

The
Imperial
Age



Advanced Class: Alienist

Dr. Oswald Morrison walked down the cramped, damp corridor leading to his quarry. St. Miriam's Hospital for the Diseased Mind was built toward the end of the last century, and it showed. Many patients' rooms were little more than cells, and many of them still had the rivets in the walls that once held shackles and chains. Miss Eve Stapleton walked meekly behind him, trying not to look into any of the cells as she passed. Dr. Gerald Carpenter, the head physician, walked behind her disapprovingly. St. Miriam's was not a place for such a delicate young girl.

"This one?" Dr. Morrison asked, stopping at a cell door at the end of the hall with the number 17 painted on it. He pointed at the number with the tip of his cane.

"That's him, Patient #17," Dr. Carpenter confirmed.

"You mean Mr. Chandler?" Miss Stapleton asked, clearly uncomfortable referring to the patient by his number. Dr. Carpenter grunted and nodded.

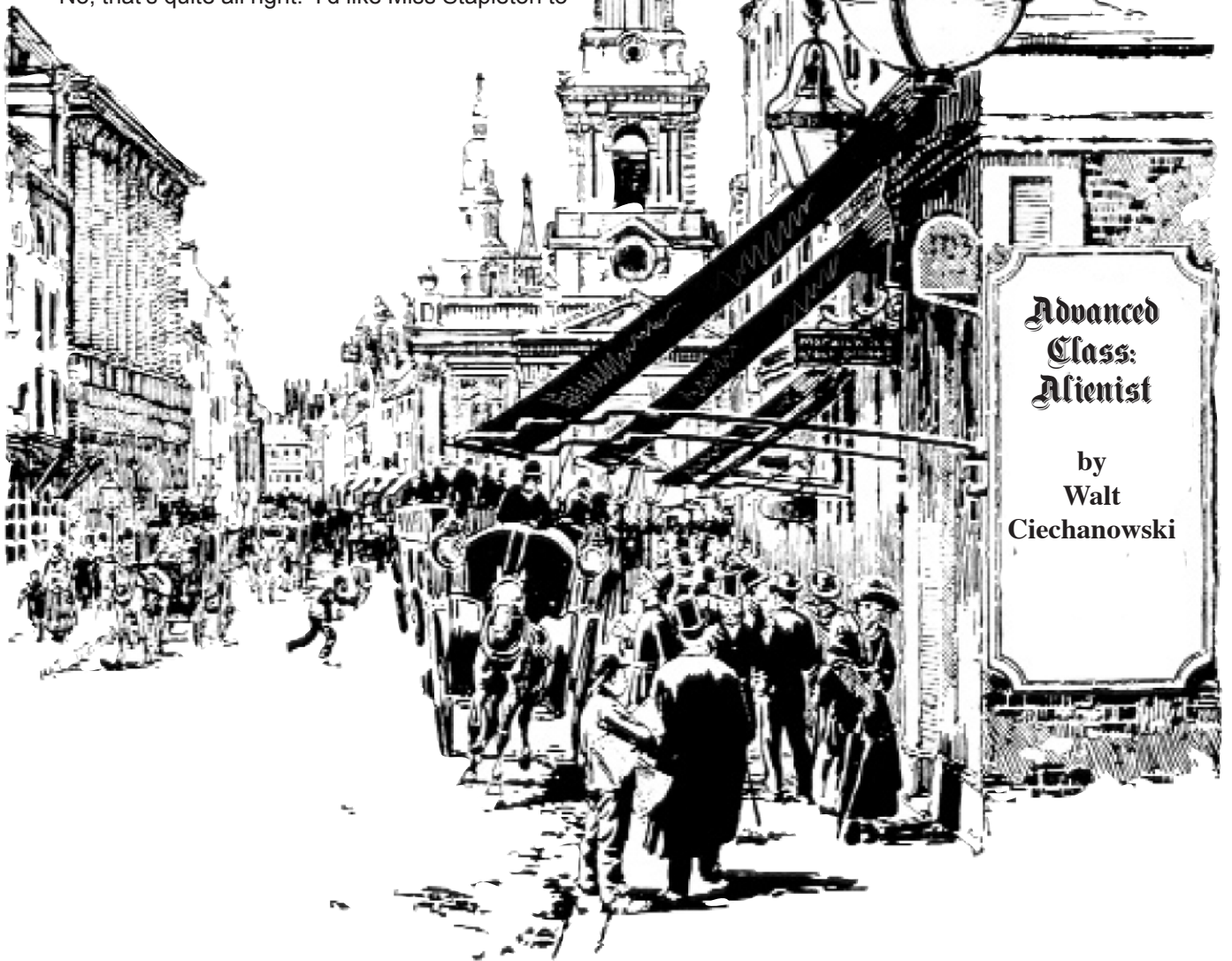
"I'd like to visit with Mr. Chandler," Dr. Morrison said. "Alone, if you don't mind."

"Not at all," Dr. Carpenter shrugged. "I don't see why his family employed an independent alienist. I can assure you that Patient num...er, Mr. Chandler, has been receiving the best possible care."

"Undoubtedly," Dr. Morrison smiled.

Dr. Carpenter selected the proper key from his ring. "Miss Stapleton can remain with me in the lounge until you're finished," he offered.

"No, that's quite all right. I'd like Miss Stapleton to



**Advanced
Class:
Alienist**

**by
Walt
Ciechanowski**

remain with me.”“In there...with him?” Dr. Carpenter asked incredulously.

“No, it’s not safe for her. I absolutely forbid it!”

Miss Stapleton turned toward him and met his eyes. They seemed to burn into him, straight down into his very soul. She spoke calmly and authoritatively.

“No, Dr. Carpenter. You will give Dr. Morrison your keys and go back to the lounge and remain there until we are finished. Do you understand?”

Dr. Carpenter looked blankly ahead. “Yes, Miss Stapleton,” he obeyed. He surrendered his keys and walked away as Dr. Morrison chuckled.

“You rather enjoyed that, didn’t you?” he asked once Dr. Carpenter was out of earshot.

“The powers of the mind are too important to be used for parlour tricks,” she answered sharply. She then visibly softened as her mouth formed a wicked grin. “But to answer your question, Oswald, quite.”

Dr. Morrison grinned and shook his head as he unlocked the door. In short order, Miss Stapleton would determine whether Mr. Chandler was the victim of mind control or whether he was truly insane.

THE ALIENIST

The Alienist is an advanced class that introduces psychical abilities into an Imperial Age campaign. While the Alienist publicly claims to be a simple psychiatrist, in truth he has formidable mental powers. Unlike the hermetic disciple and the medium, the Alienist’s powers do not come from ancient rituals or consultations with spirits. Instead, the Alienist has learned to unlock the powers within his own mind.

This supplement also deals with the psychical abilities of the Disturbed, untrained individuals that have managed to manifest a single psychic ability (or a handful in extreme cases). Part of the mission of the Alienist is to track these disturbed individuals down and help integrate them into society. Failing that, the Alienist will have to remove them.

WHY NOT ‘PSIONICS?’

The Alienist uses a slightly altered version of the psionics F/X. The term “psionic,” however, was not developed until well into the twentieth century. Throughout the 19th century, psionic research was called magnetism, mesmerism, psychical research, and finally (at the very end of the Imperial Age), parapsychology. Throughout this work, “psychical abilities” will be used in place of “psionic powers.”

Similarly, although parapsychology (and parapsychologists) was coined near the end of the Imperial Age, researchers of psychical abilities are referred to as alienists rather than parapsychologists. This is in keeping with the overall feel of the Imperial Age, as well as noting that Alienists are experts in both conventional and psychical research.

PSYCHIATRY IN THE IMPERIAL AGE

When one thinks of the birth of modern psychology or psychiatry, Dr. Sigmund Freud almost immediately jumps to mind, scribbling on his notepad as he asks a reclining patient about his childhood. Unfortunately, Freud and his contemporaries (including the almost as famous Dr. Carl Jung) really only established psychoanalysis as a valid science in the early part of the 20th century.

For a long time, most western scholars believed mental illness to be the result of demonic possession. As a result, victims of mental illness were often perceived as sinful or evil (how would an evil spirit take possession otherwise?) and remedies involved driving out the evil spirits, demons, or the Devil himself. By the seventeenth century, mentally ill people were locked away in prisons or asylums just to keep them away from normal society. At the same time, the general public began to see mental illness as something to be treated rather than the fault of demons.

There were many efforts in the late eighteenth and early nineteenth centuries to understand the human mind. In 1775, Franz Mesmer attributed faith healing and exorcism to the “animal magnetism” of the priest, rather than divine intervention. In other words, it was the priest himself that possessed the power to reach into another person’s mind and body to heal them.

As Mesmer continued his work, the French Faculty of Science could find no physical reason for this “animal magnetism.”

Benjamin Rush, the “Father of American Psychiatry,” published the first psychiatric textbook in 1812. Amongst his very controversial opinions was the idea that patients had the ability to heal themselves from within. In 1842, Scottish physician James Braid developed hypnotism out of mesmerism, believing that a doctor could help a patient enter a psychological state conducive for healing.

During this period, many mental hospitals were constructed. By the mid-nineteenth century, mental hospitals throughout the western world were places where the mentally ill could come and be treated humanely while relieving the burden on their families of caring for them. Previous prison-like methods, such as shackles and chains, were discarded in favour of allowing the patient some freedom while alienists attempted to cure them.

By the Imperial Age, however, many alienists and hospital workers lost faith in the ability to cure their patients. Mental hospitals became akin to a rest home; it was a place where the mentally ill came to stay until they died. Members of the hospital staff were custodians rather than healers and no one bringing a mentally ill friend or relative to the mental hospital had any expectation that the patient would return to normal society.

THE UNLOCKED MIND

The theories of early psychiatrists danced around a hidden truth, a truth that Franz Mesmer was believed to have discovered in his reclusive last 20 years of life. The power of the mind can be unlocked, and it can be used to harm or heal. Those that have learned this secret are still struggling to understand it. Most have entered the medical profession, using their abilities on patients in insane asylums or wasting away from incurable diseases. Some are still upstanding members of the clergy, allowing God to take the credit for their own abilities. And still others are criminals, using their “alien” talents towards personal gain at the expense of others.

It is because of these last few that the rest work tirelessly to understand the mind’s potential, for only they understand the darkest truth. It does not take a disciplined mind to unlock these powers. Many of these criminals are insane. It is the unspoken crusade of the good to seek out these undisciplined, dangerous men and women and prevent them from harming others. Unfortunately, to stop them, it is also necessary to understand them. The Alienist advanced class is based on these assumptions.

Game Masters will have to decide whether psychical powers are known and accepted in their Imperial Age campaigns, or whether they must remain hidden. An Alienist displaying psychical powers might be misconstrued as a Medium or a Hermetic Disciple. The government might have laws that limit an Alienist’s ability to use his powers.

Psychical abilities are also a racial and gender equalizer. Anyone could have a wild talent, and no particular group seems to be more gifted than others. In occult campaigns, women and foreigners might have to pretend to be the nurse or assistant of a “respectable” alienist, using their powers only when no one else can see them (and allowing the licensed alienist to take the credit). In fantastic campaigns, anyone that can prove himself a competent Alienist will likely be respected, at least grudgingly.

THE DISTURBED

One of the secrets that Alienists hold close to the vest is that some mentally disturbed people can manifest psychical abilities. There is much debate between Alienist scholars as to whether psychical abilities cause insanity or whether insanity opens the mind enough to manifest them. Regardless, such people can be menaces to society.

One of the Disturbed need not be a raving lunatic. He could actually seem quite normal, going about his daily routine and exhibiting a friendly demeanour. Beneath, however, something is off. He may be cold-hearted or prone to violent fits over the smallest infraction. He might be a sadist, luring the unsuspecting into his confidence before forcing them to play his games. He might have a Jekyll-and-Hyde mentality, acting normal during the day and becoming something monstrous at night.

Alienists are careful to identify and isolate the Disturbed in mental hospitals, as these insane individuals pose a threat to other patients and hospital staff. Paradoxically, Alienists tend to send the Disturbed to these same institutions, where they may be carefully studied and, hopefully, cured.



PSYCHOSURGERY

One of the more effective and grisly techniques perfected by Alienists is psychosurgery, or drilling a hole in the head and altering the brain. Surgeons have used trepanation (drilling a hole in the skull) for centuries as a cure for various ailments due to the belief that drilling a hole into the skull could relieve pressure. Early Alienists have discovered that, by taking trepanation one-step further and actually cutting into the brain, they could inhibit the use of psychical abilities.

Alienists are wont to avoid using this procedure, as there is some risk involved and the effect is irreversible (for an Alienist, this is tantamount to castration). Instead, most Alienists will try to help psychic patients come to terms with their abilities. Certainly no Alienist would want to carry out the procedure on another Alienist except in the most extreme circumstances. Unfortunately, an Alienist

may come to believe that the patient (or rogue Alienist) is simply too dangerous to remain as they are, and psychosurgery is preferable to death.

Only psychical powers related to a single key ability may be removed in a single psychosurgery attempt. While this is usually enough to “fix” a Disturbed with a single power, it could take up to six psychosurgery surgeries to fully incapacitate an Alienist patient.

Psychosurgery requires a number of steps. First, the Alienist must have a restrained patient. Second, the Alienist must make a DC 25 Knowledge (earth and life sciences) check and a DC 30 Psicraft check to identify the area of the brain that needs to be removed. Third, a surgeon must perform the actual surgery (if the Alienist is also the surgeon, he may add his Alienist class level to the check) by making a DC 25 Treat Injury check. If successful, the patient loses all psychical powers related to a single key ability (and may never learn or relearn any psychical abilities related to that key ability again). The patient also loses 1d4 points of permanent ability damage in that key ability. Because of the delicate nature of the surgery, any failure by 10 or more immediately drops the patient’s hit points to -1 and the patient is Dying.

EVOLUTION?

Many Alienists take the work of Charles Darwin seriously, believing that psychical abilities are the next step in human evolution. Other Alienists claim that psychical abilities have always been part of the human mind, and learning to use them is no different than other forms of scientific and technological progress. A third group of Alienists believe that only certain individuals possess this gift, just as certain individuals are born with red hair, blind, or able to contact the spirit world.

Needless to say, each Alienist group has a different outlook on psychical abilities. Evolutionary Alienists tend to believe that they are superior to their fellow men, much as a human would regard an ape. They are aloof, patronizing, and even condescending towards those without psychical abilities. In a very real sense, they see themselves as a superior social class outside of the norm. Evolutionary Alienists see the Disturbed as evolutionary dead ends, unable to cope with the changes. As the Disturbed are not worthy of transcending to the next level, Evolutionary Alienists are the most likely to suggest psychosurgery.

Progressive Alienists, by contrast, believe that anyone can learn psychical abilities, given enough time and study (Evolutionary Alienists would argue that not everyone that studies psychical abilities succeed, since only the evolved can truly learn them). To a Progressive Alienist, the Disturbed are merely confused about their marvellous talents, and with enough patience and time the Disturbed can learn to use their psychical abilities correctly. Progressive Alienists are loath to suggest psychosurgery, reserving it for extreme cases.

Hereditary Alienists believe that they are a minority, a lucky few that possess the gift. It is a family inheritance, and as they

are often misunderstood family histories are filled with terrible acts committed against “witch” ancestors. In a sense, all psychically endowed individuals are family, as all of their lines can be traced back to some unknown ancestor. Hereditary Alienists truly feel remorse for the Disturbed, as any brother would. Hereditary Alienists are the least likely to ever use psychosurgery, since depriving one member of the gift makes the family that much smaller.

THE SOCIETY FOR PSYCHICAL RESEARCH

Established in 1882, the Society for Psychical Research is a private organisation dedicated to studying anything related to the occult and supernatural. The society has headquarters in London and Cambridge. A separate American branch is established in 1885, but is forced to dissolve and reorganize as an official branch of the SPR five years later. The society is most famous for revealing the fabrications of the Theosophical Society in 1884, but it is not necessarily a “debunking” organisation. The SPR is simply interested in learning the truth about esoteric topics. In fantastic campaigns, many members of the Society will be Alienists or Alienist/Scientific Detectives.

ALTERNATE ALIENISTS

The Alienist as described in this supplement is but one of many possible ways to integrate psionic powers into an Imperial Age campaign. The “official” Alienist, as it were, is balanced against the Medium (as described in Imperial Age Spiritualism) and the Hermetic Disciple (as described in Imperial Age Magick). To better achieve this balance, the Alienist’s power use is similar to that of d20 sorcerers. Psionic powers do not require power points to use; instead, the power works as long as there is a power slot available.

Game Masters that prefer to use power points can substitute them as per the Telepath advanced class in the SRD. With the exception of power points instead of slots, the Alienist advanced class remains the same.

Game Masters that wish to use Green Ronin’s The Psychic’s Handbook in place of SRD psionic powers need only make minor adjustments. Replace the Wild Talent feat requirement with Psychic Ability. Remove autohypnosis and psicraft from the skill list and make all psychic skills class skills. Additionally, remove Self-Reflection and Meditation from the class features and add a bonus Psychic Feat every even level.

Finally, Game Masters may wish to utilize Alienists as they actually were, budding psychiatrists. In this case, the Alienist ceases to exist as an advanced class. Alienist characters remain base classes with a Doctor occupation. If certain occult powers, such as spiritualism or magick, are real, the Alienist may dabble in them as well (perhaps, in such a world, demonic possession really does cause mental illness, and the alienist is a medium exorcist). This has precedence in real world psychical research, as researchers included medium-ship in their research. Also, many members of the Society for Psychical Research were former Spiritualists. An Alienist medium might try to help patients work through their issues by summoning related spirits.



THE ALIENIST ADVANCED CLASS

The Alienist is a parapsychologist that uses his training to unlock the secrets of the mind. He is almost always a psychiatrist of upper middle class standing, enabling him to gain entrance into aristocratic homes as well as mental hospitals. The Alienist prefers to talk rather than fight, but anyone that presses the issue will find that the Alienist is quite capable of defending himself.

REQUIREMENTS

To qualify to become an Alienist, a character must fulfil the following criteria:

Skills: Knowledge (behavioural sciences) 6 ranks, Profession (alienist) 6 ranks

Feat: Wild Talent

CLASS INFORMATION

Hit Die: The Alienist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points: The Alienist gains a number of action points equal to 6 + one-half his character level, rounded down, every time she achieves a new level in this class.

Class Skills: The Alienist's class skills are as follows: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Psycraft (Int), Read/Write Language, Research (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int Modifier



| Level | BAB | Fort | Ref | Will | Special | Def | Reputation |
|-------|-----|------|-----|------|---|-----|------------|
| 1 | +0 | +0 | +0 | +2 | Psychical Skills, Psychical Abilities | +0 | +2 |
| 2 | +1 | +0 | +0 | +3 | Calm Demeanor, Psychical Abilities | +1 | +2 |
| 3 | +1 | +1 | +1 | +3 | Danger Sense, Psychical Abilities | +1 | +2 |
| 4 | +2 | +1 | +1 | +4 | Psychical Abilities | +1 | +3 |
| 5 | +2 | +1 | +1 | +4 | Psychosurgery, Psychical Abilities | +2 | +3 |
| 6 | +3 | +2 | +2 | +5 | Inspire Confidence, Psychical Abilities | +2 | +3 |
| 7 | +3 | +2 | +2 | +5 | Psychical Abilities | +2 | +4 |
| 8 | +4 | +2 | +2 | +6 | Psychic Surgery, Psychical Abilities | +3 | +4 |
| 9 | +4 | +3 | +3 | +6 | Psychical Abilities | +3 | +4 |
| 10 | +5 | +3 | +3 | +7 | Maximize Power, Psychical Abilities | +3 | +5 |

CLASS FEATURES

Psychical Skills: An Alienist has access to the following psychical skills. These skills are considered class skills for the Alienist, and he can use his skill points to buy ranks in them, just like other skills in the game.

Autohypnosis (Wis): Trained only.

You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task you attempt.

| Task | DC |
|-----------------|-------------|
| Resist fear | 15 |
| Memorize | 15 |
| Tolerate poison | Poison's DC |
| Willpower | 20 |

Resist Fear: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

Try Again?: For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

Special: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Concentration (Con):

The normal Concentration skill expands to include psychical applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

Psicraft (Int): Trained only.

Use this skill to identify psychological powers as they manifest or psychological effects already in place.

Check: You can identify psychological powers and effects.

| DC | Task |
|------------------|---|
| 15 + power level | Identify a psychological power as it manifests. (You must sense the power's display or see some visible effect to identify a power.) You can't try again. |
| 20 + power level | Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) You can't try again. |
| 20 + power level | Identify materials created or shaped by psychological abilities. You can't try again. |
| 30 or higher | Understand a strange or unique psychological effect. You can't try again. |

Try Again?: See above.

Time: Unless otherwise indicated, Psicraft is a move action.

Psychical Abilities: The Alienist has the ability to look deep within himself and unlock the secrets of his mind. At 1st level, the Alienist learns two 0-level telepath powers (as described in the SRD). Each new level of Psychological Abilities adds two powers of the next level so at 2nd level the Alienist would gain two 1st level powers and 4th level the Alienist would gain two 3rd level powers, etc.), or two additional powers at any previous level. The number of powers known at a higher level may not exceed the powers known at a lower level. The Alienist may never have a power at a level greater than half his Alienist level (rounded down).

The Alienist can cast any power he knows at any time with no preparation. He is limited only by his available power slots. The Alienist may always swap a lower level power for a higher-level power slot.

The Alienist also gets a number of extra power slots based on his Charisma score, as displayed on the table. The Alienist always has these power slots available, even when he cannot manifest powers of that level. Instead, he may use those slots to manifest lower level powers until he is of sufficient level to use them fully.

Table: Alienist Power Slots

| Level | Power Slots per Day | | | | | |
|-------|---------------------|-----|-----|-----|-----|-----|
| | 0 | 1st | 2nd | 3rd | 4th | 5th |
| 1st | 5 | 3 | — | — | — | — |
| 2nd | 6 | 4 | — | — | — | — |
| 3rd | 6 | 5 | — | — | — | — |
| 4th | 6 | 6 | 3 | — | — | — |
| 5th | 6 | 6 | 4 | — | — | — |
| 6th | 6 | 6 | 5 | 3 | — | — |
| 7th | 6 | 6 | 6 | 4 | — | — |
| 8th | 6 | 6 | 6 | 5 | 3 | — |
| 9th | 6 | 6 | 6 | 6 | 4 | — |
| 10th | 6 | 6 | 6 | 6 | 5 | 3 |

| CHA Score | Bonus Power Slots per Day | | | | | |
|-----------|---------------------------|-----|-----|-----|-----|-----|
| | 0 | 1st | 2nd | 3rd | 4th | 5th |
| 12–13 | — | 1 | — | — | — | — |
| 14–15 | — | 1 | 1 | — | — | — |
| 16–17 | — | 1 | 1 | 1 | — | — |
| 18–19 | — | 1 | 1 | 1 | 1 | — |
| 20–21 | — | 2 | 1 | 1 | 1 | 1 |
| 22–23 | — | 2 | 2 | 1 | 1 | 1 |



Calm Demeanour: The Alienist has a calming presence and can put others at ease. He gains a bonus to his Bluff, Diplomacy and Sense Motive skills equal to his class level provided that he and his target are in calm, intimate surroundings. The target's attitude also improves by one step on the Diplomacy table.

Danger Sense: The Alienist is attuned to the minds of those around him, even when he is not trying to affect them. At 3rd level, the Alienist is never surprised. He may always act in the Surprise Round, if any.

Psychosurgery: At 5th level, the Alienist has studied the mind and psychological effects well enough to initiate a psychosurgery attempt.

Inspire Confidence: At 6th level, the Alienist can help an ally perform up to his fullest potential. Whenever an ally needs to make a skill check (of any type), the Alienist can make a DC10 Knowledge (behavioural sciences) check to aid him. If the Alienist succeeds, the ally gains +2 to his roll. This represents the Alienist saying the right things to inspire and encourage the ally and cannot be used if the Alienist cannot effectively communicate with his ally during the skill check.

Psychic Surgery: At 8th level, the Alienist can use his own psychological ability to perform psychosurgery.

Maximize Power: At 10th level, the Alienist learns to manifest his powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of points equal to its normal cost +6.

NEW FEATS

Extra Power Slots

You can use your psychic abilities more often than usual.

Prerequisite: Wild Ability (any) or Wild Talent

Benefit: You may add 2 extra power slots to manifest Wild Abilities. If you are an Alienist, you may add up to two power slots to the highest power level that you are capable of manifesting.

Special: This feat may be chosen more than once, but never for the same power level as previous extra power slots (this limitation does not exist if used in conjunction with a Wild Ability, subject to the usual non-stacking rule).

Wild Talent

You have manifested a minor psionic power.

Benefit: You may use one of the 0-level psionic powers available in the campaign. You can manifest this power up to three times per day.

Special: Once a character with this feat becomes an Alienist, he retains the power but loses the ability to manifest it as granted by this feat. Instead, the power is now subject to his usual power slot level limitations.

DISTURBED FEATS

The following feats are generally only available to the Disturbed. The Disturbed can take any of the feats below as long as they have feat slots available. They need not worry about prerequisites.

Game Masters may wish to allow player characters to select these feats as well. Unlike the Disturbed, player characters must follow the prerequisites. Should players balk at this, the Game Master should remind them that they may ignore the prerequisite limitation if they don't mind handing their character sheet to the Game Master, as they have now officially become one of the Disturbed.

Wild Ability (First)

You can manifest a 1st level psychic ability.

Benefit: You may use one of the 1st level psychical abilities available in the campaign. You can manifest this power up to two times per day (these slots do not stack with Alienist level slots; an Alienist with this feat gets the extra ability, but not the slots).

Special: This feat may be taken multiple times; each subsequent feat adds a new ability, but no new power slots.

Wild Ability (Second)

You can manifest a 2nd level psychic ability.

Prerequisite: Character level 3

Benefit: You may use one of the 2nd level psychical abilities available in the campaign. You can manifest this power up to two times per day (these slots do not stack with Alienist level slots; an Alienist with this feat gets the extra ability, but not the slots).

Special: This feat may be taken multiple times; each subsequent feat adds a new ability, but no new power slots.

Wild Ability (Third)

You can manifest a 3rd level psychic ability.

Prerequisite: Character level 5

Benefit: You may use one of the 3rd level psychical abilities available in the campaign. You can manifest this power up to two times per day (these slots do not stack with Alienist level slots; an Alienist with this feat gets the extra ability, but not the slots).

Special: This feat may be taken multiple times; each subsequent feat adds a new ability, but no new power slots.

Wild Ability (Fourth)

You can manifest a 4th level psychic ability.

Prerequisite: Character level 7

Benefit: You may use one of the 4th level psychical abilities available in the campaign. You can manifest this power up to two times per day (these slots do not stack with Alienist level slots; an Alienist with this feat gets the extra ability, but not the slots).

Special: This feat may be taken multiple times; each subsequent feat adds a new ability, but no new power slots.

Wild Ability (Fifth)

You can manifest a 5th level psychic ability.

Prerequisite: Character level 9

Benefit: You may use one of the 5th level psychical abilities available in the campaign. You can manifest this power up to two times per day (these slots do not stack with Alienist level slots; an Alienist with this feat gets the extra ability, but not the slots).

Special: This feat may be taken multiple times; each subsequent feat adds a new ability, but no new power slots.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: *Open Game License v 1.0* Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

The Imperial Age: Advanced Class: Scientific Detective Copyright 2006, Adamant Entertainment. Author: Walt Ciechanowski

The Imperial Age: Advanced Class: Monster Hunter Copyright 2006, Adamant Entertainment. Author: Walt Ciechanowski

The Imperial Age: Advanced Class: Alienist Copyright 2007, Adamant Entertainment. Author: Walt Ciechanowski

The Imperial Age

COMING SOON :

The Gamemaster’s Guidebook to Victorian Adventure
Imperial Age Engines
Imperial Age British India
Imperial Age Faeries