

Dead Man's Land

Adventures in the Wild Waste

The World	2
Adventures	3
Fauna	4
Weather	6
Nations	6
Rules	8
Ancestries and Backgrounds	8
Ancestries	8
Backgrounds	12
Origin Backgrounds	12
Technical Backgrounds	15
Classes	17
Auger	17
Boltcaster	20
Diabolist	22
Doc	24
Gambler	26
Knight	29
Outlaw	31
Magitech	33
Magicarms	33
Feats	34
Languages	35
Same Game Testing	36
Methodology	36
Level 4	36
Auger (18)	36
Boltcaster (23)	38
Diabolist (22)	39
Doc (20)	40
Gambler (22)	40
Knight (29)	41

Outlaw (18)	43
Conclusions	44
Level 8	44
Auger (23)	44
Boltcaster (26)	45
Diabolist (25)	46
Doc (17)	47
Gambler (22)	48
Knight (28)	49
Outlaw (23)	50
Conclusions	51

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The World

The continent of Pimera has a long and torrid history of those with power abusing those without. After all, the gods created the people, but it wasn't until people made Magicarms that they were equal.

The Five Nations ruled Pimera for centuries, and warred with one another for at least that long. Only one remained neutral, and only they gained the benefits that come from the smelting pot of multiculturalism. Cardonia served as a crucible and for the world, tempering and forging the best and brightest ideas into wonders of magitech unimagined by their neighboring nations. While the perpetual motion machines, complete planar mappings, and illusionary operas were unthinkable elsewhere, the real object of envy was the magicarms. Cardonian citizens could hold their own against fully trained soldiers and warriors from a distance with minimal training. Point and click. The Four knew the impact of this invention, and none wanted to be the faction without it. The implications of this new advancement would be far reaching. No longer is self defense, and thus self determinism, in the hands of the rich and powerful or those with devoted training. The match was lit.

In a flash it began. Cardonia was invaded. The Four Nations, jealous of the wealth and innovations, negotiated a temporary ceasefire with one another and launched a surprise attack deep into the heart of Cardonia. The Arcanowar was long and hard fought. Cardonia's magical

and technological superiority held out longer than anyone thought was possible, but eventually the Four Armies were simply too much.

No one knows who, or what triggered the explosion. Common knowledge seems like it was somehow tied to the fall of Cardonia, whether an experiment interrupted, a killswitch failsafe, or simply an accident, it doesn't matter. Where this once great nation stood is now nothing but sand, uncontrolled magical monsters, and most likely, still active magical defenses.

The Four Nations, their looting complete, met and settled on an uneasy truce. None were clear who was responsible for the explosion, and none wanted to be next. The terms were simple. A ceasefire, a dissolution of current alliances, and a removal of any claim to the Unified Unoccupied Zone, or Dead Man's Land as it has come to be known.

The truce has held so far, at least on the surface. And yet, every year, more and more settlers show up in the desert, hoping to make a living for themselves outside of the Four Nations. The Nations keep advancing with new technologies, and new breakthroughs rivaling that of Cardonia, and the blackmarket for recovered magitech grows daily.

Pimera is relatively settled. It's borders drawn, and roots dug. There are not many open tracts of unexplored wilderness left. For a time, there was an effort to explore the vast ocean, in the hopes of a second continent, and rumors abound that one might be found. All of that ended after the fall of Cardonia. The brave explorers who once sailed the ocean are now focused inward, to the central desert known as Dead Man's Land.

Adventures

Ten quest seeds for Dead Man's Land.

1. [Nation] wants you to go explore the site of an old battle and recover a special thing that one of the sides used. (if their own, they want it back, and if someone else's they want to reverse engineer it)
2. Bandits are demanding tax from a frontier town in exchange for protection... from themselves. It's a shakedown, go play Seven Samurai.
3. Someone found an old gold mine and needs it cleared of giant ants so they can start operations.
4. In the ruins of Cardonia, there was a rumored magi-thing that your benefactor wants. Go get it.
5. [nation] is building a railroad to a frontier town. This is in clear violation of the treaty, but no one wants to be the nation to provoke war by stopping it. Go blow up the tracks in secret.
6. Settlers are being kidnapped by giant bugs. Turns out someone learned how to control them, and is not a nice person.
7. An undead swarm has set its sights on Frontier Town.

8. A Marid has set himself up in the desert as the new power player. He is getting rich off water profits, and applying pressure to a friendly town. His proposition? "Buy his water or he shuts off their well"
9. Cowgirl Marilith is the fastest draw in the center. Unfortunately for the PCs, they have a price on their head and she is coming to collect.
10. Someone has found an old weapon, and turned it on. Now they are just killing anyone who won't pay them. Like a giant mech spider with rockets mounted to it or something.

Fauna

Dead Man's Land includes some unique fauna that should be used to make your game stand out. Thematically, the setting isn't heavy fantasy, and most threats should be humanoid, but occasionally, something bigger is called for.

Cactaurs: As the region was not a desert prior to the Arcanowar, there is a lot of debate as to the source of the Cactaurs. Did the Arcanowar somehow create them from nothing? Did the Cactaur plant all those cacti? Or did the war make cacti which then became the Cactaur? Either way, the Cactaur are solitary creatures, with a love for the cacti. They spend their days wandering the desert, planting fields and nurturing their growth. (Use Sandstorm - Saguaro Sentinel stats, and add an Awaken Cactus power.

Awaken Cactus: A Cactaur can animate cacti within 180 feet at will, controlling up to two at a time. It takes 1 full round for a normal cactus to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a Cactaur in all respects, except that it cannot then awaken more cacti. Animated cacti lose their ability to move if the Cactaur that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th).

Constructs: As remnants of the arcanowar, a wide variety of constructs can be found meandering throughout the desert with some unfinished task, or orders to protect some long abandoned outpost. Only the Cardonians had the technology to build true magical golems, but the MTU has a variety of mechanical steam and coal powered automatons in their employ.

Devils: No one will admit to summoning them. Heck, maybe the rumors are true and it was the Cardonians, but someone opened a rift to Hell deep within Dead Man's Land. Regardless of who is at fault, the devils lurk around every corner, and insert themselves into any community they can. They can be divided into three general types.

1. **Contract Signers:** Contract signers are in Pimera for one purpose. To collect souls. They have some quota to reach, and if they do, their infernal masters have promised great rewards. These devils generally work alone, and avoid other devils, who would poach their deal. If slain, they return to Hell, are punished, and probably sent back to finish the job.
2. **Deal Makers:** Deal makers are similar to contract signers in that they often want an agreement of some sort. The prime difference here, is that a deal maker has no quota,

and has no infernal master directing their actions. They have set out to pave their own fortune in Pimera, without authorization or approval from their boss. These deal makers sew themselves into frontier society as mayors, judges, sheriffs, madames, tavern keepers, or other authority figures and promise their followers a better life in exchange for power. If slain, they return to Hell and, well punishment doesn't seem like an adequate word.

3. **Warlords:** Warlords are the most straightforward of the devils. They have come to Pimera to conquer. They usually have a band of devils, but are more than happy to recruit locals as well, and will set themselves up as feudal warlords demanding fealty and protection from frontier towns in exchange for less pillaging. If slain, they return to Hell and get a response in accordance with how well a job they did. The resulting post-death punishment can be anything from a well deserved vacation to years of torture.

Dire Animals: Much like the gigantic insects, many relatively mundane creatures are magically enhanced. These highly aggressive beasts are known as Dire Animals.

Dragons: Dragons were one of the few ancient beings of power and could be found plentifully in historical battles. With the invention of magitech, and specifically magicarms, they were systematically hunted to extinction. If any dragons do still exist, they should be rare indeed. (Use the Outer Dragons from Pathfinders Bestiary 4, but they do not have the Starflight ability)

Genie: During the Arcanowar, a common source of wealth and power was the binding and harnessing of genies. Once the up front costs were paid for, a bound genie was essentially a limitless source of power. Some genies have managed to break free, but unfortunately, as a side effect of being bound for that long, their plane shift ability no longer functions. The only way for them to return home is through other means, and many have given up. It's not uncommon to find a genie using their magical might to foster small towns, totally in service to themselves. Other genies are not so lucky, and are still bound in bottles, or even just binding circles, trapped below ground, or on shelves in ruins, waiting to even be set free from those cages.

Giant Insects: Giant scorpions, spiders, beetles, ants, termites, and centipedes abound. Whether they were magically enhanced by the Arcanowar, or magical creations of the Cardonians is unclear. What is clear, is that they have quickly surged in population and are one of the more dominant forms of life in the wasteland.

Monstrous Beasts: Something happened during the Arcanowar. No longer are the grizzly bear, mountain lion, or wolves the apex predators of the region. Now, a variety of monstrous beasts have been discovered, and are presumably a byproduct of the war. These creatures appear to breed true, but with the Arcanowar finishing less than 100 years ago, many of the sentient ones are the first of their kind.

- **Usable as written:** Owlbears, Manticores, Ankheg, Basilisk, Bulette, Chimera, Griffon, Pyrohydra, Nightmare, Wyvern.

- **Achaierai:** No longer have the extraplanar subtype, instead native. They also have their int set to 2. These tall bird creatures make excellent mounts.
- **Sphinx:** Rare and mystical, the few Sphinx spotted have all been physically unique, and possessing great wisdom. Each sphinx should be a unique creature, consider adding some sphinx variants from Sandstorm, but in total there are under 10 of them known in the world.

Oozes: Oozes crawl from the Thaumaturgic Zones frequently, and can be found dotting the landscape. A wide variety of Oozes can be found, almost any from an official book are appropriate in some way.

Undead: The wasteland is filled with roaming, uncontrolled undead. Has been ever since the war ended. Generally, the belief is that a necromancer was slain in the wastes, and his band of uncontrolled zombies found their way into an undefined source of arcanotech. Now there are hundreds of thousands of them, and even more than a normal zombie, you do not want to let them near you. If a creature wounded by an Arcanozombie's natural attacks is slain within 24 hours of the wound, they will rise as a new, uncontrolled, Arcanozombie. They do not seem to target animals, but will swarm humanoids if they are within line of sight. Arcanozombies do not have the Single Actions Only restriction, and their blood and eyes glow with a sickly yellow green.

Weather

Arcanos: An unnatural phenomenon of unknown origin, these violent tornadoes cackle with arcane energy. In addition to functioning as a normal tornado, an arcano fires a non stop barrage of prismatic rays. Any creature within 120ft, has a 25% chance of being struck by a random ray each round. A creature in the eye of the arcano is struck by one ray of each color. Each ray has the effects of being struck by a random ray from the prismatic spray spell. The saving throw for the effect is DC 20, with a caster level of 10.

Manastorms: Massive thunderclouds that arise from nowhere, and disperse just as suddenly. These prismatic clouds cause havoc across Dead Man's Land when they roll up. Manastorms function as fog, with the additional challenge that entering or exiting them triggers an effect similar to a color spray. Will save DC 14.

Thaumaturgic Zones: Scattered throughout Dead Man's Land are pockets of residual magical energy, left over from the great battles of the Arcanowar. For the first few years, these zones were instantly lethal, but as time passes their strength dissipates more and more. Originally believed to be the spawning pits of many of the new monstrous beasts that wander the wasteland, now they give birth to nothing but crawling oozes.

Nations

The Academy Arcanum: The Academy Arcanum are a collection of isolationist wizarding families. Each family has an elder wizard who governs their tower, and communes with the larger Academy magically as needed. Each tower consists of a few hundred related wizards, and marriages are arranged as matters of political will within the Academy. In total, there are usually about 500 towers at any given time, each self governed with a national defense pact. Fledgling wizards are often sent to study at neighboring towers as a means of expanding the home tower's knowledge, and strengthening the bonds between them. And if they happen to spy a little, the family wouldn't complain. Due to the solitary nature of these towers, they are slow to adapt to change, but only the foolhardy would actually consider an invasion. These wizards are known for their divination and conjuration magic, and will quickly summon, arm, and invade with an extraplanar army while their enemies are still debating on whether to even go to war. It's said each of the adult wizards is the equivalent of 10 soldiers on the battlefield, and every family member is an active combatant, with schooling beginning as the children learn to walk.

Avallonis: A proud and regal people, led by their benevolent king and a house of lords. A truly agile feudal economy, Avallonis adapts with the times, and their knights have, for the most part, begun carrying magicarms in place of the swords and shields of old. The King of Avallonis designates royal authority to various Dukes to rule the 8 duchies as they see fit. They in turn designate Counts to rule the various counties, who in turn assign Barons to oversee individual cities of importance. Avallonis culture places an importance on practicality over tradition, and failure to hear out those below you in noble rank is considered dereliction of duty. Based on the noble law, this can even be grounds for expulsion by underlings. One method for the layman to move up in social standing is through military service. A Knight is technically a minor nobility, at the same level as a Baron, without land, and is permitted to marry into nobility, or potentially gain an appointment of land if valorous enough. As practical people, the Avallonians are frequent users of magic, and will use it to make general life easier.

Cardonia: Cardonia is no longer a nation, all that remains are ruins. One hundred years ago, Cardonia was the home of the best and brightest. Thanks to their central geographic region, and accepting culture, the nation was a utopian smelting pot that shared knowledge freely with all nations on its borders, learning the cultures, technologies and advancements. They fused these technologies, magics, and theories into some of the most astounding magitech wonders the world has ever known. Jealousy of their discoveries fueled the Arcanowar, and ultimately led to their own destruction. Cardonia's bustling cities and lush greenery have been rendered into nothing but ruins and sand

Dead Man's Land: The Unified Unoccupied Zone, or more colloquially, Dead Man's Land, is the current name for the ancient nation of Cardonia. Officially unowned by any nation by treaty, it is

still inhabited. Cautious, brave, and foolhardy folk have taken to its frontiers for a variety of reasons. The borders of the Dead Man's Land are dotted with small settlements governed by their own law, and practice. Mostly though, its unclaimed wasteland, infested with magically irradiated megafauna, hordes of undead, and ticking timebombs leftover from the Arcanowar.

The Kei: The Kei are a military dictatorship with a strict honor code. Personal excellence is the highest form of success, and the Kei rule through strength. Kei Knights are individually some of the most fearsome foes on a battlefield, even if they still carry swords and wear plate armor. Their refusal to adapt has put them at a bit of a disadvantage, and the Kei Primus has not settled on a solution. Lifting their ban on magitech would allow the common folk to hold their own in a duel with a Kei Knight, and then well, who needs the Kei? Of course, it's also helpful their honor code forbids magic's use.

The Magi-Techno Union (The MTU): Coal powered, and in the highpoint of a technological revolution, the assembly lines of the MTU churn day and night. The streets may be black with soot and tar, but the coffers are lined with gold. Capitalism is the name of the game, and the Auto Union runs the show. Union automatons power a full third of the factories alone, and their repairmen command a hefty salary. Other well respected factions include, The Unity Battalion, as the largest consumer of military goods, and the enforcers of the MTU Guild Council's laws, and Frinkkareg Munitions and Ordnance, who not only produces most of the weapons, but also the towering magitech Centaru. Massive steam and magic powered automatons piloted by crews of at least 20. The MTU Council is the ruling faction of the MTU, and any and all guilds, unions, or corporations have a seat. Those groups pay annual taxes towards the funding of a common military and laws, and the more taxes paid, the more their vote is weighted.

Rules

This is a 3.5 mod. You should be loosely familiar with its rules to play this game. Luckily for you, we aren't using any of the classes and a lot of the spells, so most players only really need to know the base mechanics. The DM will be using threats from the Monster Manual (as described later) who may have access to spells or classes that the players do not. Especially in the case of Devils. The DM will need a more in depth familiarity with the system because of this.

Ancestries and Backgrounds

Ancestries and backgrounds will replace race in Dead Man's Land. We need something new for this game, because OGL 3.5 doesn't have the list we want to use. While we are at it, why not get rid of the uncomfortable element of picking a race in your fantasy RPG. Each character gets one Ancestry and one Background chosen at character creation. There are no ancestry/background combinations that are off limits. Make what you want.

Ancestries

Ancestries determine your physical characteristics. Whether you get feathers like a Yacaw, or claws like a Yabbie. All ancestries reach adulthood at 18, but have different lifespans. Members of any ancestry can belong to any society or nation described later, and the world is very cosmopolitan in that manner. There are minimal all Barbal settlements, and if one were to crop up, it would be seen as strange. In Dead Man's Land, everyone has to work together to survive, and most folks see one another's differences as helpful, rather than scary.

Barbal: These large, amphibious fish folk are known as much for their dashing whiskers as they are for their lack of culinary expertise. Barbal literally have no sense of taste, and will happily consume anything that provides nutrients. This does little to dissuade their love of food, and Barbal culinary schools focused on quantity, texture, and appearance.

- **Large Size**, 30ft, 30ft swim.
- **Thick Skin**: +2 Natural Armor
- **Amphibious**
- **Bite Attack**: 1d8 Piercing, swallow whole small or smaller.
- **Iron Stomach**: +2 saving throws vs ingested poisons and anything that causes the nauseated or sickened conditions.
- **Average Lifespan** 200.

Bufon: The scaly Bufon know the effect their contact can have on others, and behave accordingly. Some do their best to avoid contact, while others sell their sweat by the jar. While one imagines this would drive a split in Bufon communities, Bufon spas are renowned. Dry saunas, used to wick moisture away, are a common cultural meeting place, often on the other side of a complex stocked with wet pools.

- **Medium Size**, 20ft.
- **Poison Sweat**: When nervous, the Bufon sweat a highly potent hallucinogen. Anyone who touches a Bufon's sweat, such as through a melee attack, must make a DC 10+ $\frac{1}{2}$ HD + Con mod fort save or become Dazzled. Other Bufon are immune to this effect. The Bufon can secrete concentrated doses of this hallucinogen three times per day. This concentrate is a contact poison, and other Bufon are not immune to its effect. A creature that fails this fortitude save is instead Fascinated for an hour, allowing for new saves every 10 minutes.
- **Tongue**: Bufon can use their tongue as an appendage, able to lift up to 5lbs at a distance of 15ft. This tongue can perform no fine manipulation, but is sticky and can be used to grab objects.
- **Leap**: Bufon are renown leapers, gaining a +10 bonus on jump checks.
- **Average Lifespan**: 80 years

Canid: Canid are covered in short fur ranging from between greys, browns, and reds. Naturally nocturnal, Canid's traveling with others have been known to adapt to day life, even if they prefer

not to. Canid's have adapted quite well to life in Dead Man's land, and find the nomadic, isolationism cathartic.

- **Medium Size**, 40ft
- **Darkvision** 120ft.
- **Bonus Feat:** Endurance
- **Scent**
- **Average Lifespan:** 60

Cingula: Best described as anthropomorphic armadillos, the Cingula are mostly hairless mammals covered in a bony plated shell. They can fully roll into a ball to gain complete protection, but generally only do so to avoid physical confrontation. The Cingula slow movement and natural defenses lead them towards cautious approach to life. Cingula value intelligence, planning, and forethought, and don't see anything wrong with retreating to regroup and form a new plan.

- **Medium Size**, Speed 20ft, burrow speed 10ft.
- **Defensive Plates:** +4 Natural Armor
- **Defense Curl:** A Cingula can curl into a defensive ball as a full round action. When they do, they gain a movement speed of 40ft, but can only take move actions. In this state, they can not gain the benefits of a shield, but their natural armor bonus does increase to +8. Additionally, they can take the run action while in this state.
- **Average Lifespan** 120.

Humans: You know what humans are.

- **Medium Size**, 30ft
- **Aptitude:** Humans have very few physical advantages, but do start play with an extra 5 skill points, and gain an additional one every time they level up.
- **Average Lifespan:** 80

Warborgs: Automatons build during the height of Cardonia, the Warborgs, or borgs for short, are the pinnacle of magitech achievement. Sentient, free willed automatons. The secret to their construction is long lost, but those who live among the free beings show no sign of slowing down. Warborgs mostly resemble a featureless human, with steel for skin, and magic for blood, but some were made to fit in with any ancestry.

- **Medium Size:** 30ft
- **Construct Type:** The Warborg has the construct type, with the android subtype.
 - Android Subtype:
 - Have a Constitution score.
 - Can heal like normal, and cannot be repaired.
 - Is subject to critical hits and precision based damage.
 - Does not gain bonus hit points based on size.
 - Is not immune to effects requiring fort saves, death effects, or necromancy effects.
- **Average Lifespan:** Unknown

Yabbie: The Yabbie, are relative newcomers, the first of which were discovered wandering out of Dead Man's Land no less than 20 years ago. The best anyone can piece together, these arthropods were magically enhanced and given life by whatever Cardonian explosion evaporated all the lakes in the region.

- **Medium Size,** 30ft, 20ft swim.
- **Amphibious**
- **Natural Claws:** Yabbies have six arms. The largest two, on top, end in massive powerful claws. The bottom four, are small, and can be used to hold an object and for fine manipulation, but cannot wield a weapon. Yabbie claws deal 1d10 bludgeoning damage each.
- **Improved Grab:** If a Yabbie hits with either of its claw attacks it can make a free grapple attempt.
- **Filter Feeder:** Yabbies mouths possess a complex filter and as such they are immune to ingested poisons.
- **Average Lifespan:** Unknown

Yacaaw: These corvids almost always have high paying jobs as messengers, thanks to their natural flight. Their dark feather pattern and small size means that messenger jobs can very often be expanded to include spy, or even assassin.

- **Small Size:** 20ft, 40ft fly average
- **Mimicry:** Can use the ghost sound ability at will as a spell like ability.
- **Average Lifespan:** 70

Yuan: The Yuan closely resemble snakes, with two major exceptions. Their size, 10 or more feet in length, and the pair of arms coming from their scaleless torso. Their hypnotic gaze can leave their victims in a highly susceptible position and the possibility of its use often leaves Yuan in tricky predicaments.

- **Medium Size:** 30ft
- **Poison Resistance:** +2 on saves vs poison.
- **Hypnotic Gaze:** Can use the charm person spell at will, provided the creature makes eye contact with you.
- **Heightened Reflexes:** +2 bonus on initiative checks.
- **Average Lifespan:** 80

Zard: Scaled reptilian folk who take pride in their wide array of colors and patterns, the Zard has some fairly alarming traits. Most noticeably, their regeneration ability. Because of this, Zard have a tendency towards being the center of attention in any group.

- **Medium Sized,** 35ft
- **Social Camouflage:** A Zard can cast the spell Disguise Self at will, provided they are always appearing as another Zard.

- **Venomous:** The Zard are highly venomous, and can produce enough venom to make 3 doses per day. If a Zard gains a bite attack, the poison would be delivered this way as well.
 - Zard Poison: DC 10+1/2HD+Con Mod of the Zard. Effect: 1d6 dex damage // paralysis.
- **Regeneration:** Zard can naturally regrow lost limbs over the course of a week. Additionally, they can naturally detach their tail at will (but must grow a new one).
- **Average Lifespan 50**

Backgrounds

Backgrounds tell us where your character comes from, or how they were trained. This should represent some basic traits that most folks from your upbringing have. A character can choose an origin based background or technical background.

Origin Backgrounds

Based on where you were born and how you were raised.

Avallonian: Avallonian culture emphasizes animal husbandry, whether through horseback riding, falconry contests, or just farming in general. All Avallonian's are familiar with the basics of animal care, and any adventurer worth their salt will have a companion of some sort.

- **Animal Husbandry:** +2 to handle animal and ride checks. You can use diplomacy with animals as though you shared a language.
- **Animal Companion:** You gain the services of an animal companion per a level 1 druid. Most Avallonians choose a horse or hawk, but others have some fun with it. This feature does not advance with hit die.
- **Armor Training:** Reduce the armor check penalties of any armor you wear by 2, and the weight category by one.

Cardonian Refugee: After the fall, some Cardonians escaped into the deserts where they lived for some time. The magical residue innate to the wastes has made its way into their bloodstream, helping them survive the manastorms, and other magical hazards.

- **Pass without Trace:** A Cardonian Refugee has the training to use pass without trace (self only, as a free action) as the spell with a CL = HD.
- **Low Profile:** Cardonian Refugees have the training to use disguise self as the spell with a CL = HD.
- **Magic Resistant:** As someone who lived in the wastes as long as you have, you are minorly resistant to magical effects. You gain SR 10+HD.

Frontier Folk: Folks from all across Pimera have decided for whatever reason to leave the relative safety of the big cities, and forge their own destinies in Dead Man's Land. These tough folk have learned to survive in a highly hostile environment, and pitch in wherever needed.

- **Low Light Vision:** you've become accustomed to life on the frontier, and can get along just fine out in the wild.

- **Woodland Stride (Ex):** You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment.
- **Swift Tracker:** You gain the track feat. In addition, you can move at normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.
- **Camouflage:** You can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
- **Jack of All Trades:** Living on the frontier requires you to be handy all around. All skills are a class skill for you, and you can use trained only uses without ranks. Lastly, 1/day you can gain a +10 bonus to a single skill check.

Kei Citizen: All Kei grow up in a strict militaristic, hierarchical society. They know their place, and they know where they fit in. All Kei go through some form of military training, emphasizing personal excellence, and squad based combat. Every member of a team has a role, and if each individual is the best, the squad is as well.

- **Martial Training:** Gain proficiency in all weapons, armors, and shields. Including exotic and tower.
- **Tactical Advantage:** Gain 1d6 sneak attack
- **Team fighting:** Gain a +4 bonus when flanking or benefiting from aid another instead of the normal +2. When flanking with or helping another Kei, you both gain a +6 bonus.

Lost Soul: Slain, left for dead, and back for more. A Lost Soul was killed in some violent manner, but it didn't take. You have unfinished business, more often than not revenge, and won't rest until it's complete. Most folks find your rotting appearance offputting, but you don't let it deter you from your work. Lost Souls look as they did in life, and have stopped decomposing once they reanimated. Unfortunately for many, the reanimation process is not always instantaneous. The lucky Lost Souls died of something like poison, and reanimated seconds later, while the unlucky who died from an explosion and reanimated months later have some work ahead of them.

- **Medium Size:** 30ft
- **Variable Appearance:** You physically resemble the Ancestry you had in life. Anyone can come back as a Lost Soul, with the apparent exception of Warborgs.
- **Undead Type:** The Lost Soul has the Undead type, with the Soulbound subtype.
 - Soulbound Subtype: You still have a soul.
 - Have a Constitution score.
 - Is not immune to all mind-affecting effects.
 - You do heal damage on your own through rest. You are still harmed by positive energy and healed by negative energy.
 - Not immune to effects requiring fort saves
 - You are able to be affected by raise dead, or similar effects. You return to your living form.
 - Does not use charisma for fortitude saves

- **State of Decay:** Lost Souls gain one of the following ability sets chosen at character creation. Most Lost Souls are a combination of all three appearances, but one of the three types is dominant. For example, a Lost Soul Boltcaster may have a flesh and blood torso, spectral eyes, a skeletal jaw, ghostly arm, skeletal arm, and skeletal legs, with an exposed abdomen which he keeps tightly wrapped together. The player and DM may decide the character is Ghastly, to reflect their mostly together nature.
 - Ghastly: You returned to life quickly after your death, and have relatively little decomposition. As a side effect, you have flesh, blood, and organs. At least most of them.
 - You can magically heal from consuming the flesh of the living, and can do so with great speed. Each round spent consuming flesh (1lb per round) restores 1d4 HP.
 - You have a natural bite attack that deals 1d6+str mod X4 damage.
 - Skeletal: Most of your flesh has either been destroyed in your death, or long rotted away. All, or a majority of what remains is skeletal.
 - You are immune to cold damage, and gain DR 5/bludgeoning.
 - Spectral: Little to nothing remains of you, and you are simply a wandering spirit. Most of the type, you take a physical, ectoplasmic shape, but you can disincorporate if needed.
 - Disincorporation: Once each day, you can go incorporeal, but your objects, except the clothes you died in, fall to your feet.
 - Because of your semi-solid state, objects can pass through you, if you allow it. This grants you DR 1/magic
- **Average Lifespan:** Until your business is complete.

Magi-Techno Union Member: Almost all MTU citizens are members of some guild, union, or society, and all societies emphasize the full mastery of their trade. Guildmates consider one another siblings in a loose sense, and even if they are not personally familiar with one another will do what they can for “The Family”.

- **Trade School:** Gain +2 to any combination of 5 craft skills. Gain skill focus in one of them.
- **Union Membership:** As a member of a guild, you are given a stipend. At level 1, you gain an extra 250gp to spend as you wish. Any union official for your union is considered a Helpful Ally, per diplomacy rules.
- **Skill Mastery:** You become so certain in the use of a certain skill that you can use it reliably even under adverse conditions. Select a skill you are proficient in. When making a skill check with that skill, you may take 10 even if stress and distractions would normally prevent you from doing so.
- **Tinker:** You can repair most objects with the appropriate craft check. With a DC 15 craft check, you can restore 1d6 hit points with an hour of work. (DC 30 for 2d6, and increase the DC by 10 for each additional d6.) You can make multiple checks if you have more downtime, or a single check with a higher DC as indicated.

Tower Born: A Tower upbringing is unlike any other on Pimera. Generally raised in a small commune, ruled by an elder wizard, all Tower Born are taught the basics of arcane magic from a young age. Usually by their 13th birthday, they are politically transferred to a neighboring tower for the final phase of education, and by 19 they are assigned a spouse from their new tower, and told to select which tower they will live in for the remainder of their lives. Tower Born who object to the arranged marriage, or relative solitude, often find adventuring a much more amenable lifestyle.

- **Magical Upbringing:** +2 to Knowledge Arcana, Spellcraft, Use Magic Device, and choice of 3 other knowledge skills. Gain Skill focus in arcana, spellcraft or use magic device.
- **Basic Studies:** At will - Prestidigitation, mage hand, and one of shock, acid splash, or ray of frost.
- **Familiar:** You gain a familiar as per a level 1 wizard with one exception. It does not advance in levels.

Technical Backgrounds

Based on any formal education you may have received.

Artificer: With the huge magic and technological advances of the past few decades, artificers have prospered immensely. Especially in regards to the unearthed relics from Cardonia.

- **Lore:** You gain skill focus in the appraise skill. In addition, you can cast the Identify at will, and the Legend Lore spell on objects 1/day.
- **Dismantle:** You gain the improved sunder feat, and your attacks ignore a portion of an objects hardness equal to your HD. (If you have 5 HD and attack a hardness 8 object, it has 3 hardness).
- **Modify:** You gain a pool of potential modifications you can make to your armaments. You get a +1 bonus per 4 HD you have, that can be applied to any weapon, armor, or shield as a full round action. If the item is already magic, you can swap in other properties with +1 equivalent properties. You can divide this among multiple objects, if you have multiple points, or to give multiple properties to the same object.

Excavator: Formally, excavation within the Unified Unoccupied Zone is strictly forbidden. Informally, Dead Man's Land is rich with plunder and buried treasure. As such, excavators have flocked to the region in the hopes of striking it rich.

- **Stonecunning:** +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An excavator who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and can use the Search skill to find stonework traps. An excavator can also intuit depth, sensing his approximate depth underground as naturally as they can sense which way is up.

- **Trap sense:** An excavator gains an intuitive sense that alerts them to danger from traps, giving a +1 bonus per 5 levels on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
- **Darkvision 60ft:** Your eyes are accustomed to moving without light. If you already have darkvision, add 30ft to your range.
- **Gold Scent:** You can sense the presence of gold, gems, or other precious metals. You can sense the cardinal direction they are in, but do not have a sense of the specific locations. You can sense at a distance of 1ft per GP value of the object (assume GP value for unworked materials, you cannot sense craftsmanship or artistic merit).

Healer: You have spent quite some time, and potentially even completed an apprenticeship in the healing arts. Travel with an adventuring party gives the perfect opportunity to test your skills.

- **Medical Training:** Gain +2 to heal checks and skill focus. In addition, with a DC 15 heal check, you can restore 1d6 hit points as a standard action. (DC 30 for 2d6, and increase the DC by 10 for each additional d6.)
- **Tinctures:** You can identify potions, poisons, salves, and oils with 5 minutes of observation and examination.
- **Medical Treatment:** You can provide long term care, as per the heal skill, while resting for the night. Your patients are healed as though they had a full 24 hours of care.
- **Diagnosis:** As a standard action, you can give a creature an additional saving throw against an ongoing disease or poison. This can be done once per disease or poison per creature.

Professional: Much of Pimera is a settled and civilized place, and many trade people abound.

- **Professional Training:** Gain a +2 bonus to appraise, bluff, diplomacy, sense motive, and a profession of your choice. You gain Skill Focus for that profession.
- **I Hear Things:** You can make a special knowledge check with a bonus equal to your HD + Int Mod to see whether you know some relevant information about local notable people, legendary items, or noteworthy places.
 - DC Type of Knowledge
 - 10 Common, known by at least a substantial minority of the local population.
 - 20 Uncommon but available, known by only a few people legends.
 - 25 Obscure, known by few, hard to come by.
 - 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
- **Expert Haggler:** You buy goods with a 10% discount, and sell goods with a 10% markup.
- **Wary Investigation:** When you interact with an illusion, you get a +5 competence bonus to the saving throw to see through it.

Soldier: The world's second oldest profession, every culture has a seemingly endless need for men and women trained in martial combat.

- **Swift:** You gain +5 movement speed, and the run feat.
- **Brawler:** You can make unarmed strikes dealing damage as per a monk of your HD. Weapons (including improvised) deal damage equal to your unarmed damage die increased by one step, or their normal value. Whichever is greater.
- **Smite:** You know when to pull out all the stops and can add your HD to hit and damage. This ability requires you to center yourself, by doing nothing but light activity for 5 minutes, before it can be used again.

Classes

Dead Man's Land games use the 3.5 system of D&D as its chassis, but replace all classes with selections from below. There are a few house rules in place for ease of play.

1. Characters start at 3rd level.
2. Characters level up through the milestone system, and do not gain or spend XP. A good target is once per 20 hours of play.
3. Classes are 10 levels long. If players wish to continue, they can multiclass.
4. Many existing prestige classes are probably fine for use if desired. But none that grant true spellcasting should be allowed.
 - a. Technically the traditional d20 classes are also probably fine, but you should try to encourage the classes built for this game. Some things are specifically left out of players' hands (for example, many schools of magic) for thematic reasons, and to keep a more consistent balance point than traditional 3e.
5. There are no longer class skills. Any character can spend ranks on any skill they want. Your group may want to consider skill consolidation, and frankly, probably plays with your own skills house rules.
6. Anyone can use search to find magical traps.

Auger

Augers are in the information business. In Dead Man's Land, that information comes in the forms of a glimpse into the future, or flashes of insight from beyond. Most in Dead Man's Land use this power to solve mysteries, locate valuable resources, or navigate the harsh wasteland.

BAB - Poor

Saves - Will and choice of one

Skills - 6+Int

HD - D6

Prof: all simple weapons, light armor and shields.

Starting Gold: 3d4X10

Level 1 - Detection

Level 2 - Augury, Miners Sense

Level 3 - Excavation, Wheel of Fate,

Level 4 - Divining Rod, Cyclical Story
Level 5 - Uncanny Dodge
Level 6 - Lucky Guess
Level 7 - Grease the Wheels
Level 8 - Eagle Vision
Level 9 - Improved Uncanny Dodge
Level 10 - All Possible Outcomes

Detection: You can gain the ability to detect the direction, amount, and details about a specific material. This power grows as you do, adding more items to the list of options. At first level you can detect water, and the direction of north. At third, you can detect animals or plants. At fifth you can detect undead and outsiders. At seventh you can detect magic, and at 9th level you can detect metals or gems.

Detecting something requires a full round action, and then a standard action each round thereafter to sustain. You can walk while using this ability, and may be able to glean additional information from that. This ability can penetrate barriers, but a thin sheet of lead, 1 inch of common metal, 1 foot of stone, 3 feet of wood, or 6ft of dirt blocks it.

In the first round you detect the absence or presence within a 60ft radius of yourself. In the second round, you detect the number and rough scope of the objects (within that 60ft range). For example, the volume of water, or the number of cacti. If you are detecting a creature, you can also determine the relative HD of the creature to the nearest 5 (round down). In the third round, your detection abilities increase, and you can learn the specifics of the object in a straight line cardinal direction to the object.

Object specifics. A knowledge check can now be performed to know more, as normal.

- Water: potable/tainted, salt/fresh, running/still.
- Animals: name of the animal.
- Plants: name of the plant.
- Undead: name of undead creature.
- Outsiders: name of the outsider.
- Magic: school of magic, and level of spell.
- Metals and Gems: type of metal or gem, and relative gold value.

Augury: 1+wis mod/day, you can use augury as per the spell. Your caster level is equal to your Auger level.

Miners Sense: You gain tremorsense with a radius equal to 5ft*your wisdom modifier, and +60ft to your darkvision range. If you have none, treat it as 0ft.

Excavation: You gain the ability to shape small amounts of a material each round. You can shape a 5ft square worth of a material touched as a standard action as per the spell

stoneshape. At third level you can wood. At fifth stone, and at seventh you can shape metals. Attended objects get a saving throw with a DC of $10 + \frac{1}{2}$ your Auger level + wis mod.

Wheel of Fate: Each morning make a number of die rolls equal to your wisdom modifier. The dice in these rolls can be any size or combination you would find valuable. For example, a wisdom 20 character could choose 1d20, 2d6, 2d8, 1d4, and a d100, or just 5 d20 rolls. Each individual combination of dice is referred to as a Dice Pool. Set these aside as your Wheels of Fate. During the next day, whenever one of these die rolls are called for, before the die is rolled, you can insert one of your Wheels instead, expending it for the day. The roll can be made by you, another player, or even the DM.

Divining Rod: $1 + \text{Wis mod/day}$, as a 5 minute ritual, you can gain insight way beyond your normal divination. You can detect the nearest straight line direction to a material of your choice and the approximate distance. The material must be bigger than a breadbox, but can be a collection of materials, so long as they are all touching (for example a chest of coins). While focused, you can use your detection ability to focus and gain all three levels of insight.

Cyclical Story: Whenever you roll a critical success or failure on an attack, or saving throw, you can replenish a depleted Dice Pool from your Wheels of Fate.

Uncanny Dodge: As per the rogue class feature.

Lucky Guess: Once per day, when using your Detection power, you can find something that wasn't there. If your detection power reveals nothing, after the third round of use, you can magically summon 5 gallons of water, a tiny animal native to the area, a plant native to the area, or, assuming you are high enough level to detect it, 100gp worth of gold or gems. The summoned item cannot be summoned to an area if any creature has line of sight to it.

Grease the Wheels: When a player, NPC, or the DM makes a die roll, you can expend a result from your Wheel of Fate, and have that check rerolled. You do not need to match the die type rolled, but once expended, that result is no longer in your pool.

Eagle Vision: You can focus and attune your vision out to a distance of up to one mile. You focus your mind on a 5ft area within 30ft of you. This sensor can be moved with a perfect fly speed of 60ft per round. You can choose to see normally, or through it. The sensor has darkvision 120ft, and can see through barriers, but a thin sheet of lead, 1 inch of common metal, 1 foot of stone, 3 feet of wood, or 6ft of dirt blocks it. The sensor is intangible, and can pass through objects that it can see through.

Improved Uncanny Dodge: as per the rogue feature.

All Possible Outcomes: Once per day, the Auger can let the DM know that this is an alternate timeline that the Auger was viewing. Replay the encounter, but the Auger can share whatever

knowledge they gained during the encounter with the party. An encounter may be a single combat, or protracted negotiation. As a general rule, the Auger can rewind up to 5 minutes of time with the use of this ability.

Boltcaster

Boltcasters wander Dead Man's land, from town to town and outpost to outpost, offering their services to any who need them. Luckily for them, a Boltcasters services are almost always needed on the frontier.

BAB - Good

Saves - Reflex and choice of one

Skills - 4+Int

HD - D10

Prof: all martial weapons, light armor and shields.

Starting Gold: 6d4X10

Level 1 - Attune Magicarm

Level 2 - Boltcaster's Bond, Survivalist

Level 3 - Marksman

Level 4 - Quick Draw

Level 5 - Camouflage, Trickshots

Level 6 - Lay of the Land, Marksman

Level 7 - Long Road Travel

Level 8 - Hide in Plain Sight

Level 9 - Marksman

Level 10 - Trickshots

Attune Magicarm: You can attune a Magicarm. You've unlocked some of the basic secrets in how they work, and by making adjustments to the weapon itself, can unlock additional powers. With a standard action, you can change the damage type of any charges the weapon has. Until it is reloaded, it can deal your choice of acid, cold, electricity, fire, or sonic damage instead of bludgeoning.

Boltcaster's Bond: Boltcasters are a lonely folk, and most end up forming bonds with the one thing to never let them down. Their favorite magicarm. At 2nd level they can bond with a specific magicarm, from now on known as their bonded weapon. If this weapon is lost, destroyed, or just plain unlucky, the Boltcaster can form a new bond with a week of use, and a special naming ritual. The bonded weapon has its HP doubled, gains +10 hardness, and gains a scaling enhancement bonus to attack and damage equal to the characters Boltcaster levels/3 (round up).

Survivalist: The Boltcaster is a survivalist first and foremost, and gains the following abilities. If you already have them, gain a feat of your choice.

- Track, as a bonus feat.
- Endurance, as a bonus feat.
- Woodland Stride: As per the ranger ability.

Marksman: Attacks made with your Bonded Weapon deal +1d6 damage of the same type. This damage is increased to 2d6 at 6th level, and 3d6 at 9th.

Quick Draw: You gain the improved initiative feat, or a bonus feat of your choice if you already have it, and can never be surprised. You always get to take a turn during a surprise round.

Camouflage: As per the ranger ability.

Trickshots: The Boltcaster is adept at bouncing shots off of other objects, around corners, or other generally impractical angles. The Boltcaster can ignore any cover or concealment except total on attack rolls with their Bonded Weapon. They also gain the Blindfighting feat if they do not already have it, or a bonus feat of their choice if they do.

Lay of the Land: With an hour's worth of work, you can create a map of the surrounding areas with relative accuracy. The map can describe one of the two below. Note, you can save this map for reference later, but it will not dynamically update.

- Long: A long range map shows your current hex, or ten mile radius. At this level, the map shows major terrain features, cardinal direction, towns, rivers, forests, and mountains.
- Close: A close range map shows the layout at a 5ft to 1 inch scale for the surrounding 500ft radius. This will show you floor plans of buildings or caves, but does not give details to the level of specific creature locations, or movable objects. The map would show a room with 3 doors, but not the three guards, or the chairs and table they are sitting at. This map will not reveal any secret doors or rooms, unless the Boltcaster has already been in them.

Long Road Travel: The Boltcaster is so accustomed to wandering Dead Man's Land, that they no longer need to eat or drink. They can, and really prefer to, but they don't have to, and can instead get by with the barest of resources. Sucking water from a stone, licking moss from a rock, whatever they need. Additionally, each day, with 30 minutes of work, they can automatically scrounge up enough food for a number of others equal to their wisdom modifier.

Hide in Plain Sight: As per the ranger ability.

Unerring Shot: The Boltcaster doesn't need to see, or even have a direct line to a target to make attacks. They can ignore all cover and concealment, including total with their Bonded Weapon. Their attacks bypass all objects with a hardness of less than 20 (adamantine), and no longer need line of effect or sight to target. Additionally, they can ignore any armor bonus to AC, as their shots strike with uncanny precision.

Diabolist

Diabolists are masters of dark magic. They summon fire, devils, and travel through shadows. While they may be a bit concerning, most adventurers agree it's better to have one on your team, than fight against one.

BAB - Poor

Saves - Will and choice of one

Skills - 4+Int

HD - D6

Prof: all simple weapons, light armor.

Starting Gold: 3d4X10

Level 1 - Diabolic Blast

Level 2 - Diabolic Companion

Level 3 - Summon Monster

Level 4 - Hex

Level 5 - Calling Magic

Level 6 - Diabolic Companion

Level 7 - Master of Hellfire

Level 8 - Fell curse

Level 9 - Shadow Jaunt

Level 10 - Planar Binding

Diabolic Blast: This feature works like a warlock's eldritch blast. At level 1, it deals 1d6 fire damage, and this increases by an additional +1d6 at Diabolist levels 3, 5, 7, and 9.

Diabolic Companion: You gain the services a wizard's familiar chosen from the wizard list. This companion functions in all ways as a wizard's familiar and advances in level as normal. If you already have a companion from some other source, you can add the Fiendish template to it. If your Diabolic Companion is slain or dismissed, you can summon a new one in one week's time, but do not need to pay any gold, xp, or con costs normally associated. At 6th level, your familiar's true form is able to manifest, and you instead gain the services of an imp or mephit of your choice to serve as your familiar.

Summon Monster: As a full round action, you draw an arcane sigil and summon 1d4 medium scorpions, medium centipedes, hellhounds, or lemurs (1d4 in total, divided however you choose). These creatures serve you loyally and unwaveringly for the next 5 minutes. You can never have more than your charisma modifier in creatures active at any given moment.

Hex: As a standard action, you can place a hex on any creature within 30ft, if they fail a will save DC 10+½ Diabolist Level + Cha mod. If hexed, they suffer one of the following effects.

- **Bad Luck:** The next d20 roll the target makes, they must roll 2d20 and use the worst of the two results.
- **Distracting Swarm:** A swarm of gnats or other insects will not leave them alone. For the next 1d6 rounds they take one point of damage each round, become dazzled, and treat all other creatures as having half cover until the effect wears off.
- **Evil Eye:** For the next 24 hours, any percentile based checks the target makes, are done with a 20% penalty.
- **Weakened:** The target becomes weak and frail. They take a -2 Luck penalty to attack, damage, saves, ability checks, and saves for the next hour.
- **Other:** DMs and players should feel encouraged to take similar effects.

Calling Magic: With an hour long ritual, you can call upon the services of a Devil of your choice. You strike some bargain, usually equivalent to 100gp per HD of the creature, or a promise to fulfill some agreed upon oath within the next 1 day per HD of the creature, and it will serve you willingly for the next 24 hours. You can call for one creature per day, and if the attempt fails, or you can not negotiate a contract, the ability is wasted and the creature returns to from where it was called. You can call upon the following creatures based on your total HD.

- 5: any mephit, any elemental up to medium size, an imp, hell hound, or a lemure
- 6: any elemental up to large size, a bearded devil, a nightmare
- 7: a chain devil, a djinni
- 8: any elemental up to huge size, a hellcat
- 9: an erinyes, an efreeti
- 10: any elemental up to greater, a bone devil, nessian warhound, night hag
- 11+: Something else. Arranged with your DM with a CR of your HD-1.

The called creature has a 50% chance of arriving modified by two factors. You gain +10% per HD you exceed the requirements to summon. You take a -10% chance for each time you have summoned a creature of that type since the last full moon.

Any djinni called has a random one percent chance of being of noble blood. If it is, it is offended by the concept of being bound, and can only be bargained with for a sum of 10,000gp or a suitable comparable quest.

Master of Hellfire: You resist 5*Diabolist levels fire damage. Additionally, you can ignore that same amount of an opponent's fire resistance when you deal fire damage, from your Diabolic Blast or other source. If your opponent is immune to fire damage, you can still deal up to 5*Diabolist levels in fire damage before the immunity is applied.

Fell Curse: You can add the following effects to your Hex.

- **Frail:** -6 to an ability score of your choice for the next hour.
- **Terrible Luck:** -4 penalty to attack rolls, saves, ability checks, and skill checks for the next hour
- **Swollen tongue:** target suffers a 50% spell failure chance for spells with verbal components for the next 1d4 rounds.

Shadow Jump: 1+Cha mod/day, a Diabolist gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The Diabolist caster level is equal to their Diabolist levels.

Planar Binding: If you have used your magic to bind a creature called with your Calling Magic ability. If you succeed in calling a creature and striking a bargain with them, you can extend the duration. You can bind the creature to your service for a number of days equal to your charisma modifier, in addition to the original one day agreed. If you do this, you cannot call another creature, but you do not need to bind a new creature each day. At your discretion, you can choose not to increase payment, but risk making a powerful foe. Creatures with an agreement serve to the best of their ability.

Forcibly bound creatures will follow and serve commands to the letter, but do their best to thwart you at any chance and may even return for future payback. Furthermore, if you bind a creature who is not willing, they receive a will save (DC 10+½ Diabolist level + Cha mod) to break free from the binding at the end of the original day. The saving throw is made at the time of the expiration, and the creature is under no obligation to return home and may even choose to stay and take revenge. Clever creatures might even pretend to fail the save, only to surprise you at a critical moment.

Doc

Docs are in high demand in Dead Man's Land. Not only do they keep you alive, in a harsh wasteland, but they seem pretty smart and know a lot about the various things trying to kill you.

BAB - Poor

Saves - Will and choice of one

Skills - 6+Int

HD - D8

Prof: all simple weapons, light armor.

Starting Gold: 3d4X10

Level 1 - Hands of the Healer

Level 2 - Well Educated, Snap Out of It

Level 3 - Healthy Lifestyle, Quick Recovery

Level 4 - Curall, Miracle Elixirs

Level 5 - Remote Diagnosis

Level 6 - Practiced Immunity

Level 7 - Miracle Elixirs

Level 8 - Revivify

Level 9 - Miracle Elixirs

Level 10 - Miracle Worker

Hands of the Healer: The Doc can heal wounds (their own or those of others) by touch. Each day they can heal a total number of hit points of damage equal to $2 \times \text{Doc level} \times \text{int mod}$. A doc may choose to divide their healing among multiple recipients, and doesn't have to use it all at once. Using Hands of the Healer is a standard action.

Well Educated: The Doc can add half their Doc levels as a competency bonus to all knowledge checks.

Snap Out of It: The Doc can spend 2 points from their pool of Hands of the Healer hit points, to allow an ally to make an immediate saving throw against an ongoing condition affecting them.

Healthy Lifestyle: The Doc is immune to all diseases, magical or mundane.

Quick Recovery: You can stabilize a dying creature as a swift action. Secondly, when your party rests for 8 hours, if you choose to provide treatment, you can treat it as though they have received complete bed rest in terms of recovery. You can use this ability to affect $1 + \text{Int mod}$ of your allies.

Curall: The Doc can spend 5 points from their pool of Hands of the Healer hit points, to remove a mundane disease from a creature, or 10 points to remove a magical disease. They can also spend 5 points to cure any poison.

Miracle Elixirs: As a standard action, you apply one of your miracle elixirs to an adjacent creature. The benefits from this elixir last for a number of rounds equal to your int mod. These elixirs can be an injection, balm, or tonic, at your discretion, but only you are trained in proper dosages. Your caster level is equal to your Doc level. A given creature can only be affected by a number of these per day equal to your int mod or their con mod, whichever is higher. After that they simply have no effect.

- Calming Ointment: As per the spell calm emotions
- Berserk: The target gains a +2 enhancement bonus to str and con, and a +10 enhancement bonus to all movement speeds. Subject gains a -2 penalty on int and wisdom.
- Ironskin Salve: the subject gains DR equal to your int mod/-.
- Fishlung Tonic: The subject can breathe water and air.
- Mule's Bile: The target is treated as one size category larger for carrying capacity.
- Energy Balm: As per the spell resist energy (10)

At level 7 you can add these elixirs to your list.

- Death's Ward: The subject is immune to all death effects and energy drain.
- Salamander Oil: As per the spell freedom of movement.
- Magical Cureall: treated as a targeted dispel magic.
- Bottled Lightning: as per the haste spell.

At level 9, you can add these elixirs to your list.

- All Seeing Concoction: as per the spell true seeing.

- **Oaken Might:** The subjects size and their equipment's size doubles, increasing by one category. They also gain +2 natural armor, and +4 enhancement to strength.

Remote Diagnosis: The Doc can guide an ally through basic first aid far more successfully than most. They can shout instructions, provide guidance, and potentially even toss some medical equipment at a range of 30ft +5 ft per Doc level. This allows them to use their Hands of the Healer ability at range, provided the target can receive instructions.

Practiced Immunity: The Doc is well versed in all manner of poisons, and has become immune to it.

Revivify: Once per day, the Doc can expend the remainder of their Hands of the Healing pool (whatever amount happens to be left, including 0) to instantly revive a slain creature. The creature is resurrected at full hit points, and any ongoing conditions are eliminated. This ability has the same range dependencies as Hands of the Healer, and must be used as an immediate action when the creature is slain.

Miracle Worker: With a week of treatment, you can return life to a corpse. The creature must have been slain within the last 30 days, but otherwise, this works as the raise dead spell. The one exception being that the creature does not lose one hit die, level, or point of constitution.

Gambler

You can't help the hand you're dealt in life, and you've just got to play the cards you're dealt. If you're a sucker that is. The gamblers job is to ensure that Lady Luck is always on their side, manipulating the odds, and stacking the deck in their favor.

BAB - Good

Saves - Reflex and choice of one

Skills - 8+Int

HD - D8

Prof: all simple weapons, light armor and shields.

Starting Gold: 5d4X10

Level 1 - Poker Face, Quick Draw

Level 2 - Card Shark

Level 3 - Evasion, Wild Card

Level 4 - Called It, Hero Call, Read the Room

Level 5 - Card Shark

Level 6 - Trick Up Your Sleeve

Level 7 - Squeeze Play

Level 8 - Call It, Card Shark

Level 9 - Improved Evasion

Level 10 - Card Shark

*This class requires a standard deck of 52 cards for play. A rough understanding of poker is also valuable, but not required.

Poker Face: With eyes of steel, and an unflinching face, you are impossible to read. Opponents take a penalty to sense motive checks equal to your charisma modifier. In addition, you are immune to the spell Detect Thoughts, or any ability attempting to read surface thoughts.

Quick Draw: You can add your charisma modifier to your initiative checks.

Card Shark: When they meet the various criteria, a Gambler can draw a card. NPC Gamblers should keep the results concealed from players. Cards are drawn and added to the Gambler's Hand, which can be used in a variety of ways as a free action. They begin each day with a number of cards in their hand equal to their Charisma modifier. When cards are used, place them in the discard pile. If the deck ever runs out of cards, reshuffle the discard pile into a new deck to draw from. At the end of each day, any cards remaining in the Gambler's Hand are returned to the discard pile, and shuffled into the deck. As the Gambler gains levels, they gain access to new ways to draw and play cards as outlined below. All triggers to draw a card require an Encounter Level equal to the characters Gambler Level-1.

Any card is valued based on the numerical value printed on it. Face cards are treated as 10, and aces as 15. The various face cards may have the same value, but do not count as cards of the same kind. A Gambler can never have more than 10 cards in their hand at a given time, and cannot draw more if they hit that limit. They can discard cards at any time as a free action, and may do this when asked to draw, at their limit.

At 2nd Level - Draw a card when you roll initiative. Draw a card when you knock out or incapacitate a creature. Draw a card when you succeed at, or counter someone else in their use of a bluff, hide, or sleight of hand check. Lastly, draw a card when the DM declares you've done something significantly risky and impressive.

- High Card - Nothing fancy here, the Gambler can discard a card, and add its value to their damage roll. This can only be used once per damage roll.
- Pair - When a pair is used, the Gambler can discard two cards of matching values, and roll 2d20 on an attack roll and pick the result.
- Two Pair - Two pairs of matching value cards can be discarded to guarantee a critical hit on your next attack roll.

At 5th Level - Draw a card when you critically hit, or are critically hit with an attack roll. Draw a card at the beginning of each of your turns, during a combat encounter.

- Three of a Kind - With three of a kind, the Gambler can discard three matching cards, and add a number of D6 to the damage equal to the value of the cards. For example, discarding 3 8's will allow for +8d6 damage. This can only be used once per damage roll.
- Straight - A straight run of 5 cards in sequential order, can be discarded to allow the gambler to teleport as per the dimension door spell with a caster level equal to their

gambler level. You can use teleport once each round, for the next 5 rounds as a move action.

- Flush - A flush, or collection of 5 cards of the same suit, can be discarded to give the Gambler the ability to create an opaque wall of force as a spell like ability. The wall of force is black or red, depending on the suit of the flush, and the gambler has a caster level equal to their gambler level.

At 8th Level - Draw a card whenever you miss or are missed with an attack roll.

- Full House - The Gambler can discard 5 cards, three of one kind, and two of another. If they do, they can immediately take another attack at their highest attack bonus.
- Four of a Kind - The Gambler can discard 4 cards of the same kind. All attacks they make this round are automatic critical hits.
- Straight Flush - The Gambler can discard a run of 5 cards that meets the criteria for a straight and a flush. If they do, their next attack this round is lethal. The target makes a fort save DC 10+damage dealt, or is slain instantly. This is a death effect.

At 10th Level - Draw a card whenever you make a saving throw, or have no cards in your Hand.

- Royal Flush - The Gambler may take an immediate turn as soon as their current turn ends if they can discard an ace high, straight flush.

Evasion: as per the rogue ability. At level 9 this becomes improved evasion.

Wild Card: When you roll a saving throw, if the result of the d20 is also a card in your hand, you can discard that card and reroll the save.

Called It: When you make an attack exactly meet your target's AC, you treat your result as a critical hit.

Hero Call: You can make a bluff check over the course of a minute, opposed by a single target's sense motive modifier. If you succeed, you gain the benefits of the charm person for the next hour. Unlike the spell, you have no limits on creature types, assuming you share a language and can communicate.

Read the Room: You can get a sense for how best to communicate with whoever you are present with. You gain a +2 bonus to Diplomacy and Bluff checks, and after observing a conversation (or struggling to partake in one) for a minute, you can settle on a specialized form of pidgin between you and the other party. First, you can determine what languages they do speak, if any. Second, you can establish a sort of pidgin. This allows you to communicate rudimentary ideas and allows for basic conversation with this person. Lastly, if one of their languages shares an alphabet with one of yours, you can converse fluently and naturally, allowing language dependent abilities to function.

A Trick up your Sleeve: You treat all arcanarms as though the amount of times they can be fired before reloading is one higher. This means, 6 Shooters have 7 shots, Long Arms have 2, and Shottys can have up to potentially 11.

Squeeze Play: When using your hero call ability, you can instead gain the effects for that of dominate person for the next hour. You still have no limits on creature types, assuming you share a language and can communicate.

Call It: When rolling a d20 on a skill check, if you exactly meet the DC required DC, you can add +10 to your result. Opposed skill checks have a DC equal to the other parties results.

Knight

Knights protect the folks of the Four Nations from the existential threats of the unknown. As of late, this comes from Dead Man's Land. Knights are the last bastion of civilization continually working to keep the wilderness at bay, and the population safe.

BAB - Good

Saves - Fort and choice of one

Skills - 4+Int

HD - D12

Prof: all martial and exotic weapons, armor and shields.

Starting Gold: 6d4X10

Level 1 - DR 2/-

Level 2 - Code of Combat, Defensive Ward

Level 3 - Aura of Courage, Foil

Level 4 - DR 5/-, Spellshield

Level 5 - Code of Combat, Second Skin, Furious Strikes

Level 6 - Aura of Stability, Defensive Bulwark

Level 7 - Harry

Level 8 - DR 10/-, Code of Combat

Level 9 - Aura of Defiance

Level 10 - Burning Smite

Damage Reduction X: Knights are used to taking the brunt of the blows and serving on the front lines. They gain DR 2/-, which increases at 4th and 8th level.

Defensive Ward: You gain a +2 shield bonus to AC. You can add any shield bonus you have to your touch AC. In addition, you can apply any shield bonus you have to an adjacent creature as an immediate action when they would be hit by an attack. You do not know the results of the DMs roll, but are told whether the attack would hit or not.

Code of Combat: Knights are trained for war, and have a variety of tactics available to them. When two knights battle one another, they may opt for ground rules, as a sign of respect (no groin shots, non-lethal damage only, no spells) but others do not usually abide. When a Knight

rolls initiative, they can choose which code of combat they will apply, based on the situation at hand. They can apply any one, or none of the codes below. This can be changed during an encounter, but the Knight must reassess the situation. They spend a full round, reroll initiative, and enter a different stance in the next round. Once the Knight has stopped fighting, they exit their code and no longer have its benefits or drawbacks.

- **Code of Honor:** Ideal for one on one combats, the Knight forgoes any benefit from flanking or aid another. The Knight can add their Strength modifier to initiative, and AC. At level 5, the knight cannot be knocked prone or disarmed, and gain +4 AC against opportunity attacks, and at level 8, they become immunity to critical hits and sneak attack
- **Code of Beasts:** Ideal for combats against large monsters. While following this code, creatures do not gain a size bonus against the Knight to AC, grapple, bull rush, or similar checks. Penalties still apply. The Knight also cannot be swallowed. The Knight cannot make more than one attack a round while following this code, including opportunity attacks. At level 5, the Knight gains Evasion, and at level 8 they gain a fly speed (good) equal to their land speed.
- **Code of Magic:** Ideal for battling mages, the Knight can never voluntarily fail a saving throw, and must resist if a save is offered, even by an ally. The Knight gains resistance 5 to all elemental damage. At level 5 this increases to 10, and at level 8 it becomes 20.
- **Code of Horde:** Ideal for staring down a horde of enemies. The Knight gains the benefits of the great cleave feat, and can take a 5ft step as a free action in addition to the normal one each turn. At level 5, the Knight can take an extra move action each turn, and at level 8, their movement speed increases by 30ft.

Aura of Courage: As per the paladin class feature.

Foil: The Knight is adept at keeping enemy casters distracted. Creatures cannot cast defensively within the Knight's reach.

Spellshield: The Knight is so used to fighting the magical threats of Dead Man's Land, that they have grown resistant to it. They gain SR equal 5+ their Knight Level. If they already have SR, instead add 5 to your value.

Second Skin: The max dex on any armor you wear is increased by 2, its armor check penalty is reduced by 2, and it never slows your movement speed.

Furious Strike: The Knight can unleash a righteous fury on those who cross them. They can add +1 to hit per Knight level, and +1d6 to damage per Knight level, once per encounter. This ability counts as smite for the purposes of feats and items.

Aura of Stability: You are immune to figments and glamers, and allies (including you) within 10ft get a +4 bonus to saving throws against illusions.

Defensive Bulwark: Areas you threaten are considered difficult terrain for your enemies.

Harry: You get an attack of opportunity against anyone who attempts to cast a spell within 60ft, if they are not casting defensively. Because of your Foil, creatures in your reach cannot cast defensively. You must have line of sight and effect for this ability. If you are not holding a ranged weapon, you can draw and throw a thrown weapon as part of this attack.

Aura of Defiance: You are immune to enchantment abilities, and allies within 10ft gain a +4 bonus to saving throws against them.

Burning Strike: When you use your Furious Strike attack, it bypasses all Hardness and DR. In addition, at the beginning of the creatures next turn, they take the additional D6 from the Furious Strike again, as Fire or Holy damage (Knight's Choice)

Outlaw

Outlaws wander Dead Man's Land, listening to no one but themselves. While their unique styles of fighting are often considered dirty, everyone agrees it's effective. The outlaw doesn't care how they're perceived, just that the job gets done, and they get paid.

BAB - Good

Saves - Reflex and choice of one

Skills - 4+Int

HD - D8

Prof: all martial, light armor and shields.

Starting Gold: 5d4X10

Level 1 - Rope Tricks

Level 2 - Sudden Strike 1d6

Level 3 - Dirty Blow, Poisoner

Level 4 - Sudden Strike 2d6, Rope Tricks

Level 5 - Death Attack

Level 6 - Sudden Strike 3d6, Dirty Blow

Level 7 - Rope Tricks

Level 8 - Sudden Strike 4d6

Level 9 - Dirty Blow

Level 10 - Sudden Strike 5d6, Rope Trick

Rope Tricks: You are a master of the rope, and unlock the additional abilities described below.

- Level 1
 - You can always take 10 on use rope checks and gain skill focus use rope.
 - The DC to perform the epic uses, quick splicing and tying a unique knot is set to 20.

- Level 4
 - You can use animate rope as per the spell up to your Int modifier times per day, and Rope Trick once per day.
 - You can use any length of rope, of at least 15ft in length as an improvised whip or lasso at no penalty.
- Level 7
 - You can use any function of the use rope skill as a move action, including binding a creature. A creature that is not helpless can prevent it, provided they can take free actions.
 - You can forge 1 inch thick ropes from any source of fire or electricity. This rope is made from those materials, and does not deal damage to you when you touch it. While holding it, you can choose what it does or does not deal damage to. When it deals damage, it deals 1d6 damage of the appropriate type. If used as a whip, it deals that much extra damage. Ropes made from, fire or electricity have 30 HP per inch, and 15 hardness.
- 10th Level
 - Whenever you are using rope for a task, you always seem to have rope the right length. No matter the distance needed, it continues to uncoil leaving you with the perfect length.
 - Ropes you are holding can be treated as though they were made of force. This renders them unbreakable, and able to interact with ethereal objects.

Sudden Strike: As per the Ninja class feature.

Dirty Blow: Whenever you would deal damage with a sudden strike, you can reduce that damage by 1d6 to perform one of the following maneuvers. If you have multiple sudden strike d6, you can apply multiple maneuvers if you'd like. At level 6 and level 9, you unlock additional dirty blows. Any abilities requiring a saving throw require a Fortitude save against a DC of 10+½ your Outlaw level + Int modifier.

- Level 3
 - Fishhook: The target's communication is hampered, and they suffer a 25% spell failure rate for spells with verbal components. For 1d4 rounds.
 - Gouge: On a failed save, the target's vision is hampered. They gain the blinded condition for 1d4 rounds.
 - Below the Belt: On a failed save, the target gains the nauseated condition for 1 round.
- Level 6
 - Backstab: When flanking an opponent, you can reduce 1d6 from your damage roll, before you make an attack. If you do, you can apply sudden strike to that attack.
 - Dizzy: On a failed save, the target gains the confused condition for 1d4 rounds.
 - Stunning Blow: On a failed save, the target is stunned for one round.

- Level 9
 - One Hit Wonder: On a failed save the target is reduced to 0 hit points from this attack, bypassing any DR, or resistances.
 - Sleeper Hold: All damage from this attack is nonlethal, and if the target suffers a failed save, the target is knocked unconscious. They can be awoken as normal.

Poisoner: Outlaws are skilled in the use of poison, and never risk poisoning themselves when applying it to a weapon. Additionally, they can apply poison to a weapon as a move action.

Death Attack: If an outlaw studies his victim for 3 rounds action, and then makes a sudden strike with a melee weapon that successfully deals damage, the sudden strike has the additional effect of possibly either paralyzing or killing the target (outlaw's choice). While studying the victim, the outlaw can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + $\frac{1}{2}$ outlaw level + Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the outlaw. If the victim's saving throw succeeds, the attack is just a normal sudden strike. Once the outlaw has completed the round of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the outlaw does not launch the attack within 3 rounds of completing the study, a new 3 rounds of study is required before he can attempt another death attack.

Magitech

The remnants of Magitech are seen everywhere throughout the Four Nations, and Dead Man's Land. Once milk leaves the teat, it doesn't go back in, to borrow an old Kei phrase. When Cardonia fell, the height of Magitech went with it, but even still, the remnants linger. Minor wondrous items are commonplace, and clockwork tools are used in households across the nations. Any magical item beyond minor wondrous, or 2,000gp in price found by the players should either be a relic of ages past (and work flawlessly), or a technological approximation, and have some imperfection based on its nature (most often, single use per day of its feature).

Magicarms

Magic rechargeable, cheaply made wands were made in great supply during the war, and leftovers are plentiful. They made it easy for someone with minimal training to slay or gravely wound a common knight, and led to the general phasing out of traditional heavily armored units. Each one deals bludgeoning damage, and a number of charges before it must be refocused. They require a ranged touch attack to hit, are considered simple weapons, and have X4 crit. Poisons, oils, and elixirs can be applied to a magicarm as though it was ammunition, and lasts for 20 shots.

Revolver: Known as a 6 shooter, this wand can fire 6 blasts of arcane force before requiring a full round action to recharge. Each blast has a range of 60ft, and deals 1d4+1 bludgeoning damage. This is considered a light, one handed weapon and is easy to dual wield. Revolvers cost 20gp.

Long Arm: The long arm is a special two handed wand that can fire arcane blasts 300ft. In order to achieve this long range, long arms are equipped with a magically enhanced scope, allowing extreme distancet. It deals 1d10+1 bludgeoning damage, and requires a full round action to reload each time. Long arms cost 50gp.

Shotty: This wand holds up to 2, 4, or 10 charges (depending on the model) that deal 1d4+1 bludgeoning damage, and can be fired up to 40ft with two hands. The advantage to a shotty is that multiple charges can be fired at the same time, with the same attack roll. This means it can be used to deal 2d4+2, 4d4+4 or even up to 10d4+10 more damage per attack, depending on the charges expended. You do not have to fire all charges with each attack. Reloading each charge is a full round action. Shotties cost 50gp (2), 200gp (4), or 2,000gp (10) depending on the amount of charges stored.

Cartridges: Most magicarms are compatible with cartridges, which are still in use and manufactured in the Magi-Techno Union. These cartridges can have a wide variety of purposes, but are fairly expensive, and are only good for 10 attacks once applied to a magicarm. A magicarm can have one cartridge mounted at a time, and it requires a full round action to mount or unmount one. These cartridges can apply the various ranged weapon special abilities found in the magic items section of the DMG with a cost based on its modifier. Cartridges do not require a base +1 enhancement to be applied like normal magic weapons, and in fact, cannot have a simple +X enhancement applied.

Modifier	Cost
+1	50 gp
+2	500 gp
+3	1,250 gp
+4	2,500 gp
+5	4,000 gp

Feats

Like any supplement, Dead Man's Land has some additional feats that can be taken. Traditional d20 feats should also be used, bearing in mind that many class features no longer exist.

Full Companion: Your familiar or animal companion advances as normal for a wizard or a druid.

Hellshooters: You can channel your Diabolic Blasts through a Revolver. Doing so allows you to add your Diabolic Blast damage to the weapons base damage, and benefit from any feats that apply to the Revolver or the Diabolic Blasts.

Word of Bond: Anyone knows they are only as good as their word. You can pledge yourself to the service of an individual. You cannot be forced to act against the individuals directions by magical means, and always get a will save vs illusions that would trick you into doing so, even if you have not yet interacted. If you choose to act against their word, it becomes broken and worthless. A week of penance is required, in that time you cannot rely on this feature again. When you have given their word to someone, you feels complete and purposeful, and can add their Wisdom modifier to their saving throws against spells or spell-like abilities in general

Languages

The world of Dead Man's Land is post-apocalyptic. That doesn't mean Mad Max inspired, although it could. It means it is set after the sudden decline of civilization, and subsequent fledgling rebirth. As such, it has long since been metropolitan, and most specialist languages have been incorporated into a form of common. The ancient, elder languages still exist, and their subsequent linguistic descendants, the elemental languages, are still spoken by those who are potentially older than society or have no interest in joining it. For the most part though, folks speak common and maybe one or two others.

Language	Typical Speakers	Alphabet
Aquan	Water-based creatures	Sylvan
Auran	Air-based creatures	Sylvan
Common	Everyone	Common
Draconic	Dragons	Draconic
Ignan	Fire-based creatures	Infernal
Infernal	Devils	Infernal
Sylvan	Cactaur, Dryads, leprechauns	Sylvan
Terran	Earth-based creatures	Infernal
Thieves Cant	Thieves	Common

Same Game Testing

Methodology

Running some Same Game Tests for generic low thought Level 4 and 8 builds. For these tests, characters will be assumed to have 16 in their primary two stats (18 at level 8). Relying on ancestry or background grants -1 value to the final result (to a minimum of 0). Each class is scored as follows for each event. A balanced class should score 20. 30 or more indicates the class is overpowered, and 10 or less indicates under.

Result	Value
Sure Win	4
Likely Win	3
Toss up	2
Likely Loss	1
Sure Loss	0

Level 4

1. A pair of Dire Wolves is hunting you through the desert.
2. You've collapsed a chamber, revealing the location bound djinn who is furious to now be buried alive with you.
3. Steal the newly hatched Queen from a Giant Ant colony.
4. Owlbear Ambush
5. A manticore decided you look like lunch
6. Ankheg ambush - 2 ankheg surprise you in the desert.
7. Awaken unseen in a basilisk den. Escape
8. The Hieracosphinx needs you to solve its riddle, or its lunch time for you.
9. 9 human commoner arcanozombies have seen you and are giving chase.
10. An Arcano is tearing by. Survive in a sheltered place until it passes.

Auger (18)

Our auger is Cingula Excavator. His burrow powers work super well with his ability to detect "Stuff". He has 16 in Wisdom and Dex. Notable abilities include a burrow speed, +4 NA, 40ft conditional move speed, stonecunning, trap sense, gold scent, darkvision. The Auger also

carries a shotty, knowing they don't have combat prowess. This is the class I'm most worried about.

1. An auger is not usually lost, and if they can get a round, can hide underground in safety (burrow). The auger has better init so this probably happens. They can augury or use tremor sense to know when safe to get out. This is a likely stalemate and boils down to the wolves getting bored and leaving. Not a glamorous win but it does bypass the encounter, using the cingula ability. Likely Win (3-1= 2)
2. This is your sweet spot. The auger can divine good methods of escape, detect valuable objects that may help escape, and has tremor sense with darkvision. The Djinn would be dumb to kill the auger, who can probably get out pretty reliably. It has a burrow speed to make short work, but even that's not needed. Sure Win (4)
3. Navigating an ant colony is another win for the auger. Unfortunately, they will probably not win against every ant's spot checks with their +3 to hide. Especially with scent. Burrowing will help, but this comes down to winning an arbitrary high # of stealth checks before getting swarmed. I think clever use of the Detection ability can probably get them to a chamber, but a battle against soldier ants is tough but I give it to the auger. The auger's AC is at least 17, and the ants have +3 to hit and are pretty frail, with touch ACs of 10. Likely Win (3)
4. The owlbear will lose initiative, but in a surprise round run adjacent to the auger. The auger will attempt to flee, and get AoO'ed and grappled, then ripped to shreds. (0)
5. The manticore plays out like the dire wolves. It can fly around and wait, but the auger can sit and dig. If the manticore is dedicated, it's smarter than the wolves, but not by a lot. If it has an interest in camping until the auger starves, it could. Flight lets it do this from a bigger distance, and potentially lure the the auger out of the ground by being beyond the range of detection and flying to avoid tremor sense. The auger will poke and out get shot. Likely Loss (1-1=0)
6. The auger has tremorsense of 15ft, and isn't actually ambushed. Unfortunately for him, the ankheg can also burrow, and do it faster. Their touch AC is 9, but at least one will grapple him, even if he blasts the other. Once grappled, he's done. Sure loss (0)
7. For whatever reason the auger has awoken in a basilisk den. This is a stealth mission the basilisk wins on. The save DC is 13, that the auger probably does badly on. That said, they can use a wheel of fate to reasonably pass two of them. A basilisk has 45 HP and a touch of 9, and can survive a full shotty blast on average, so this is a likely loss. (1)
8. Luckily for the Auger, Hieracosphinx are simple creatures, and they generally lose a battle of wits. The auger has no interest in a fight, and this plays to his strengths. This is a Sure Win (4)
9. The Arcanozombies can literally sit on top of any hole the auger hides in forever, and they will do that. That said, the Auger won't be surprised, and can ball up and run away at 40ft roll power. Any normal speed creature can run away. Likely Win (3)
10. Assuming the arcano lingers for 4 rounds, enforcing 1 saving throw. The auger presumably has one 20 on a d20 in their wheels and can simply choose to pass. The most damaging is yellow, or 80 electric damage. Halved, it's 40. The auger has 16.5

assuming 10 con, but they probably have a 12 con, putting them at 20.5. The orange ray does 40, halved to 20. So this spell is a one in four chance of living, Likely Loss (1)

Boltcaster (23)

Our boltcaster is a Canid Soldier from an old war. He has a 45ft move speed and the run feat, darkvision, endurance and scent. Can make monk unarmed strikes, and can smite 1/encounter. His combat style is typically dual wielding 6 shooters with rapid shot, but carries a long arm as well. His stats are dex and wisdom.

1. The Dire wolves are one of the bigger challenges for him. They are fast, and a pair. He wins init and opens with a smite/full attack for $-3d4+3+3d6+4$ (smite)+2 (enhancement) damage. The attacks are at +6/5/9 against touch AC of 11. Even if they all hit its, 27 damage, and then the other one attacks. The wolves are hitting, and then tripping and holding down. He can switch to soldier punching, but this is a loss. (0)
2. The djinn wins init and turns into a whirlwind. The caster is saving against that on a 50/50 chance, but if he gets in, he can get back out at those same odds (and can stand a few rounds inside it). At 27 and then 23 damage each round after means I put this at likely win for the caster. (3)
3. The marksman can oneshot any of the workers ants ($1d4+1+1d6+2$), and can use the long arm to snipe soldiers in one hit. He can also just spend 2 attacks per soldier (he gets 3 a round). The ants are fast, but not a lot faster (5ft). Even the queen goes down in a round. Thanks to Track, hes probably not getting lost. Sure Win (4)
4. He beats the owlbear in init, and gets a round, even during a surprise. Since he's faster, he can just continually outpace and shoot it. Sure Win (4).
5. The manticore is a ranged fight, and it sounds like the caster didn't know about it, so couldn't change his longarm to the attuned weapon. He outranges the manticore, but for low damage ($1d10+1+1d6$) 10 a round. He can't stand up to many rounds of spike volleys. Depending on how far the distance is, he might be able to go super long range and at least convince it to attack someone else. Likely Loss (1)
6. The ankheg ambush is rough, because of the ambush nature. They surprise him, he gets a chance for distance, and might even be able to drop one in a round. But they are just going to pop up under him and chase forever. Likely Loss (1)
7. Basilisk den is a stealth escape encounter, but he won't get his stealth abilities until next level. So for now, has to try to kill it. Its touch AC is 9, and has 45 HP, and we know the caster goes first. So if he can manage a single fort DC 13 he wins. Likely Win (3)
8. The Hieracosphinx shreds him if he fights it. 90ft fly speed, +13 to hit, claws, rakes, good spot check and 11 touch AC. Its int is 6, and so he probably wins a battle of wits, but if its a fight he is done for. Toss Up (2)
9. He can at minimum outpace the arcanozombies, but he can shred them too. 9 touch AC and 16 HP, means he is dropping one a round at distance for some time. Sure Win (4)
10. The Arcano is a tough one. Hes got a 75% chance of failing the save, and maybe 30 HP. Of the list, Red he is fine. Orange he needs to save for half. Yellow he dies even if he saves. Green/Blue/Indeo go/Violet are al save or die. Its a likely loss barring luck. (1)

Diabolist (22)

Our diabolist is a Yuan Tower Born. He has a bonus to init and saves vs poison, and can use charm person. +2 to a bunch of "magic" skills, mage hand, prestidigitation, at will acid splash, and a fiendish owl familiar. Familiar is on scout duty circling, and keeping watch. He also has generally got a pair of hellhounds summoned, 2d6 diabolist blast, and a hex power. Prime stats are cha and dex, and they have 26 or so HP.

1. The dire wolves can make short use of the hellhounds, but they can probably keep them from tripping and ganging up on the diabolist. Depending on positioning, they may be able to blast fire at both in the same cone. Throw the diabolist throwing 2d6 touch attacks each round, and I think this is a toss up. (2)
2. I'm not sure theres a lot the diabolist can do about the djinn, ironically. Sure Loss (0)
3. The hounds can mow down the workers and soldiers before they can do much thanks to the +1d6 fire damage on attacks. The diabolist can blast anyone who isn't done for. The familiar can scout and ensure safe passage back out, and there will be some wandering about. Sure Win (4)
4. The owlbear can't actually ambush the diabolist, because the owl will see and alert him. This can ensure the diabolist has the hounds in front. The bear can drop a hound every couple rounds, but it gives the diabolist and other hound time to demolish it. The Diabolist can even spend a full round re-summoning more to keep a consistent wall in the way. Sure Win (4)
5. The Manticore eats the owl right away, and while alerted, the diabolist can't do much about it. He goes down to a barrage of spikes. Sure Loss (0)
6. Unlike the owlbear, the ankheg's can ambush the diabolist being underground. If they want to, and I'm not sure why they wouldn't. they can ambush grab him and do some serious damage. If its him and the hellhounds, odds are good he will get grabbed by one of them, and a hellhound is also grabbed. He can call the one hound to come help, but I think this is a likely loss (1)
7. Waking up in the basilisk den is interesting, because hes got a whole team. The easy escape is to summon whatever is the hardiest, and send it to wrestle with the basilisk while he runs the other way eyes closed (using the familiar to guide). If the basilisk does deal with any of the summons, he can summon more for a distraction. Sure Win (4)
8. The sphinx and his bad riddle. This plays out like the boltcaster. If the int checks for riddles fail, the sphinx can probably annihilate the diabolist. But that probably shouldn't happen. Its a toss up due to luck of the die. (2)
9. The arcanozombies are just a waste in this scenario. He can outrun them, or send sacrificial lambs in, or even just have the hounds roast them with breath weapons. Sure Win (4)
10. The arcanoe is brutal for anyone this level. Same as the boltcaster. Hes got a 75% chance of failing the save, and maybe 30 HP. Of the list, Red he is fine. Orange he needs to save for half. Yellow he dies even if he saves. Green/Blue/Indeo go/Violet are al save or die. Its a likely loss barring luck. (1)

Doc (20)

Our doc is another worrying one. Its a Zard Healer. It has limited disguise self, venomous, regeneration, and some healing. Int and con as its prime stats. About 41 hp. More healing, knowledge check bonuses, extra saves, immune to disease, and a pile of elixers (calm emotions, +10ft move speed, DR, water breathing, resist energy).

1. The wolves are turning out to be brutal. Sure Loss (0)
2. Not a lot they can do against an angry djinn either. Sure Loss (0)
3. The ants can be led away with some Zard limb bait (tails), and with a big pile of HP/DR/healing, this could be a long brutal slog that the doc is a likely to win (even without the tail bait). (3)
4. The owlbear shreds the doc pretty quick. Sure Loss (0)
5. The manticore can probably be bought off with the tail trick again. Its hungry, so take a tail. Likely Win (3-1=2)
6. The ankheg are proving the doc can't stand up in any real fight. The doc might have some elixirs for DR and move speed that allows him to run away, but thats terrain dependent. Likely Loss (1).
7. The basilisk den is one the doc will thrive in. He has HP, and the knowledge to know what they do. He can distract with a dropped tail if needed, but I think all of his saves buffing probably means he can just run out. Sure Win (4)
8. The sphinx and a riddle, is a sure thing. This is an int based class, and it has an int penalty. He has a bunch of knowledge check bonuses to help out. Sure Win (4)
9. 9 arcanozombies are interesting. The move speed elixir lets him outpace easily enough, and hes can be basically unkillable to them between DR and his healing. He could probably use a club to beat them to death before they kill him. Sure Win (4)
10. The Arcano again. The doc has a flexible resist and will take electric. Between that and high HP i think hes got a good shot. Fire he soaks. Acid he can soak, just barely. Electric is a save or die thanks to resist energy. Green/blue/indigo/violet are still save or dies. Ill move the doc to toss up (2) for how the saves go.

Gambler (22)

For the gambler, we will assume he starts any given encounter with 3 random cards, drawing an extra at the start of a fight, and then plays as normal. Because we can't really determine an average when things like straights are in play, and I can't do the stats, I'm assuming a base value of high card 7 on spend if needed.

Our Gambler is a Yacaaw Cardonian Refugee. This gives him flight, and ghost sound, along with constant pass without trace, disguise self at will, and SR 14. His prime stats are dex and cha, and he has 21.5 HP. From his class, he gets +3 init, giving +6 total, and a benefit to sense motive, charm monster, evasion, and a random saving throw reroll.

1. Between pass without trace and flight, he is hard to track and pursue. If its a fight, he goes down, but he can easily evade. Sure Win (4-1=3)

2. The gambler can hope a charm monster effect makes this a lot friendlier. Likely Win (3)
3. The gambler can one shot the worker ants. With his card draw, he can keep that up all day long. The soldier ants may take 2 shots, or one if he uses a long arm, so he will. The saving grace here is the soldiers usually travel solo, or in gangs of 2-4. The queen could be a problem, but distance damage negates her. This is a long, tedious fight the gambler can pretty easily win. Sure Win (4)
4. The owlbear can close, and grab ending the fight. If the gambler gets distance he can fly away, and he wins init, but I think this is a likely loss (1-1=0)
5. The manticore can shred him. Sure loss (0)
6. The ankheg probably open with an acid spray, but the gambler has evasion, good reflex, and high dex. He can then fly away, or potentially keep some distance and shoot for a win. Obviously, if they can catch and grab, hes done for. Toss up (2)
7. The gambler is stealth friendly, being dex based. The yacaaw is small for more boosts and can use ghost sound for redirection. Realistically though, if the yacaaw bolts, he has some saving throw reroll power and can probably just book it past the basilisk, who he beats in initiative. Toss Up (2)
8. The gambler has good cha and should excel at social encounters. He can trick his way past this sphinx with ease, or charm it if needed. Sure Win (4)
9. The zombies can lumber forward, but the gambler can outpace and shoot them down. Through flight. Sure Win (4-1=3)
10. He has evasion and phenomenal reflex saves. Even still, +7 and a DC 20 means he is suffering through all effects. Any of which are save or die except maybe the red fire one. His only chance is to use Wild Card (30.x% he is able) and to roll Very High. Likely Loss (1)

Knight (29)

The Knight is a Barbal from Kei. Hes large, swims, +2 natural armor, bite attack for 1d8 and can swallow small or smaller, +2 vs poisons, and 1d6 sneak attack. From the knight class, he has DR 5/-, +2 shield, SR 9, immunity to fear, foil, and his rotating codes. His stats are str and con, so he has 43.5 hp on average. He probably lumbers around in plate with an AC of 21 and a greatsword that does 3d6. He also has power attack.

1. His AC is high enough the wolves don't auto hit (+11 vs AC 21 needs a 10, or an 8 if they flank), and because of code of the beasts, they probably don't trip. (they have +7, vs his +11 to resist). On the other side, he hits more often (+6 vs AC 14). Their average damage is 9.5 after DR X2 a round, vs his 14.5 once a round. He might fare the best, he drops one in 3.1 rounds assuming all hits, and then the other in 6.2 total. They drop him in 3 rounds. Likely Loss (1)
2. The knight is too big to actually be sucked into the base of the whirlwind, but none of their codes particularly help, so the code of honor comes into play, for +3 init and AC. The Djinn will still win init, and go invisible, before resorting to slam attacks. The slams are wildly ineffective, attacking vs 24 flat footed AC at +10 for 1d8+4-5 damage (average 3.5) Needing a 14 or higher. The Knight, will counter with +6 vs AC 16 for 14.5 damage

- needing a 10 or higher, with a bite attack thrown in for fun. The knight wins the fight, but is probably still trapped in the cave in. I'll call it a toss up that relies on large size (2-1=1)
3. The ant queen. He can one shot any ants except the queen, and his mage fighting stance gives him immunity to the ants stings. The common ants need a nat 20 to hit, and the soldiers need an 18, and if the soldiers hit its for 3 damage. If he wants, the knight can almost just walk in and get the larva. If surrounded, he can switch to the horde stance and great cleave through them all. Sure Win (4)
 4. Owlbears are tough, but so is our knight. He can take the stance of honor or beasts and do really well. Honor sets his AC to 24 vs the owlbears +9 to hit, and beasts gets makes the owlbears grapple +5 on improved grab, vs the knights +11. Either way, the claws are doing 3.5 average damage, and the owlbear has 15 AC. the knight can just tank it. Sure Win (4)
 5. He can't do a ton to a manticore in the sky, but he can straight ignore its spikes (1d8+2). He can ignore it, unless it chooses to fight in melee range. In that scenario, he takes the stance of honor for +3 more Ac, and sits at 24. The manticore has +10/10/8 to hit for on average 5/5/0 damage. The knight can win that encounter pretty easy too, since the manticore's AC is 17, and he has +6 to hit with a +1 bite. Sure Win (4)
 6. The Ankheg has +7 to hit for average 9 damage. If it hits, it could be a problem but that will be unlikely. That said, they can actually win the grapple here. Either the knight spends a full round switching codes, to drop the ankhegs grapple bonus down to +8, which is still good odds, or it can ignore the 1d4 acid damage from every hit. But not both. I think I mark this as a toss up. (2)
 7. In the basilisk den, he is going to have to fight it. He certainly gets detected quickly enough. Its fort save is DC 13, and our knight has +7. He's probably passing, and it has AC 16 and 45 HP. Likely win (3)
 8. The sphinx with his bad riddles. The knight doesn't get any benefits aside from having probably +1 or +2 to int bonus compared. But, the knight stands out, in that his DR lets him ignore most attacks (either 1d10+5 or 1d6+2). While it has decent AC, the knight can battle it to a stand still, and win anytime it comes near him. So it asks a riddle, he tells it one it can potentially solve, and then when it is angry about it, he tells it to get over it. Sure Win (4)
 9. The commoner arcano zombies are almost a joke against the knight. They need a 19 to hit, and can't get through DR. He drops one every round (sword and bite average damage) and great cleaves into another. Sure Win (4)
 10. The Arcano is tough, but the knight has some SR to help. 9 isn't a lot, but it adds a 5% chance of success. Code of magic gives elemental resist 5, electric, but its another "not much but helps i guess". He can eat the red and orange rays. Yellow, he will fail the save and die from. The fort saves he has a decent chance of passing and the will saves he will fail. Its about 50/50. Toss Up (2)

Outlaw (18)

The outlaw is a Zard Professional. He can use disguise self limited, regrow limbs, and is venomous. He also is a ready source of DC 12ish dex/paralysis poison. He has lots of knowledge skills, cheap items, and a bonus against illusions. From the outlaw class, 2d6 sudden strike, poison use, animated ropes and rope trick, along with fishhook (spell failure), gouge (blinding) and below the belt (nauseated) all on DC 15. His high stats are dex and int, and his HP are 21.5 or so. Low. The outlaw probably carries dual 6 shooters and a long arm, and probably took rapid shot.

1. The dreaded dire wolves rip him to shreds in combat. The only chance is if he poisons 3 batches of ammunition, and hopes he has distance before the wolves engage to fire enough that they both fail roll a 4 or less on the fort save vs paralysis, and it kicks in before they close the distance. Likely Loss (1)
2. The Angry Djinn is another he's basically at a loss for. He can break out his animated ropes, and hope they can climb out, and could potentially convince the djinn that they aren't trapped, depending on the cave in. Toss up (2)
3. Queen Ant. The workers are found in crews, but suck he can win in combat. The soldiers can be found solo. If that's the case, he wins init, and can sudden strike/drop them. His problem comes in if the ants alert one another and swarm him. Ill mark as a likely win, unless this hive has max soldiers (20), and they travel in packs. Even then, he could probably pull his detachable tail trick to put some distance. Likely Win (3)
4. He can outpace the owlbear but it's an ambush. So it can probably do a claw/grab routine and prevent running away. Likely Loss (1)
5. If he has distance, he can poison and paralyze the mantichore before it gets near. It needs to roll a 3, but the long arm has range and if he gets enough shots it will fail one of them. If the mantichore gets within 180ft, it peppers him with barbs, and kills him while he blasts for 1d10+1. Toss Up (2)
6. The ankheg open with an acid spray, and there's a 50% chance he just drops them. If he isn't hit by both, they win a grapple fight and he's done for. Sure Loss (0)
7. The basilisk is interesting, and he's going to open with a salvo of eyegouges. Each has a 25% chance of blinding the basilisk, and it has a good chance of hitting and needs a 6 or less to be impacted. If this works, he would get full sudden strikes every round, only the basilisk randomly has blind-fight to negate that. The outlaw can use the blinded time to flee. So long as he isn't turned to stone when aiming at its eyes. Likely win (3)
8. As a professional, he has tons of knowledge skills and an int based character can probably win the int checks. If he fails, the sphinx shreds him, but this is a likely win. (3)
9. Arcanozombies are immune to sudden strikes. He can hide in a rope trick though, and just shoot down at them until they die. Sure Win (4)
10. Arcano, he can use rope trick to just avoid it. Sure Win (4)

Conclusions

The auger and outlaw are our lowest with sub 20 scores, but the rest of the classes lined up about where we want them. The knight surprisingly enough was the clear favorite at this level, and the boltcaster wasn't as OP as feared.

Level 8

1. A Cactaur and collection of awakened Cacti are guarding the last clean oasis for days.
2. An Efreeti and fire elemental retainers believe you've stolen a sacred relic.
3. Arena fight with huge monstrous scorpion.
4. A mating pair of bulette are furious you disturbed their efforts.
5. A Chimera has come to roast your town. Drive it off.
6. A seven headed pyro hydra guards a magical 6 shooter.
7. A flight of Wyvrn (6) are hunting you.
8. The Gynosphinx needs you to solve its riddle, or its lunch time for you.
9. A black pudding has bubbled out of ground while you sleep. Its ontop of you.
10. That person who lured you away turns out to be an Erinyes out to cause chaos.

Auger (23)

Our auger is Cingula Excavator. His burrow powers work super well with his ability to detect "Stuff". He has 18 in Wisdom and Dex. Notable abilities include a burrow speed, +4 NA, 40ft conditional move speed, stonecunning, trap sense, gold scent, darkvision. The Auger also carries a shotty, knowing they don't have combat prowess. He can detect water, earth, animals, plants, undead, outsiders, and magic. Has tremorsense 20ft. Can shape wood, stone, metal. Can find directions to specific objects, and see up to a mile with a sensor. The auger has about 34 hit points.

1. For the cactaur, the auger doesn't care about their oasis. He can find another one, and dig down to get it without much effort. He can even use lucky guess to just summon water. Sure Win (4)
2. The auger can hide underground and wait them out, but they don't eat, sleep, or age. He can also tunnel away with excavation, but this will take forever. His best bet is to offer to actually find the object, and he can ensure he rolls high on the diplomacy check for it, and then use Detect Magic, Eagle Vision or Divining Rod to find the relic. This is a Likely Win (3)
3. The auger excels in avoiding fights, and theres not a lot to do about this one. Sure Loss (0).
4. Bulettes take away the burrowing advantage, and don't care about logic. There isn't a lot they can do here either. Sure Loss (0)

5. Driving off the Chimera. The auger can rebuild after the chimera blows up the town by shaping wood, stone, and metal, and they probably have forewarning and can evacuate the town. I'll generously give them a point. Likely Loss (1)
6. The auger can find the 6 shooter no problem. Getting the hydra away is the challenge. The hydra has no burrowing defense, and the auger can tunnel through basically anything and sneak under it to steal it away. Sure Win, if tedious (4)
7. The Wyvern can be avoided easily enough by hiding underground. They can sit and attack, but the auger can summon infinite food/water, and they will eventually give up. Sure Win (4).
8. The much older sister to our earlier sphinx wants a riddle, and this time it's a tough one. Luckily for the auger, this is where they excel. They can use augury to ensure a good riddle, and their Wheels to ensure a high roll. Sure Win (4)
9. There's not a lot he can do against a pudding. Sure Loss (0)
10. The auger isn't falling for that Erinyes trick. Walking around he has +10 will save vs charm monster, and can augury to find out if it's a good idea. He can even detect outsiders and catch on if she's in another form. If she wants to fight, he's actually in more danger, but an auger worth his salt wouldn't be anywhere near her. Likely Win (3)

Boltcaster (26)

Our boltcaster is a Canid Soldier from an old war. He has a 45ft move speed and the run feat, darkvision, endurance and scent. Can make monk unarmed strikes, and can smite 1/encounter. His combat style is typically dual wielding 6 shooters with rapid shot, but carries a long arm as well. He gets a +3 to hit and damage with a rotating favored arcanarm, can change his damage to whatever elemental he needs, can hide in plain sight, can build maps on demand, doesn't eat or drink, and can attack without line of effect at +2d6. His stats are dex and wisdom, and he has 48.5 hit points.

1. For the cacti, he can snipe at them from very far away, dealing 1d10+3+2d6 damage, which isn't a lot, but they can't ignore it. Their speed is 20ft, and if they don't travel as a group, the cacti de-animate. The boltcaster can then use hide in plain sight, to sneak over, get some water and be on his way. Sure Win (4)
2. First, the efreeti are vulnerable to cold, and so all his attacks are cold damage. A full round of TWF and rapid shot is 5 attacks at +15/15/12/10/7 against a touch ac of 12. The caster wins init, and unloads 5d4+5+9 (enhancement)+6d6 cold damage. Or 47.5. The Efreeti is vulnerable, upping that to 70.5, which is a one round kill. Sure Win (4)
3. The scorpion has a touch of 8, and the caster is winning init and throwing out 47 a round. So he can drop it in 2 rounds if he can get both full attacks. The problem is, the scorpion has 2 +11 attacks vs an AC of as low as 16, and a giant grapple. I think it's a toss up, based on starting distance and grapple rolls. (2)
4. The Bulettes are another tough one for him. Their touch is 10, and they have 94 HP, so they are tough. This is a sure loss, with 2 of them. (0)

5. The Chimera is solid. The boltcaster can hide somewhere in town unseen, and blast it with the long arm, dealing $1d10+1+3+2d6$ (16) every other round. He can curve bullets, and do it from in some fortified, impossible to find space. Sure Win (4)
6. The pyrohydra is shut down by cold, and its slow. The caster sits at a distance and rains cold bullets onto it. Sure Win (4)
7. 6 wyvrn are a lot. Luckily, their spot is +16, and we have hide in plain sight. The caster has +15 at a minimum to hide from ranks, and when you add distance mods, they have to get right ontop of him to even have a chance. Sure Win (4)
8. The gynosphinx riddle will be a losing battle for him, but he can surprise it with an opening 6 shooter salvo that hits on a 3 at worse, and deals 47.5 damage on average vs the sphinxes 52 HP. This probably triggers the various Symbols around its lair. (presumably triggered on the sphinx guessing a riddle). The caster is unlikely to save vs them all making this a toss up. Does the shooter roll high or optimize a little, or do they roll high on a series of saves? Likely Loss (1)
9. The black pudding is another tricky one. If the caster can keep his distance, he is fine. He gets an autosuprise round, and can use it to run away. The ooze has a 50/50 chance to hit and if it does, he is done for. Toss Up (2)
10. The Erinyes is designed to end the caster. Its got a touch of 15, and can throw an entangling rope to just tie him up and rain arrows or longsword attacks. It can also teleport into the air outside of 6 shooter range, dropping damage quite a bit. Lastly, it can just win via charm monster most likely. The caster needs some good saves and rolls here. Likely Loss (1)

Diabolist (25)

Our diabolist is a Yuan Tower Born. He has a bonus to init and saves vs poison, and can use charm person. +2 to a bunch of "magic" skills, mage hand, prestidigitation, at will acid splash, and an imp familiar. Familiar is on scout duty circling, and keeping watch. He also has generally got a pair of hellhounds summoned along with a rotating cast of huge elementals, 4d6 diabolist blast, resist 40 fire, a hex power. Prime stats are cha and dex, and they have 30.5 or so HP.

1. A bound earth elemental hiding underground and punching the cactaur will make short work of this challenge. Sure Win (4)
2. The efreeti has to deal with a huge water elemental slamming it, while the diabolist is basically immune to fire damage. Some elementals in the mix might make it hard, but ultimately they aren't going to be much, thanks to fire resistance. The Efreeti has spells, but the diabolist can spam a decently hard to save against swollen tongue ability giving it 50% spell failure. Sure Win (4)
3. The arena fight with the scorpion is a challenging one for most, but the diabolist can just have an Earth Elemental handle it. Its immune to the poison, the same size, and does good damage with high HP. Sure Win (4)
4. The pair of bulettes are rough. An earth elemental can tie one up, but the other will have time to tear into our diabolist. Not a lot he can do to stop it from tearing through him. Sure Loss (0)

5. Against the chimera, an air elemental is a good pairing. Between that and diabolic blasts, this is a quick encounter. Sure Win (4)
6. The imp is fire resistant, flies, and can go invisible. It can just fly over, sneak in, and get the 6 shooter. Sure Win (4)
7. The Wyvern are tough, because again 6. The air elemental is a good tactic, but it can't stop all 6. If even one makes it near the diabolist, he goes down. This is a sure loss (0)
8. The gynosphinx riddle is a challenge, but the diabolist has a lot of skills, and folks to confer with. In battle, the diabolist can't withstand the rune barrage for failing the riddle challenge, so he has to win. This comes off as a Toss Up (2)
9. The black pudding ambush. I think a huge elemental of any type is enough to distract the ooze while our diabolist runs off, and the odds of a one round KO are low. Likely Win (3)
10. The erinyes has charm monster, and can likely charm the elemental. I think the diabolist is done for here. Sure loss (0)

Doc (17)

Our doc is a Zard Healer. It has limited disguise self, venomous, regeneration, and some healing. Int and con as its prime stats. About 71.5 hp. More healing, knowledge check bonuses, extra saves, immune to disease, and a pile of elixers (calm emotions, +10ft move speed, DR, water breathing, resist energy, immune to death, freedom of movement, dispel magic, haste) immune to poison.

1. The doc has a boatload of healing, but nothing to offer the cactaur in trade, and nothing to really drive it off. Sure loss (0)
2. Against the efreeti, he can be resistant to fire. That's about it, but the efreeti can disappear, and let the fire elementals pummel him in melee while he throws out scorching rays, walls of fire. It's not a lot, but it's something. Likely Loss (1)
3. I think the doc does pretty well here. With freedom of movement, DR 4, and poison immunity, the scorpion can't do a ton. The doc can just club it to death. It will take a while, but I think he wins. Sure Win (4)
4. A pair of bulettes is something he has no defense against. Sure Loss (0)
5. The chimera is torching stuff, but he can keep handing out elemental resistance, and healing keeping townsfolk alive. Add in passive long arm attacks every now and again, he can probably drive it off before it does real damage. Especially if they are poisoned. Toss Up (2)
6. The pyrohydra is interesting. He has nothing to negate its fast healing, but can probably get it with paralysis poison bites/poisoned bullets before it can kill him with all his healing. This is a toss up reliant on racial abilities. (2-1=1)
7. Water breathing lets him dive into a pond and ignore the wyvern, but he can't really do a ton to them. And they can wait him out if they want. Toss up (2)
8. The doc is an int based character set up for riddles. He won't lose that, and if he does, is actually able to be immune to a lot of the symbols. He loses in a fight though. Likely Win (3).

9. The pudding is easy, if his first action is freedom of movement and run away to heal. Sure Win (4)
10. The doctor can't overcome DR, so a fight is out and he can't counter charms. Sure Loss (0)

Gambler (22)

For the gambler, we will assume he starts any given encounter with 4 random cards, drawing an extra at the start of a fight, and then plays as normal. Because we can't really determine an average when things like straights are in play, and I can't do the stats, I'm assuming a base value of high card 7 on spend if needed.

Our Gambler is a Yacaaw Cardonian Refugee. This gives him flight, and ghost sound, along with constant pass without trace, disguise self at will, and SR 18. His prime stats are dex and cha, and he has 39.5 HP. From his class, he gets +4 init, giving +8 total, and a benefit to sense motive, dominate sla, evasion, and a random saving throw reroll.

1. He can cheat this with Yacaaw flight and a long arm, but can also most likely win (the cactaur needs an 18-20 to resist) with his dominate monster power and just ask them to let him have access (assuming the unlikely event he speaks sylvan or treant). He could also sit far away and snipe, like the boltcaster. He couldn't sustain it as long, but it is probably enough to get them to leave the oasis and look for him. He can stealth in just like the boltcaster. Sure Win (4)
2. Dominate monster shuts down the efreeti as well. The efreeti has +15 (reduced to +11), but the gambler has +17. He probably wins, and if so encounter over. The gambler has some reroll abilities that may edge this over. If not, he goes down hard as he has no real frontline defense. Likely Win (3)
3. Fights are tough for him, but he is a master at prepared fights. He can prep for the fight and try to one shot it. He can spend the day generating cards, and come with 3 aces - +15d6 and a straight flush for a fort save vs (DC 66) or die. Sure Win (4)
4. The bulettes get the drop, and can use a surprise round to just ruin the gambler. If he can get away, he can fly out of reach, but they can hide underground. Even cheating as a Yacaaw he is at best a stalemate. Likely Loss (1-1=0)
5. The chimera barely speaks, but it does. Its sense motive is terrible, and it can't stop the dominate, assuming the gambler understands draconic. Likely Win (3)
6. We have evasion, so if the hydra tries with breath weapons we are probably fine. But letting it get that close is a trap. Sitting down for an actual fight is dumb as well, even if it ignores him he can't consistently out damage its fast healing, and can't disable it. The win path is to find out about the hydra, run away, and then cheese to ensure you start the fight with a phenomenal hand. He can spend the day generating cards, and come with 3 aces (+15d6) and a straight flush for a fort save vs (DC 66) or die. Sure Win (4)
7. The flight of wyvern are tough, they speak draconic, but he can't charm the entire group. Sure Loss (0)

8. The smart sphinx. Our gambler's SR won't protect it from the symbols, and so bluffing through it is our only way. The sphinx has +15 (down to +11) and the gambler has +17. They have the edge, and it plays out just like the efreeti. Likely Win (3)
9. The Yacaaw has nothing to ensure it gets a free surprise round action, so the ooze just eats him. The only chance is to use a random chance ability to break grapple and fly off. Likely Loss (1-1=0)
10. The erinyes is playing the gamblers own game, and the gambler has no defense against charm. So he fails there, and has to fight out in some rough circumstances. Fighting is his weak point. Her charm is a single action vs his 1 min, too. She gets net +12 to his +17 bluff, and its a likely loss. He's probably better at charming, but she has more options, and can do it first. In a fight, he loses. (1)

Knight (28)

The Knight is a Barbal from Kei. Hes large, swims, +2 natural armor, bite attack for 1d8 and can swallow small or smaller, +2 vs poisons, and 1d6 sneak attack. From the knight class, he has DR 10/-, +2 shield, SR 13, immunity to fear, figments, and glamers, and his rotating codes. His stats are str and con, so he has 97.5 hp on average. A once per fight smite +8/8d6 (28), and He probably lumbers around in plate with an AC of 21 and a greatsword that does 3d6. He also has power attack, and can harass casters within 60ft.

1. They can both hit one another, and both deal some damage thanks to power attack. The cactaurs actually a little better but the knights DR eats it. If it were 1v1 he could win, but the allied cacti make this a sure loss in melee. His best bet is to fly out of reach using Code of Beasts, and pick it off with a longarm until it dies or leaves. It's a Sure Win, but it's a fight I was looking forward to, and disappointing. (4)
2. If the djinn tries to fight via spellcasting, the knight can harry, and get attacks of opportunity anyway. And movement away isn't an option. The Knight can open with a smite, full power attack at +12 vs AC 18 for 3d6+8d6+6+16, or 60HP right away. Then a bite to finish it. That also happens on an attack of opportunity, or just the first swing on the efreeti it can take. Sure Win (4)
3. The monstrous scorpion can be fought in Code of beasts. This gives the scorpion a +14 grapple vs the Knights 16 minimum. The knight can then fly away and do the same thing as the cactaur, or he can just nova it in round one, like the djinn for 60 HP, and then fight it fairly while it can't grapple him. Sure Win (4)
4. Code of the beasts lets the Knight just fly away. He can survive multiple attacks a round, and just leave. Sure Win (4)
5. Code of beasts lets the knight force the chimera into melee, and gives evasion vs breath weapons. Code of magic makes it immune to the breath weapons, but the town will still burn down. Regardless, the nova strike technique makes this a sure win. +12 vs 19 AC and 76 HP. Sure Win (4)
6. Code of magic helps against the breath weapons, and while the knight can't deal with the cold, it does have DR the Hydra basically can't break. He can beat it up, knock it out, and then walk off. Sure Win (4)

7. 6 wyrvens is tough. One would be nothing, but after his nova damage, he can't actually deal much. To fight, he has to be code of beasts to get flight, but then they are just wear him down. DR 10 makes that take some time, but the poison is brutal and is what will do it. He needs a 7 to pass, but will suck up 3-4 attacks a round. Likely Loss (1)
8. He isn't outsmarting the gynosphinx. So we resort to the symbol barrage. The knight has SR 13, but these are CL 18. He is immune to a bunch, but unfortunately, not death effects. Sure Loss (0)
9. The pudding is weird. Because it just splits apart and continually swarms him. The damage is enough to get through DR, and the acid is even better. His only hope is the code of beasts, dropping the oozes grapple to +6, and getting some early flight engaged. If he can win, with his +14 grapple, he can fly away and be fine. Toss up (2)
10. Next level, hes immune to charm monster, which would be nice. But for now, she charms him and thats the end of it. Likely Loss (1)

Outlaw (23)

The outlaw is a Zard Professional. He can use disguise self limited, regrow limbs, and is venomous. He also is a ready source of low DC dex/paralysis poison. He has lots of knowledge skills, cheap items, and a bonus against illusions. From the outlaw class, 4d6 sudden strike, poison use, animated ropes and rope trick, ropes from fire or electricity, and move action rope use and binding, along with fishhook (spell failure), gouge (blinding) and below the belt (nauseated), confused, or stunned all on DC 18. He can also make death attacks. His high stats are dex and int, and his HP are 39.5. The outlaw probably carries dual 6 shooters and a long arm, and probably took rapid shot.

1. Against the Cactaur, he is going to use death attacks from extreme range on the primary one forcing DC 18 fort saves vs death. Cactaur has +15, but can't keep making them forever, and the long arm has some distance. Sure Win (4)
2. The outlaw doesn't win init, and his prime win chance is to not get surrounded and beaten. Unfortunately, thats probably what happens. Likely Loss (1)
3. Scorpion Arena. The Outlaw wins init, and can't let the scorpion take a turn. He has prep time, so has poisoned 6 shooters, and unloads. Luckily, his nova damage is high. $8/8/8/3/3$ against AC of 8 for $(1d4+1+4d6)*5$. Or $17.5*5= 87.5$ damage. Also, they are all poisoned, and each one does dex damage, dropping AC more. Sure Win (4)
4. The outlaw needs a new tactic here, but I think he can hide in a rope trick until they leave. Sure Win (4)
5. He can't hide from the chimera, or it will destroy the town. He can nova damage for 87.5 against touch AC 10, if it gets close though. Thats his best bet, hide, somewhere in its path, and blast it as it runs by. Sure Win (4)
6. He can't kill the pyrohydra for good, and has no way to damage it enough to lure it away. But it's for save is 10, and it can be slain with death attacks. He can set up shop a distance away, and blast it for a death attack. We can try the same as the cactaur really. Sure Win (4).

7. The Wyvern are tough, and unfortunately, with 6 int, you can't just hide in a rope trick and hope they get bored. They might be smart enough to land, look up, and see you and then coordinate an attack. If that happens, you might be able to coordinate a situation where you surprise attack one or two, but not all 6. Sure Loss (0)
8. You're going to fail the riddle, and die to the symbols. Sure Loss (0)
9. Oozes are immune to sudden strike, and death attacks. If you don't get immediately grappled, you can get into a rope trick and wait for it to leave. Toss up. (2)
10. He gets charmed right away, and that's probably the end of it. If not, her DR is not something he can bypass reliably, so he's done. Sure Loss (0)

Conclusions

Everyone stays mostly in line, but a little more powerful. The gambler falls off hard in combat, and due to the nature of its abilities, it's hard to properly evaluate. Its going to be fishing for crits off those guns X4, with rerolls and frequent attacks. It should be a little below everyone else to account for the random factor, but 14 is low, but 5 of his fights are toss ups. And his random powers may edge that to success for as high as 18. Realistically, I need to see a big pile of evocation d6 damage power at higher levels to let him hold his own in combat a little more. This led to the swap of the 3 of a kind from a 3d20 attack roll to +Big d6 to an attack. The gambler also gets a lot more dangerous if he can speak any languages, which led to a limited ability to do that in the form of Read the Room. With those revisions he comes in at (22) which is acceptable to me.