

# *22 Talent Trees*

*A FREE PREVIEW of  
22 Talent Trees*



Requires the use of the d20 Modern Roleplaying Game,  
published by Wizards of the Coast, Inc.

Bloodstone



Press

## 2 TALENT TREES

### INTRODUCTION

This document features a few of the many new talents that are presented in the [22 Talent Trees](#) gaming supplement, produced by Bloodstone Press. These talents were developed during the play-testing phase of [Hell on Earth](#), also published by Bloodstone Press. However these talents are not specific to the WWII setting. They are suitable to any game using the Modern version of the Core Rules. These talents bring some much-needed variety to the character creation process. With the talents contained in [22 Talent Trees](#), you can create hundreds of new character concepts.

Please take a moment to read through the next few pages of this document. Take a peek at some of the cool ideas and brilliant artwork you can expect to find in [22 Talent Trees](#), available in November of 2003. If you like what you see, you can find out more at the end of this document and on the Bloodstone web site.

Many of these talents have been extrapolated from other previously published OGC sources, including the SRD. Others have been developed from scratch. Although all have been rigorously considered, clarifications may still be in order. If you have any questions or need clarification concerning these rules do not hesitate to contact us at [jalger@bloodstone-press.com](mailto:jalger@bloodstone-press.com). we will do my best to get you an answer and we will try to make suitable adjustments to future releases of this material.

### RELATED MATERIAL

The d20 Modern Core Rules are required to use this supplement. Talents followed by an “(SRD)” notation can be found in the d20 Modern SRD. Furthermore, many of these talent trees are suitable for use with [Hell on Earth](#), the WWII d20 Modern supplement from Bloodstone Press.

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## FAST HERO

### ***Elusive Talent Tree***

Fast heroes with this talent tree are known for their uncanny ability to hide, to avoid attacks and to wriggle free of bonds or grapples.

**Slippery:** A Fast hero with this talent gains a +3 bonus to all Escape Artist checks, including those made to escape a grapple.

**Fancy Footwork:** The Fast hero gains a +1 Dodge bonus to his Defense against all attacks directed at him, provided he is not flat footed or otherwise denied his Dexterity bonus to Defense.

**Creeping Reflexes:** The Fast hero has remarkably keen reactions, enabling him to excel at certain skills. The hero with this talent adds his base Reflex saving throw bonus to all Hide and Move Silently checks.

*Prerequisite:* Slippery.

**Improved Fancy Footwork:** The Fast hero gains a +2 dodge bonus against all attacks directed at him, provided he is not flat footed or otherwise denied his Dexterity bonus to Defense.

*Prerequisite:* Fancy Footwork.

**Celeritous Skulking:** The Fast hero with this talent can move at normal speed without suffering the -5 penalty to his Hide check.

*Prerequisites:* Slippery, Creeping Reflexes.

### ***Tactical Talent Tree***

Smart heroes are masters at outwitting their foes. These talents represent the hero's ability to think faster and utilize better tactics than other characters.

**Outsmart:** This talent may be used against a single selected opponent that the Smart hero has witnessed acting in combat for at least 1 round. By spending an Action Point and making an Intelligence check (DC 15) with a bonus equal to his Smart level, the hero is able to analyze, extrapolate and anticipate his opponent's actions. This insight allows the Smart hero to make a Reflex save with a bonus equal to his Smart level (DC equal to the attack roll) to avoid every successful attack from the particular selected foe. This effect lasts for 3 rounds plus 1 round per level of Smart hero the character has.

**Tactician:** One time per class level each day, the Smart hero with this talent can add his Intelligence modifier to a single attack roll in addition to his Strength or Dexterity modifier (as appropriate).





## 2 TALENT TREES

**Greater Outsmarting:** This talent functions just as the Outsmart talent (see above). It also allows the Smart hero to add his base Will saving throw bonus to all attacks he makes against the selected foe. This effect lasts for 3 rounds plus 1 round per level of Smart hero the character has.

*Prerequisite:* Outsmart.

**Keen Attacks:** Smart heroes with this talent can spend an Action Point to increase the critical threat range of their attacks by 2. Regardless of what weapon the hero uses (as long he is proficient with it), the threat range for striking a critical hit is increased by 2 points. For example, most weapons threaten a critical hit on the roll of a natural 20. With this talent, that threat range is increased to 18, 19, and 20.

Once the hero spends the Action Point to increase a particular weapon's critical threat range, he cannot switch the Keen Attacks effect to another weapon without spending another Action Point.

This effect persists for 3 rounds plus 1 round per class level of the Smart hero.

*Prerequisite:* Outsmart.

**Greater Keen Attacks:** Smart heroes with this talent can spend an Action Point to increase the critical threat range of their attacks an additional 2 points (total 4). Regardless of what weapon the hero uses (as long he is proficient with it), the threat range for striking a critical hit is increased by 2 more points. For example, most weapons threaten a critical hit on the roll of a natural 20. With this talent (and the prerequisite Keen Attacks), that threat range is increased to 16, 17, 18, 19, and 20.

Once the hero spends the Action Point to increase a particular weapon's critical threat range, he cannot switch the Keen Attacks effect to another weapon without spending another Action Point.

*Prerequisites:* Outsmart, Keen Attacks.



## 22 TALENT TREES

22 Talent Trees contains 86 new talents grouped into 22 trees. 4 of them are devoted to the Strong hero, including such talents as **Rough**, Rowdy, **Mighty Hurling** and several others. The Fast hero can also find 4 new talent trees here. From driving talents like Speed Demon, and **Offensive Driving** to skulking talents such as Creeping Reflexes and **Celeritous Skulking**, there is enough good ideas here to keep your Fast heroes **fresh and new** for years.

**BUT THAT'S NOT ALL!**

Tough heroes are provided with 2 new talents, one of them especially useful in magical campaigns (FX Resistance!) Smart heroes can choose from 3 new talent trees ranging from Tactical to **Quick Thinking**. With these, they can enhance their skills or become more combat savvy.

**BUT WAIT, THERE'S MORE!!**

There are 4 more talent trees designed for Dedicated heroes. Those prophets and seers could select the **Foretell** talent, allowing them to glimpse the future. They might also take a few talents from the **Virtuous** tree, becoming embolden by their own righteousness. Charismatic heroes can select from 3 more trees, not all of them are very nice. The Intimidating talent tree includes the **Game Face** talent, which can cause the hero's visage to actually **increase** the damage he inflicts.

**22 Talent Trees** also includes a new feat and a new use for the Treat Injury skill, **Transplant Surgery!**

## YOU GET ALL THIS:

**86 talents grouped into 22 trees**

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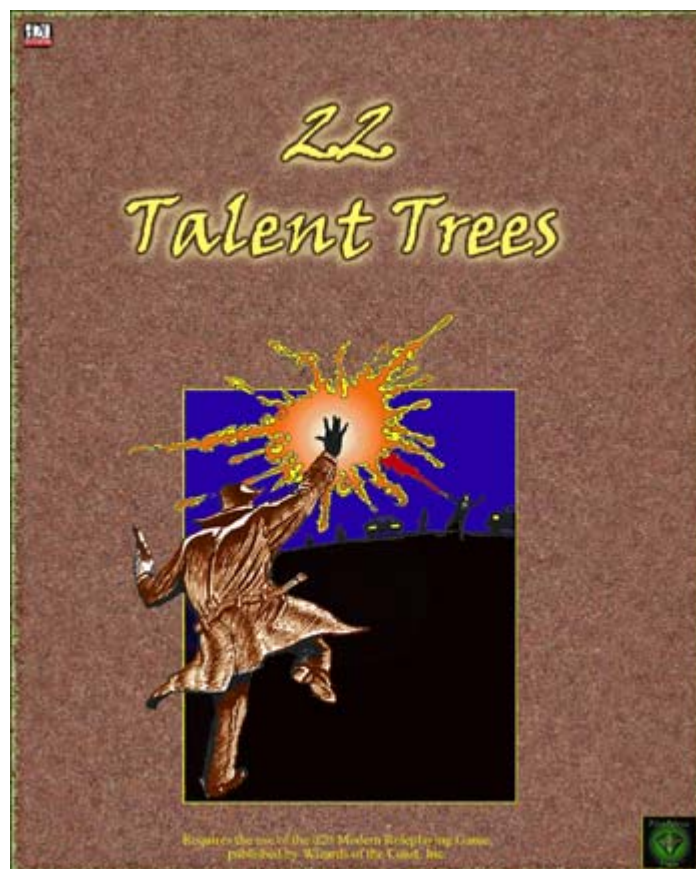
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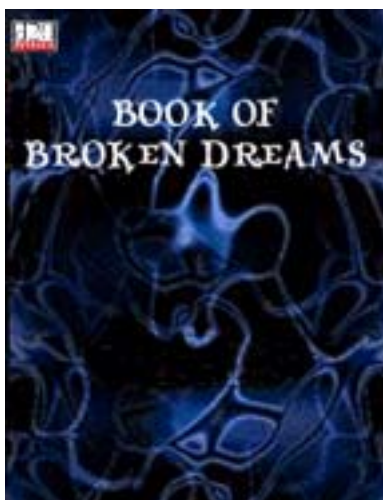
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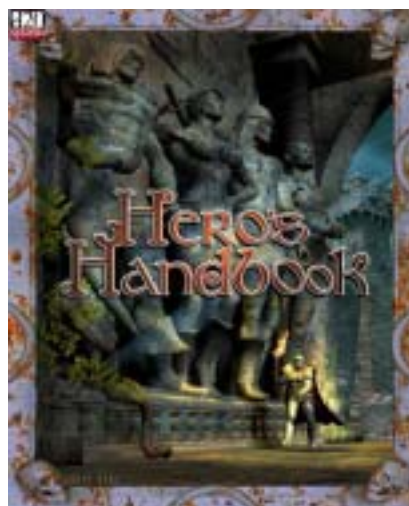


## 2 TALENT TREES



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## Hell on Earth

**Hell on Earth** contains all the information you need to take your **d20** game to the beaches of Normandy, the streets of **Krakow**, or the jungles of Burma. Whether you prefer cloak and dagger **spy missions**, commando raids behind enemy lines, daring **dogfights**, or enduring the horrors of German and Japanese camps, this supplement can bring epic history your game table!

Chapter 1 of **Hell on Earth** introduces the **WWII** campaign setting and includes a timeline and a discussion of dozens of adventure **possibilities**. It also discusses a list of Alliances, including sinister groups like the **Thule Society**.

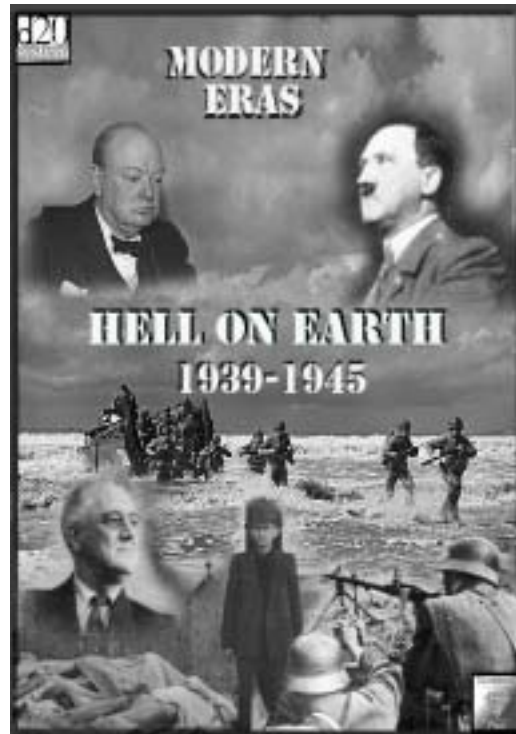
Chapter 2 presents **nine** advanced classes that are related to the setting. Commandos, Demolitions Experts, **Nazi Occultists**, and Spies, among others, are covered in detail.

Chapter 3 discusses dozens of new feats necessary for waging war in the early 20th century including Combat Flight, **Nighttime Operations**, Crash Endurance, Advanced Calculations, Concentrated Fire, and Hopeful Vigor.

Chapter 4 covers much of the equipment available during **WWII**. Tanks, 16-inch guns, battleships, aircraft carriers, fighter planes, submarines, gliders, half-track motorcycles, torpedoes, **V-2 rockets**, and “J-guns” are only a few of the vehicles, weapons, and equipment covered in this chapter.

Chapter 5 discusses the possibilities of **FX** in the **WWII** setting. It describes new **magic items** such as the **Spear of Destiny**, and other items sought by the Nazis. This chapter also includes several **new spells** designed for **evil** spell casters. A handful of fiendish monsters round out this chapter, including foo fighters and **gremlins**.

Whether you want to relive history’s most **crucial** turning points or rewrite the history books entirely, if you’re ready to fight for your homeland, struggle to survive, and die for ideals, **Hell on Earth** can provide the battles, the horrors, and the glory you **crave!**



## 2 TALENT TREES

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