

Turk

An intelligence bureau for the Shinra Corporation, the turks specialize in a myriad of clandestine operations from reconnaissance, espionage, black ops to kidnapping, sabotage, and even assassinations. In many ways, they are a fraternal order with an eclectic membership from thieves and street performers to trained martial artists and gunslingers. However, as myriad as they are in background, all turks are well dressed professionals who get the job done. What matters to a turk first and foremost is the bottom line and any concerns such as friends and family are secondary. Becoming a turk means becoming one for life, the only way out is in a body-bag.

Hit Die: d8

Requirements

To qualify to become a turk, a character must fulfill all the following criteria.

Skills: Intimidate 5 Ranks, Bluff 5 Ranks, Sense Motive 5 Ranks, Stealth 5 Ranks, Perception 5 Ranks, Sleight of Hand 5 Ranks, Escape Artist 5 Ranks.

Feats: Dodge, Mobility.

Special: Must have the Evasion class feature. Must join the Investigation Sector of the General Affairs Department and pass the field test overseen by a turk.

Class Skills:

The turk's class skills (and the key ability for each) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (explosive) (Int), Craft (electronics) (Int), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (local, engineering, technology) (Int), Perception (Wis), Pilot (Dex), Profession (driver, pilot, sailor) (Wis). Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Points at Each Level: 8 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+1	Limit Break, Gumption, Professional Standing +1
2 nd	+1	+1	+1	+1	Turk Knack, Suit +1, Studied Strike +1d6, Studied Combat
3 rd	+2	+1	+2	+2	Professional Standing +2
4 th	+3	+1	+2	+2	Turk Knack, Suit +2, Studied Strike +2d6
5 th	+3	+2	+3	+3	Professional Standing +3
6 th	+4	+2	+3	+3	Turk Knack, Suit +3, Studied Strike +3d6
7 th	+5	+2	+4	+4	Professional Standing +4
8 th	+6	+3	+4	+4	Turk Knack, Suit +4, Studied Strike +4d6
9 th	+6	+3	+5	+5	Professional Standing +5
10 th	+7	+3	+5	+5	Turk Knack, Suit +5, Studied Strike +5d6

Class Features

All of the following are class features of the turk prestige class.

Weapon and Armor Proficiency: Turks gain simple firearms exotic weapon proficiency.

Limit Break (Su): At 1st level, the turk receives the Limit Break (Pyramid).

Pyramid (Su): This Limit Break allows the turk to trap a foe in a magical pyramid-like structure, affecting one foe + 1 per two turk levels after 1st within a 30-foot range. Each creature targeted must make a Reflex save (DC 10 + the turk's level + his Dexterity modifier) to avoid being trapped in a pyramid of yellow force for the duration of 1 round + 1 round per two turk levels after 1st. Enemies trapped in this manner are

Entangled and Immobilized but cannot be attacked until released. Sunder attempts can be made against a pyramid on both the outside and the inside. Reducing the pyramid's HP to zero will break it and free the enemy trapped inside. (The hardness of each cage is 5 +1 per turk level while the HP is 10 + 5 per two turk levels after 1st.) This Limit Break can only imprison creatures of the medium size category or smaller.

Gumption (Ex): Above all, a turk is shrewd and resourceful in his work. Starting from 1st level, the turk gains a number of gumption points a day equal to his Intelligence modifier (minimum 1) which he can use to augment his ability and skill check. As a free action, he can expend one use of gumption to add 1d6 to the result of that skill check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. He can use gumption on any Diplomacy, Bluff, and Intimidate skill checks provided he is trained in that skill. Gumption can also be used on his attack rolls and saving throws at the cost of two points from his pool for each check. In the case of saving throws, using gumption is an immediate action rather than a free action.

At 5th level, if the turk possesses grit, panache, or *ki* pool class features, he can spend gumption on abilities of each feature's related pool so long as he meets the requirements for it. This only applies expending points and cannot compliment or supplement for abilities that require a minimum number of points in their respective pool. For example: A turk with levels in fencer can spend gumption in place of panache for the *Opportune Parry and Riposte* deed, but cannot take an immediate action to attack on a successful parry if he has no panache left regardless of how much gumption he still has.

Professional Standing: A turk is always dressed to business and ready to answer the call of his superior. Above all else is the resolution of the task at hand even if he finds it distasteful. It's the sort of work that involves getting your hands dirty. As he progresses in this prestige class, so too does his standing in the eyes of both senior and fellow agents. Maintaining a decent relationship with coworkers is also pretty important. Never know when you'll need a hand or two. At 1st level, the turk receives a tailor-made suit consisting of a dark single-breasted jacket with notched lapels, a matching necktie and pair of trousers, a white-collared shirt and a pair of well-made shoes. A turk must be dressed in his suit to gain the benefits of his class features. Armor worn over these clothes doesn't stack. The outfit itself is made of a special material that makes it as durable as light armor which counts as either light armor or clothing. From 2nd level and every two levels after, the suit may be taken in to the Research Department QMC at Shinra HQ to be upgraded, gaining an additional +1.

Turk Suit: Type (Light Armor), Armor Bonus +1. The suit also adds a +2 circumstance bonus to Dexterity. In addition, this suit can be worn with class features such as the Monk's AC bonus and they still function, similar to Bracers of Armor.

Though the suit must be worn, it can be worn as it suits the turk's personal style (opened shirt, unbuttoned jacket, no neck tie). In addition to the wardrobe, the turk is issued a special ID granting him access to Shinra facilities and a PHS with the numbers of his superior and other turks. The turk is required to report to his superior on a weekly basis either over the PHS or in person. Failure to do so may lead to the turk being listed as MIA. On a regular basis, his superior will issue him assignments to fulfill. Assignments can range from mere skill checks to side-story quests to missions involving the main campaign. While on an assignment, the turk has a +1 competence bonus (that increases by 1 for every 2 levels thereafter) on all Knowledge, Sense Motive, Perception, and Appraise skill checks related to his task. Refusing or failing an assignment results in the loss of a gumption point for 1d4 days. Based on his standing with the agency, the turk will have access to the following resources:

Once a day, he may contact another turk over his PHS to add a +10 competence bonus to a Knowledge skill check, even one he's untrained in.

At 3rd level, he may use his PHS once a week to request the delivery of supplies such as ammo, potions, tools, and a land vehicle of medium size or smaller from the HQ. He may also request a fellow agent to accompany

him on assignments.

At 5th level, he may use his PHS once a week to call a squad of 1d4+1 Shinra SOLDIERS (of appropriate level, DM's discretion) to aid in his assignments.

At 7th level, the turk gains access to an aerial transport vehicle of medium size or smaller.

At 9th level, his standing in the agency grants him near-equal status to his superior; the turk may pass on certain assignments without taking penalties to his gumption. He can enlist another agent in addition to the one he can request at 3rd level for an assignment. He may also request an additional squad of SOLDIERS once a week. Being listed as MIA in addition to other circumstances at the GM's discretion may render these options unavailable to him.

For role playing purposes, Professional Standing can drastically affect the turk and his party over the course of the campaign. With the right skill checks and exercise of authority, he can defy orders that conflict his or the party's goals. However, if his loyalty to the Shinra corporation and the turks agency is ever deemed compromised, he may find himself on hunted by his former associates (see Going Rogue).

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Turk Knacks: At 2nd level, every two levels after, the turk can select a knack to add from the following:

Ballistic Gumption (Ex): The turk's level count as levels of gunner for the purpose of qualifying for gunner deeds. This stacks with any levels of gunner the he already possesses. **Prerequisites:** The turk must be at least 4th level and have a grit pool to select this knack.

Combat Gumption (Ex): When using gumption on an attack roll or saving throw, the turk expends one use of gumption instead of two.

Demolition Expertise (Ex): The turk can use gumption on Craft (explosives) skill checks without expending points from his pool. He also gains the bomb class feature of the chemist dealing 1d6 per two turk levels with a Reflex save DC against splash damage equal to 10 + the turk's level + his Intelligence modifier. He may also learn discoveries from the chemist list in place of knacks using his full turk class level to meet prerequisite requirements and determining save DCs.

Determination (Ex): The competence bonus a turk receives on assignments is applied to all attack rolls, Reflex saves, Fortitude saves, and Will saves related to his assignments.

Domino Effect (Ex): After using studied strike on an enemy, the turk can study an enemy that is adjacent to the one he struck, as an immediate action.

Flourishing Gumption (Ex): The turk's class levels count as levels of fencer for purpose of qualifying for fencer deeds. This stacks with any levels of fencer the he already possesses. **Prerequisites:** The turk must be at least 8th level and have a panache pool to select this knack.

Greater Combat Gumption (Ex): When using gumption on an attack or saving throw, the turk does not expend any points from his pool. **Prerequisites:** The turk must be at least 8th level and have the combat gumption knack to select this knack.

Ki Power (Su): The turk may add *ki* powers from the monk list. This knack can be selected multiple times adding a different *ki* power each time. **Prerequisite**: The turk must have a *ki* pool to select this knack.

Materia Knack (Su): The turk gains Use Magic Device as a class skill. If he's trained in it, he may use gumption use on Use Magic Device without expending points in his pool.

Mission Driven (Ex): The competence bonus a turk receives on assignments is extended to all class skill checks related to his assignment.

Perceptive Tracking (Ex): The turk can use Perception in place of Survival to both find and follow tracks, using the same DCs listed under the Survival skill.

Quick Study (Ex): The turk may use studied combat as a swift action instead of a move action.

Shrewd Infiltrator (Ex): The turk can use gumption on Stealth, Disable Device, Sleight of Hand, and Escape Artist skill checks without expending points from his pool. He may only use this knack with skills he's trained in.

Shrewd Investigator (Ex): The turk can use gumption on Appraise, Perception, Sense Motive, and Knowledge (local) skill checks without expending points from his pool. He may only use this knack with skills he's trained in.

Shrewd Pursuer (Ex): The turk can use gumption on Acrobatic, Climb, Drive, and Pilot skill checks without expending points from his pool. He may only use this knack with skills he's been trained in.

Shrewd Technician (Ex): The turk can use gumption on Craft (electronics), Craft (mechanical), Knowledge (engineering), and Knowledge (technology) skill checks without expending points from his pool. He may only use this knack with skills he's been trained in.

Situational Awareness (Ex): When the turk uses studied combat, he may sacrifice rounds of duration to study multiple enemies. The number of enemies he may study is equal to the number rounds he sacrificed. He gains an insight bonus on all attack rolls, damage rolls, and combat maneuver checks against for the number of rounds he didn't sacrifice (minimum of 1). He can only make a studied strike against one of the enemies he's studied. Just as with normal studied combat, he cannot study any of those enemies again for 24 hours unless he spends gumption points. He may only re-study up to one enemy per a gumption point spent.

That's Our Way (Ex): The competence bonus a turk receives on assignments increases with his standing, for a maximum of +5. **Prerequisite**: The turk must be at least 4th level to select this knack.

Thief Talent (Ex): The turk may add thief talents. This knack can be selected multiple times adding a different talent each time.

Studied Combat (Ex): A turk is trained to analyze hostiles in his combat situation in ordered to gain an edge. Starting at 2nd level, the turk can spend a move action to study one enemy, gaining an insight bonus equal to his Intelligence modifier on all attack rolls, damage rolls, and combat maneuver checks made against that enemy. The additional damage is precision and does not multiply with critical hits, it also cannot be applied against enemies that are immune to critical hits. This insight bonus lasts for a number of rounds equal to the turk's Intelligence modifier (minimum of 1) or until he uses studied strike on that enemy. Once it ends, the turk cannot study that same enemy again for 24 hours unless he spends a point of gumption. He may only study one enemy at a time.

Studied Strike (Ex): A turk is trained to analyze hostiles in his combat situation in ordered to gain an edge.

Starting at 2nd level, the turk can choose to make an attack against a studied enemy within his threat range at his highest base attack bonus. On a successful hit, he adds 1d6 to his damage rolls in addition to his insight bonus. Every other level past 2nd, the bonus damage dice for studied strike increases by 1d6 up to a maximum of 5d6 at 10th level. This bonus damage is precision-based and does not multiply on critical hit and cannot be applied to enemies that are immune to critical hits. Performing this action ends his studied combat against that enemy.

Going Rogue

Should the turk decide to leave the agency, he will be considered going rogue and marked for death. Under certain conditions, should he fail to report long enough, fail too many assignments, or act in ways against Shinra's interests, a termination notice will be placed on him, forcing him to go rogue to survive. Upon going rogue, his Professional Standing will be changed to Renegade Standing. His ID will no longer grant him access to Shinra facilities. He will be unable to further upgrade his suit, he can no longer contact fellow turks via PHS for knowledge checks, and unable to contact SOLDIER for aid and resources. The turk can still utilize his other class features as rogue agent and can still progress in this prestige class; however, he will be hunted down by Shinra for the rest of his life. The higher his renegade standing, the more extreme Shinra's measures will be pursuing him. Instead of receiving a competence bonus from assignments, the turk will receive a +1 morale bonus on all Perception, Stealth, Sense Motive, Knowledge skill checks related to surviving against Shinra. Depending on his relationship with the other turks before going rogue, they may either attempt to help him covertly (i.e. tipping him off over the PHS to potential attacks, falsifying data, or helping him fake his death), or they will assist in taking him out. How the turk can resolve this conflict is up to the player and the GM.