



A Free Preview

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ANOTHER 22 TALENT TREES

INTRODUCTION

Welcome to the free preview of [Another 22 Talent Trees](#), a d20 Modern supplement from Bloodstone Press. This free preview features the entire table of contents, two randomly selected talent trees, and a one feat from [Another 22 Talent Trees](#).

[Another 22 Talent Trees](#) features more than eighty new talents divided into twenty-two new talent trees. Four new martial arts feats including Locust Leap and Devil's Finger can also be found in [Another 22 Talent Trees](#). To aid in cross referencing rules, Another 22 Talent Trees is equipped with several external links to the [hypertext d20 SRD](#) and a fully hyper-linked table of contents. It also features internal hyper-links and a list of bookmarks.

[Click here](#) to pick up your copy from RPGNow today!

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 the [1948 Campaign Setting](#) and [Modern Eras \(1939-1945\)](#), the WWII d20 Modern supplement from Bloodstone Press.

You might also find the original [22 Talent Trees](#) to be a suitable companion to this book.

OGC

Only the talent trees, their component talents, and character types are classified as Open Content. These Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "[Another 22 Talent Trees](#), ©2004 Bloodstone Press." Check the Copyright notices in the [OGL](#) at the end of this document for more specific OGC information.

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Document Features

There are several external hyper-links in this document that link to the convenient and well-designed [Hypertext d20 SRD](#) web site, for ease in referencing and cross-referencing rules. This document also features a hyper-linked Table of Contents and a list of bookmarks.

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TOUGH HERO

Toughened Grappling Talent Tree

Grappling is tough work. A successful wrestler must have good endurance and be able to push his body to maximum exertion for a long period of time.

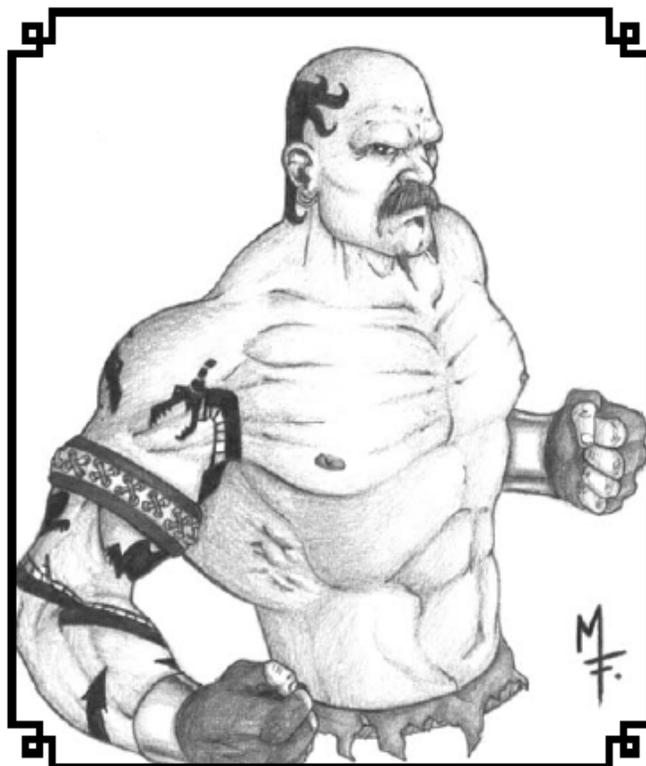
Build up Steam: By stressing his body in a grapple, the Tough Hero actually becomes more adept and skilled while grappling. It takes him a few rounds of stressful conditions to get his body worked up to its full potential. A character with this talent gains a (cumulative) bonus to all grapple checks of +1 per round until the total bonus equals his Constitution Modifier +3. If the hero stops grappling, this bonus decreases at the rate of 1 point per round until it falls to 0 or he begins grappling again. For example, Matilda has a 16 Constitution. She can use this feat to gain a cumulative +1 bonus to her Grapple checks each round she grapples, beginning with the first. This bonus is +1 on the first round, +2 on the second round, +3 on the third round, +4 on the fourth and so on until it reaches its maximum of +6 (her Constitution modifier +3). If she stops grappling for any reason, this bonus begins to decrease 1 point per round until it reaches 0 or until she begins grappling again, at which point it starts to increase as before.

Contest of Fortitude: While grappling, the Tough Hero with this talent can make opposed Fortitude saves with his opponent. If he wins the opposed roll, his opponent suffers nonlethal hit point damage equal to the Tough Hero's Constitution modifier plus any other bonuses that normally apply to grappling damage such as Strength and various feats.

Killer Pace: When engaged in a grapple, a Tough Hero with this talent can wrestle at a blistering pace without tiring. He may not be the strongest or fastest wrestler, but he can certainly wear down nearly any opponent. Once per round, beginning on the 2nd round of a grapple, the Tough Hero can make a Fortitude save (DC 15). If the save fails, he becomes fatigued. If the save succeeds, whatever the Hero rolled for his save becomes the DC for a similar Fortitude save that the opponent must make. If the opponent fails the save, he becomes fatigued. A fatigued character cannot run or charge and suffers a -2 to Strength and Dexterity. Unlike normal fatigue, this fatigue is temporary and ends after resting for 10 minutes.

For example, Matilda (From 1948) is engaged in a grapple and she wishes to fatigue her opponent. She makes a Fortitude save DC 15. Her player rolls a 23. Her opponent must now make a Fortitude save DC 23 or become temporarily fatigued. If Matilda had failed the DC 15 save, she would have become fatigued instead and her opponent would not have had to make a save.

Prerequisite: Build Up Steam



Improved Killer Pace. This talent improves the Killer Pace talent. A character with this talent needs only to save against DC 12 to force his opponent to make a saving throw.

Prerequisites: Killer Pace, Build Up Steam

Toughened Grapple: Tough Heroes with this talent add their Constitution modifier to all Grapple checks in addition to all other modifiers that usually apply to a grapple check.

Greater Contest of Fortitude: While grappling, the Tough Hero with this talent can make an opposed Fortitude save against his opponent. If the hero wins the opposed roll, he inflicts 1d8 + his Constitution modifier (instead of his Strength modifier) points of nonlethal damage on his opponent. If he fails the roll, there is no adverse effect. This is a full attack action.

Prerequisites: Toughened Grapple, Contest of Fortitude

DEDICATED HERO

Zen Talent Tree

Characters with talents from this tree are skilled at meditation and finding inner peace. They practice bringing their mind and spirit into tune with the universe.

Zen Awareness: Characters with this talent add their base Will save bonus as an insight bonus to all Spot and Listen checks.

ANOTHER 22 TALENT TREES

Zen Crafting: Characters with this talent find the act of crafting to be an excellent way to attain inner peace and a sense of harmony. This focused state of mind in turn helps improve their craftsmanship. After taking this talent, the character adds his Wisdom modifier to all Craft checks as an insight bonus.

Zen Combat: With this talent, the Dedicated Hero can add his Wisdom modifier as an insight bonus to all initiative checks.

Greater Zen Combat: With this talent, the Dedicated Hero adds his Wisdom modifier to his Defense as a dodge bonus. This bonus applies to touch attacks and even when the hero is flat-footed. The hero loses this bonus when immobilized or helpless, when wearing any sort of armor, or when carrying a medium or heavy load.

Prerequisites: Zen Awareness, Zen Combat.

In Touch with the Universe: Characters with this talent can spend an Action Point and a standard action to become focused. Once the character becomes focused, he adds his Wisdom modifier as a morale bonus to all attacks, damage and saving throws, including (for the second time) Will saves. This bonus persists for a number of rounds equal to his Dedicated Hero character level.

Prerequisites: Zen Combat, Greater Zen Combat, Zen Awareness

FEATS

Locust Leap

With this feat, the character can make spectacular leap attacks and kick opponents that are 10 feet away or more.

Prerequisites: Str 13, Combat Martial Arts, Jump 5 ranks, base attack bonus +4

Benefit: Locust Leap can only be used to attack foes that are 10 feet (2 squares) away or more. The character must use a full round action to attack with this feat. The character must also make a Jump check to reach opponents that are more than 10 feet away with a running start, or more than 5 feet away without a running start (DC equal to the number of feet jumped [x2 without a running start]). The hero gains a +10 bonus on this particular Jump check, automatically jumping the first 10 feet if he has a running start, or the first 5 feet without a running start.

This is considered a charge attack, even without a running start, and therefore grants the character a +2 bonus on the attack roll and imposes a -2 penalty to his Defense for 1 round.

Furthermore, this attack inflicts unarmed damage as normal, plus 1d6 points of additional damage.

Attacking with this feat provokes attacks of opportunity if the jump carries the character through any threatened squares.

Special: This feat is based on the [3.5 SRD rules for Jump](#), not the 3.0 version that appears in the d20 Modern book.



OTHER SUPPLEMENTS

ANOTHER 22 TALENT TREES

So you have the original [22 Talent Trees](#), but still you need more options for your d20 Modern heroes? Do you wish your fast heroes had **Lightning Fists**? Does your Tough hero need **thicker skin**? What if your Dedicated hero was **devoted** to mastering a weapon?

[Another 22 Talent Trees](#) presents dozens of new talents (grouped into **22 trees**) for the core classes. With this supplement you can play a Strong hero and use the **Tackle** and **Grip of Iron** talents to break your puny opponents in half! You can also enjoy the speed of the Fast hero with the **Lightning Fists** talent tree. Or perhaps you would prefer the Tough hero, with hardened flesh and a punishing **Battle Endurance**. If you prefer a little **magic** in your modern games, you might enjoy the **Arcane Secrets** talent tree, designed for the Smart hero. With these mystical talents, the Smart hero can gain all sorts of special abilities including **bonus spells**. The Dedicated hero, devoted to the **mastery** of a single

weapon, is also a formidable character. Just imagine your hero brandishing his beloved **Weapon of Choice** and blasting his enemies! Dedicated heroes can also choose talents from the **Zen** Talent Tree and become **One with the Universe**. Of course we can't forget about the Charismatic hero and his terrifying showmanship when he uses the **Grand Weapon Display** talent!

These and **dozens** of other innovative ideas fill the pages of this supplement!

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

Another 22 Talent Trees also features four new martial arts feats including the devastating **One Ton Kick** and the fiendish **Devil's Finger**.

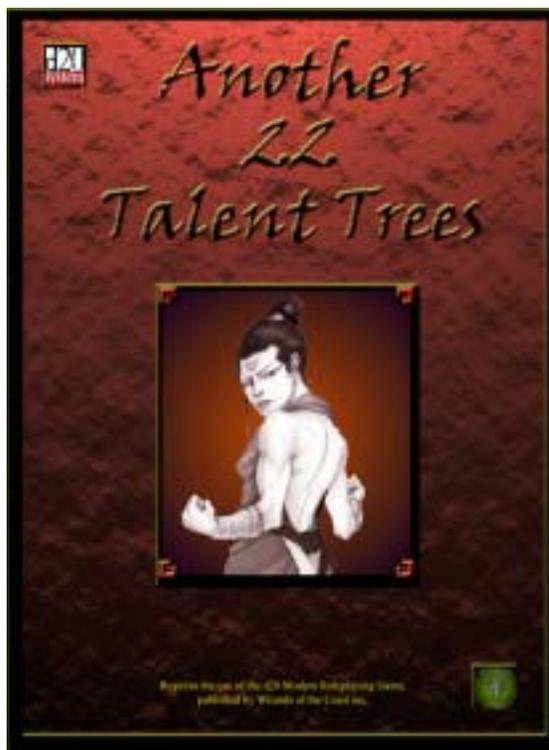
You get all this:

- **Dozens** talents grouped into **22 Talent Trees**
- Four new martial arts **feats**
- **7** stunning images depicting the talents and feats in action

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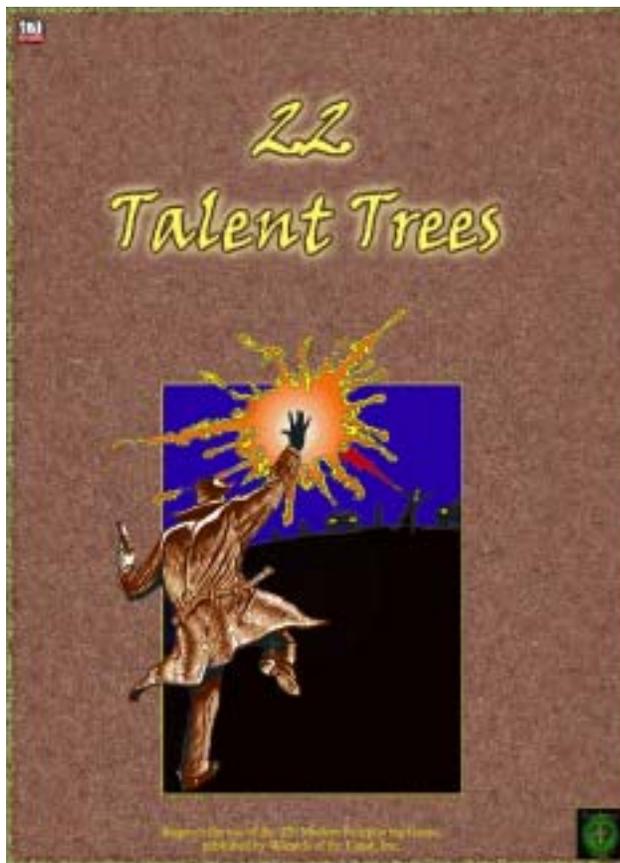
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ANOTHER 22 TALENT TREES

Are you bored by the dearth of **talent trees** presented in the Modern core rules? Do you wish your heroes had more options? Do you pine for **Offensive Driving** and a little **Domination**?

22 Talent Trees presents **86** new talents (grouped into **22** trees) for the core classes. With this supplement you can play Strong heroes who use their **Mighty Hurling** talents to throw objects extreme distances. Or perhaps you prefer a **Fast** hero who can use the **Quicker** than the **Eye** talents to gain a *blur* or *displacement* effect! Or would you rather play the Tough hero with **FX Resistance** and withstand the power of magic? What about the **Quick Thinking** Smart heroes who can use their talents to take action before other characters even figure out what is going on? Maybe you would prefer a Dedicated hero, devoted to the service others and able to donate their will power, their financial resources, and even their very **life** to another person in **need**. And finally, who could resist the pulchritudinous Charismatic hero with her **Stunning Beauty**?



These and **dozens** of other innovative ideas fill the pages of this supplement!

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

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

You Get All This:

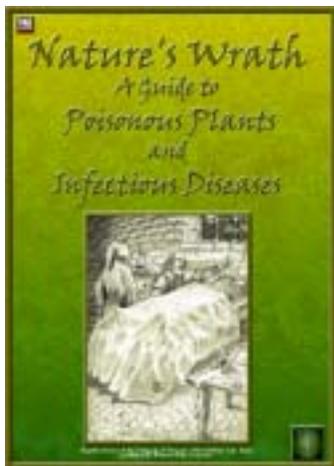
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- A new **feat** to perform lifesaving transplants
- **6** stunning images depicting the talents in action

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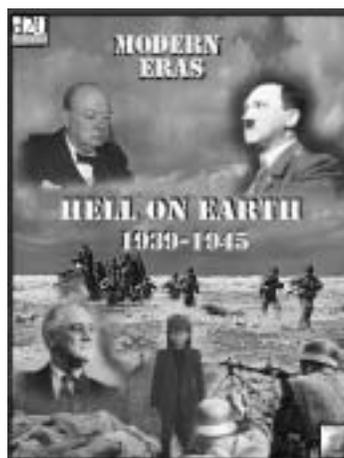
[NOW!](#)



Nature's Wrath is a useful d20 supplement that details the effects of **dozens** of real-world poisons and diseases. More than 40 dreadful diseases such as **Cholera**, malaria, and typhoid fever are detailed in the first chapter. More than 40 poisonous plants and toadstools such hemlock, death caps and nightshade are covered in the second chapter. A third chapter cover nearly **80 new conditions** such as chills, fever, **vomiting**, blurred vision, and many others is also included in this supplement.

[CLICK HERE TO GET YOUR COPY NOW!](#)

Hell on Earth includes all the information you need to take your d20 Modern game to the battlefields of **WWII**. This large supplement features nearly **100 pages** of game material covering all sorts of equipment, prestige classes, feats, special rules, magic items, **monsters**, and super science. Everything from Panzer IV tanks to **foo fighters** are covered in detail, providing all the options necessary for converting your d20 Modern game into a **d20 WWII** game.



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ANOTHER 22 TALENT TREES



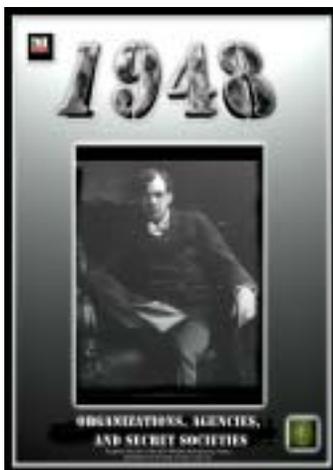
1948 is a historical/sci-fi/fantasy adventure setting that focuses on an alternate WWII history. In **1948**, no atomic bombs have been developed yet, though several nations are racing toward that end. Instead, dozens of other "**wonder weapons**" have been invented including huge super-tanks that weigh over 1,000 tons, **ray guns**, jet packs, flying platforms, and genetic **mutations**. There are also plenty of extra-dimensional aliens, demons, **monsters**, and much more to deal with in this setting. The **1948** setting also features a heavy dose of magic and mysticism. Voodoo mystics, **occultists**, holy knights, psychic spies, and arcane scholars are frequently encountered. **Legends** of huge underground cities, lost tomes of power and races of **superior beings** entice governments on both sides of the conflict to hunt down every possible advantage they can find.

The Axis powers have used these new weapons to turn the tide of the war against the Allies. In response, the Allies have developed many of their own **wonder weapons**, causing the battle fronts in both Europe and Asia to shift back and forth several times. New Nazi jets have begun bombing American cities. Japanese bioengineers have created unthinkable **monstrous horrors** that terrorize whole navel fleets in the Pacific. An ancient race of **Nagas** from inside the Earth has taken an interest in the war as have disgusting aliens from Sirius Minor. In the center of it all is the long and sordid history of the **Templar Knights** and a race of diabolical **half-fiends**, spawned nearly 1,600 years ago.

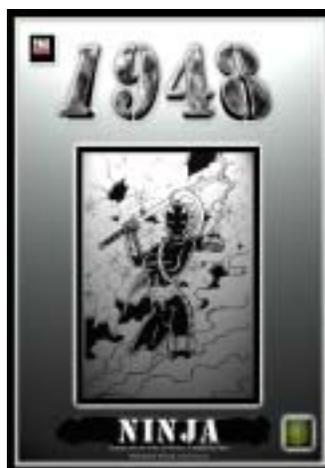
Behind the scenes, dozens of secret societies pull the strings like puppeteers. The **Illumanati**, the Priori of Sion, the Freemasons, the **Skull and Bones Society**, the Black Dragon Society, the New Forest Witches, the Golden Dawn and many other organizations all pursue their own sinister goals as the world is ripped asunder!

Visit the [1948 web site](#) today to find out more about this exciting campaign setting!

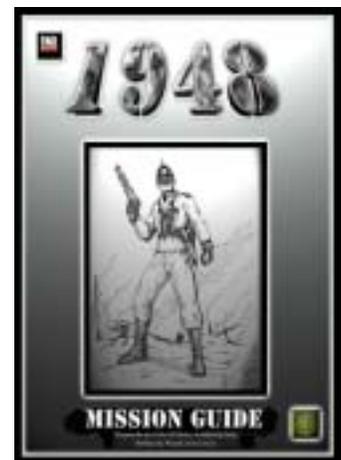
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