

Unseen

The thief, the outlaw, the smuggler, and the outcast are all Unseen. The Unseen are survivalists and learn to adapt and survive in any situation, whether this be an abandoned space station, an arctic wasteland, or breaking out (or into) of something. He or she is unseen and unknown. He or she can get in and out of any situation, in any environment.

Adventures: Unseen have usually had difficult lives and have learned to look after number one. Unseen usually join an adventure if they feel it would benefit themselves in some way, i.e. increase their likelihood of survival. A Unseen may also seek to eliminate a powerful enemy. They usually seek wealth but rarely fame, as most wish to remain unknown.

Background: Few choose the life of a Unseen. Most are born into it. Unseen usually grow up among the poor and outcast of society, whether it be in the Thahazi infected wilderness of Earth or the cold, dark lower levels of Ahaiyuta. They learn the hard way of how to survive.

Characteristics: The Unseen's power comes from their ability to go unseen, avoid damage, and adapt their environment. They have access to a wide range of skills that helps them adapt to any situation. Their most powerful ability is perhaps their ability to cause extra damage from sneak attacks. Experienced Unseen can even walk through walls and can survive in poisoned atmospheres.

Races: All races have Unseen, although many refuse to admit it. In all societies, save for the Dijat and Pank, Unseen are looked down upon. They are garbage dwellers and thieves. To the Dijat and the Pank, who don't have the luxury to think like some of the wealthier races, often view the Unseen way of life as a necessity.

Other Classes: Non-Unseen classes tend not to get along well with Unseen. They are usually too independent and distrustful of authority. However, most Unseen tend to be open-minded and generally accepting of outsiders; for they themselves are outsiders. This, their skills, and survival knowledge make them a valuable part of any party.

The Unseen

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Reputation Bonus	Special
1	+0	+2	+0	+2	+0	+0	Barter, Sneak Attack +1d6
2	+1	+3	+1	+3	+0	+0	Master Survivalist, Evasion
3	+2	+3	+1	+3	+1	+0	Juryrig
4	+3	+4	+2	+4	+1	+0	Sneak Attack +2d6
5	+3	+5	+2	+4	+1	+0	Digestive Adaptation
6	+4	+6	+3	+5	+2	+0	Bonus Feat
7	+5	+6	+3	+5	+2	+0	Sneak Attack +3d6
8	+6	+7	+4	+6	+2	+0	Traceless Step
9	+6	+8	+4	+6	+3	+0	Non-detection
10	+7	+9	+4	+7	+3	+0	Sneak Attack +4d6
11	+8	+9	+5	+7	+3	+0	Respiratory Adaptation
12	+9	+10	+5	+8	+4	+0	Ignore Wounds, Bonus Feat
13	+9	+11	+6	+8	+4	+0	Sneak Attack +5d6
14	+10	+12	+6	+9	+4	+0	Dermal Adaptation
15	+11	+12	+6	+9	+5	+0	Environmental Adaptation
16	+12	+13	+7	+10	+5	+0	Ghost Face, Sneak Attack +6d6
17	+12	+14	+7	+10	+5	+0	Ghost Walk
18	+13	+15	+8	+11	+6	+0	Complete Adaptation, Bonus Feat
19	+14	+15	+8	+11	+6	+0	Sneak Attack +7d6
20	+15	+16	+8	+12	+6	+0	Improved Evasion
21	+15	+17	+9	+12	+7	+0	Unavoidable Sneak Attack
22	+16	+18	+9	+13	+7	+0	Sneak Attack +8d6, Always Hidden (10%)
23	+17	+18	+10	+13	+7	+0	Greater Ignore Wounds
24	+18	+19	+10	+14	+8	+0	Bonus Feat
25	+18	+20	+10	+14	+8	+0	Sneak Attack +9d6, Always Hidden (20%)

Abilities: Dexterity is the most useful ability to the Unseen, for Defense and Reflex saves. Wisdom and Intelligence are also useful for Craft and Survival checks.

Wounds: 1d6

Spirit: The Unseen gains 6 Spirit points per class level; in addition to his or her Wisdom bonus, (if any) every time he attains a new level in this class.

CLASS SKILLS

Academics (Int), Acrobatics (Dex), Appraise (Int), Awareness (Wis), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (bAny) (Int), Disguise (Cha), Escape Artist (Dex), Foreign Languages (Int), Gamble (Wis), Gather Information (Cha), Jump (Str), Metabolic Control (Con), Sabotage (Int), Sense Motive (Wis), Sleight of Hand (Dex), Surveillance (Int), Survival (Wis), Stealth (Dex), Swim (Str), Life Shaping (Con), and Psychic Tech (Int)

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

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

CLASS FEATURES

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

Barter (Ex): One of the ways the Unseen, or any outcast of society, survives is by staying out of the public eye. The less information that the powers that be know about her the better. Although most people use Alliance credits to buy and sell things, the Unseen, general not wishing to have her name on any records, trades. This way the Unseen's actions has cannot be traced by his credit account. The Unseen gains a +4 to all Appraisal, Sense Motive and Bluff roles when trading goods.

Sneak Attack (Ex): The Unseen learns to fight dirty in order to survive. His attack deals extra damage any time her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Unseen flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every at levels 4, 7, 10, 13, 16, 19, 21, and 24. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

The creature attacked must have a discernible anatomy. Demons, plants and incorporeal beings cannot be attacked in this fashion.

Master Survivalist (Ex): At 2nd level, the Unseen gains a competence bonus equal to half his or her Unseen level, on all Survival skill checks.

Evasion (Ex): At 2nd level, the Unseen can avoid unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Unseen is wearing light armor or no armor.

Jury-rig (Ex): An Unseen gains a +4 competence bonus on Craft skill checks made to attempt temporary or jury-rigged repairs at second level. See the Craft skill for details on jury-rigging.

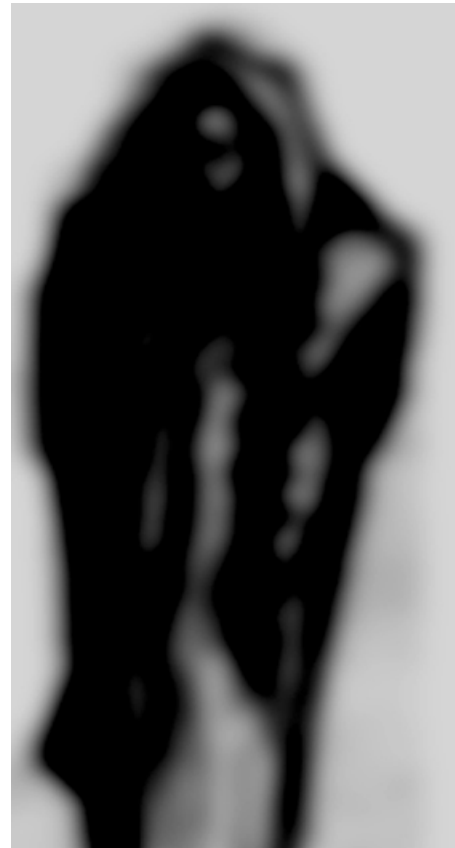
(This ability can be used even if the character has no ranks in Craft. This ability is gained at 3rd level.

Bonus Feat: At levels 6, 12, 18 and 24, the Unseen may take the following Inborn feats as general feats: Alertness, Alien Empathy, Anti-Psychic Mind, Artifact, Latent Psychic Ability, Light Sleep, Night Vision, and Unknown.

They may also take any other of the following general feats as bonus feats: Alien Environment Adaptation, Blind-fighting, Body Conditioning, Cybernetic Installation, Combat Expertise, Combat Martial Arts, (and Improved, Advanced), Defensive Martial Arts, (and Improved, Advanced), Endurance, Exotic Weapon Proficiency, Explosives Expert, Far Shot, Great Fortitude, Ignore Injury, Ignore Pain, Improved Disarm, Improved Feint, Improved Initiative, Improved Massive Damage, Improved Sneak Attack, Improved Trip, Improved Trauma Threshold, Iron Will, Lightning Reflexes, Poison Expert, Point Blank Shot, Precise Attack, Precise Shot, Prone Attack, Psychic Focus, Quick Draw, Quick Reload, Quick Strike, Running Shot, Skill Focus, Sniping, Specialist, Spring Attack, Stunning attack, Take Cover, Track, Toughness, Weapon Finesse, Weapon Focus, and Zero-gravity Combat.

Digestive Adaptation (Su): By living among the garbage and outcasts of the world, the Unseen adapts his body to eat and drink whatever is available. When the Unseen reaches 5th level, they can gain nutrients from almost anything. By eating anything from insects to grass and wood, the character is able to gain enough nutrients (including water) for the day. This ability also gives a +4 bonus to save against ingested poisons (not gaseous) and disease. This ability costs 2 Spirit per day of use.

Traceless Step (Su): Starting at 8th level, the character leaves



no tracks and cannot be tracked by normal means. This ability is always active.

Non-Detection (Su): Also at 9th level, the Unseen becomes exceedingly difficult to detect. Any creature attempting to detect the Unseen adds half the Unseen's level to the DC. This applies to Awareness and Surveillance skills, and any form of mental detection.

Respiratory Adaptation (Su): Once the Unseen reaches 11th level, he or she now no longer needs oxygen to survive. The Unseen can filter oxygen out of the atmosphere or even water. As long as there is some oxygen, the character can breathe. The character also gains a +4 to save against all air-borne and contact poisons and diseases. This costs 4 Spirit and will last for as many minutes as the character has levels.

Ignore Wounds (Su): If the Unseen has at least 12th level she or he adds his or her Constitution bonus when determining natural healing.

At level 23, the Unseen gains this bonus in DR.

Dermal Adaptation (Su): At 14th level Unseen now gains a damage reduction of 10 against continual damage such as desert heat, cold, acidic atmosphere, and forest fires. The character also gains a +8 to save against all poisons and diseases in this state. This costs 4 Spirit and will last for as many minutes as the character has levels.

Environmental Adaptation (Su): At 15th level the character can adapt to his or her surroundings. If the given environment is studied for one round, the Unseen takes no circumstance penalties for a number of rounds equal to his or her level. This includes combat underwater, or climbing slippery walls. This costs 4 Spirit and will last for as many minutes as the character has levels.

Ghost Face (Su): The Unseen can now truly blend in the crowd or scenery. Other sentient beings will simply tend to ignore the Unseen. Even if they meet the character, the Unseen will most likely be forgotten. Others must make a Wisdom check (DC 10 + the Unseen's level) to notice or remember the Unseen's face and/or name. The Unseen does not turn invisible, nor is the character disguised in any way, others simply see the character as "part of the surroundings," like the Unseen is "supposed to be there."

Security Chief "He walked right past your guard post! Why didn't you stop him? Didn't you see him?"

Guard, "Well...I saw someone but I thought they must have special clearance or something.."

Chief, "Well you at least have a description right?"

Guard, "You know is really weird... I just can't seem to remember."

This ability is gained at 16th level.

It is always active.

Ghost Walk (Su): At 17th level the Unseen can alter his or her physical form into an invisible ghost-like state. In this state the character is truly incorporeal. This can be used even while being observed. The Unseen also can walk through physical objects as easy as he or she would through air, at one foot per round. Force

fields cannot be passed through, however. In this state he or she cannot be harmed by normal physical weapons. Energy attacks effect the character normally but take the normal penalties for attacking an invisible target. Mental attacks still effect the character. The Unseen can move normally but not make physical attacks while in this state.

This costs 12 Spirit and will last for as many minutes as the character has levels.

Complete Adaptation (Su): When the Unseen reaches 18th level, he instantly adapts to any environment. Up to a minus 4 circumstance penalty can be ignored in any environment. He or she constantly gains the advantages of Digestive and Respiratory Adaptation (explained above) and is also immune to all disease and poison.

This ability is always active.

Improved Evasion (Ex): At 20th level, the character gains the Improved Evasion ability. This ability works like evasion, except that while the Unseen still takes no damage on a successful Reflex saving throw against attacks, he or she henceforth takes only half damage on a failed save.

Unavoidable Sneak Attack (Ex): At 21st level, the Unseen's sneak attack ability improves to such an extent that all attacks automatically deprive the opponent of his or her Dexterity bonus to Defense.

Always Hidden (Su): At level 22, the Unseen becomes a mere shadow, rarely seen and soon forgotten. The character is always considered to be partially concealed and opponents receive a 10% chance to miss the Unseen.

This increases to 20% at 25th level.

Multiclass Characters

Characters are free to change classes at any time, and there is no limit to the amount of classes a character can have. For example, a 4th level Soldier can choose to take a level in Psychic, making the character a 4th level Soldier/1st level Psychic.

Character Level: the character's total level. To determine this, simply add all class levels together.

Wounds and Spirit: For each new gained level in any class, add the Wound and Spirit scores of the new class to the old one.

Attack and Defense Bonus: Add the base Attack and Defense bonuses for each class.

Saving Throws: Add the base save bonuses for each class.