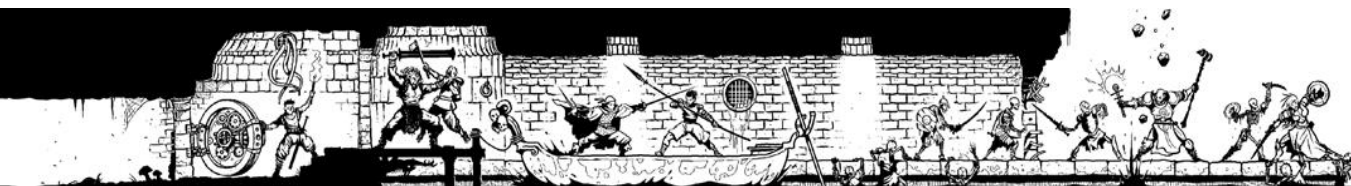
The following new class abilities from the Primer base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Altered metabolism	2 per grade
Bookworm I - III	2 per grade
Sign mastery	4 per grade
Signs and primers	3 per sign
Stalwart blood	2 per grade
Tough body	2

Class design by Deral, modified by Big Jim and Deral.

Art by OFFO of deviantART.





SPELLCASTING FEATS

The following spellcasting feats are designed especially for primer characters, or characters who wish to cast signs as primers do. *For more about spellcasting feats, see Fantasy Craft, page 105.*

EXPERT SIGN

Prerequisites: 1+ Signs

Benefit: If you choose, your signs may target a 15ft cone (if they previously had a single target, one roll is made, applied to all characters within the area) or a 15ft sphere (if they previously had a cone area).

HEIGHTENED SIGN

Prerequisites: 2+ Signs

Benefit: One of your Signs becomes more powerful. Choose one Sign you know. When you activate it as a half action, you may choose to instead use the standard full action effect. Also, you gain a new use for your sign from the list below.

- *Primer of Air:* When you take a full action to activate Air, the bonus remains for a number of rounds equal to your starting action dice + 1, starting after your first jump.
- *Primer of Fire:* When you take a full action to activate Fire, you deal a number of d6 fire (AP 5) damage equal to your starting action dice
- *Primer of Magic:* When you take a full action to activate Magic, you can choose to channel the damage through a single melee attack. Attack as normal with a weapon you're wielding, if you hit, the damage is converted to Force, and you deal your weapon's damage a second time, if your target is a spellcaster, they also lose 1 spell point.
- *Sign of Arda:* If you take a full action to activate Arda, anyone you successfully disarm is also *flat-footed*.
- *Sign of Fenn:* Though the sign of Fenn gains no other benefits, you may pass on its benefits to a number of teammates equal to your current action dice each time you use it.
- *Sign of Grah:* You may take a full action to activate Grah, dealing 2d10 (AP 5) force damage to any scenery in the area, you may also activate Grah's half action ability as part of the same action.
- *Sign of Kas:* If you take a full action to activate Kas, anyone you successfully tire is also sickened for 1d6 rounds
- *Sign of Oeun:* If you take a full action to activate Oeun, anyone you successfully trip is also *entangled* for 1 round.

PRIMER

Prerequisites: Resolve 6+ Ranks

Benefit: You gain one Sign from the Primer's *Signs and Primers* ability. Casting this sign follows all the normal restriction for Sign casting (see *Casting Signs sidebar, page XX*). In addition, if you do not possess the Signs and Primers class ability, you must make a Resolve check (DC 20) to cast the Sign. If you fail the Sign is not cast and you gain one grade of the *baffled* condition.

Special: you may take this feat up to 3 times, choosing a different Sign each time.

SORCEROUS APPRENTICE

Prerequisites: Heightened Sign

Benefit: You may use each of your signs one additional time per scene before they begin inflicting *Baffled* grades.

SORCEROUS DEVOTEE

Prerequisites: Sorcerous Apprentice

Benefit: Casting signs no longer inflicts *Baffled* grades upon you for casting multiple times per scene.



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