

## **Abilities:**

### **Presence (PRE)**

Presence measures strength of personality, charisma, and general aura of the character.

Presence Modifier is applied to:

- Charisma attacks
- Aura defenses
- Damage done with Charisma attack styles
- Each die roll for gaining additional Popularity
- Disguise, Spiritwrack, and some Profession skills

### **Communication (COM)**

Communication measures persuasiveness, eloquence, and clarity of speech.

Communication Modifier is applied to:

- Deceit attacks
- Avoidance defenses
- Damage done with Deceit attack styles
- Speaking, most Perform skills, and any other skills that depend on transmitting ideas or concepts

### **Empathy (EMP)**

Empathy measures ability to understand others, awareness of surroundings, and general perception.

Empathy Modifier is applied to:

- Intuition saves
- Camaraderie attacks
- Damage done with Understanding attack styles
- Heal, Intuit Direction, Track, and other skills that depend on understanding people or surroundings

### **Spirit (SPI)**

Spirit measures connection to the spirit world and all things non-physical.

Spirit Modifier is applied to:

- Will saves
- Spiritual defenses
- Shaman level checks
- The important shaman skills Ritual, Dji Wiwu Momumilu, & Medium

### **Reasoning (REA)**

Reasoning measures the ability to figure things out, understand concepts, and learn.

Reasoning Modifier is applied to:

- Wits saves
- Debate attacks
- Rebuttal defenses
- Damage done with Debate attack styles
- The number of skill points gained each level
- Knowledge skills, and other skills based on intellect or knowledge.

### **Agility (AGI)**

Agility measures all forms of physical adeptness – how well the character moves.

Agility Modifier is applied to:

- Melee Attack, Missile Attack, Acrobatics, Contortion, and other skills based on physical control
- Dodge skill (and thus defense score)

### **Physique (PHY)**

Physique measures how fit the character is – power and health.

Physique Modifier is applied to:

- Hit Points
- Damage done with physical attacks
- Brawling, Athletics, and other skills based on raw physical power

Races:

## Rumel

Ability score modifications: +2 Communication, +2 Empathy, +4 Agility, -4 Physique

Size: Tiny (+2 size bonus to Dodge)

Base Speed: 30 feet, climb 40 ft.

Acute Nose

Shadowsight

Multidexterity

Multiattack

Instant stand

Leap of the Clouds

Slow Fall (30ft.)

Improved Charge

Improved Unarmed Strike

Vulnerable to soul loss if wounded

+2 racial bonus on Dodge

+6 racial bonus on Acrobatics & Athletics

+4 racial bonus on Knowledge (Politics)

+2 racial bonus on saving throws to resist fast-talking, persuasion, and charm, whether mundane or magical

-2 racial penalty on saving throws against magic (not including spirit effects)

Double all jump distances when using Athletics

Automatic Language: rumel

### Acute Nose

This ability lets a creature identify species, individuals, and substances by scent.

Benefit: The creature can detect the presence of creatures within 30 feet, modified for wind and weather.

Particularly strong scents can be detected further away. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. The creature can not track by scent, except for very strong, unusual, lingering smells, such as skunk musk. Water, especially running water, and powerful odors can easily mask scents, raising all identification DCs by 10 or more.

Identifying a scent involves an Intuition Save, with the DC dependent on the familiarity of the scent.

<u>Scent</u>	<u>DC</u>
Familiar & common	5
Familiar	10
Uncommon	15
Smelled Before	20
Described, only	25
Completely new	30

### Shadowsight

Benefit: Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

### Multidexterity

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

### Multiattack

Benefit: Reduce the penalty for making multiple unarmed attacks by 2.

### Instant Stand

Benefit: Stand up from prone as free action.

### Leap of the Clouds

Benefit: Jumping distance (vertical or horizontal) is not limited according to the character's height.

### Slow Fall

Benefit: A rumel takes damage as if a fall were 30 feet shorter than it actually is.

### Improved Charge

Benefit: A rumel can make a charge without having to move in a straight line. All other charge rules apply, but the rumel can alter his or her direction when making a charge to avoid or use obstacles.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Anaugi**

**Classes:**

XP	Char. Level	Action Dice	Skill Maximum Ranks		Bonus Feats	Ability Increases	Special
			Class	Cross-Class			
0	<b>1</b>	3 d4	4	2	1st, Personality		x4 skill points 10 + Physique Mod hit points
1000	<b>2</b>	3 d4	5	2.5			
3000	<b>3</b>	3 d4	6	3	2nd		
6000	<b>4</b>	3 d4	7	3.5		1st	
10000	<b>5</b>	3 d4	8	4			
15000	<b>6</b>	4 d6	9	4.5	3rd		
21000	<b>7</b>	4 d6	10	5			
28000	<b>8</b>	4 d6	11	5.5		2nd	
36000	<b>9</b>	4 d6	12	6	4th		
45000	<b>10</b>	4 d6	13	6.5			
55000	<b>11</b>	5 d8	14	7			
66000	<b>12</b>	5 d8	15	7.5	5th	3rd	
78000	<b>13</b>	5 d8	16	8			
91000	<b>14</b>	5 d8	17	8.5			
105000	<b>15</b>	5 d8	18	9	6th		
120000	<b>16</b>	6 d10	19	9.5		4th	
136000	<b>17</b>	6 d10	20	10			
153000	<b>18</b>	6 d10	21	10.5	7th		
171000	<b>19</b>	6 d10	22	11			
190000	<b>20</b>	6 d10	23	11.5		5th	

## Bureaucrat

**Popularity:** d6

**Skill Points:** 4

**Class Skills:** Acrobatics, Athletics, Knowledge (law), Knowledge (politics), Observe, Perform (oratory), Speaking

**Other Skills:** Appraise, Brawling, Disguise, Dodge, Intuit Direction, Knowledge (ceremonies), Knowledge (esoterica), Knowledge (harvesting), Knowledge (history), Knowledge (other craft/profession), Knowledge (particular family), Knowledge (trade), Knowledge (weaving), Profession (law), Ritual, Search, Use Rope

**Starting Proficiencies:** Authority, Bargain, Bribery, Bureaucracy, Compromise, Connections, Diplomacy, Distraction, Flattery, Gather Info, Oratory, Seduction, Stick.

Level	Base Influence	Base Reputation	Saving Throws			Special
			Wits	Will	Intuition	
1	+1	+0	+1	+1	+0	Matching Speech
2	+2	+1	+2	+2	+0	Enthralling Speech
3	+3	+2	+2	+2	+1	
4	+4	+3	+2	+2	+1	Favor
5	+5	+3	+3	+3	+1	Blunt Hostility
6	+6	+4	+3	+3	+2	
7	+7	+5	+4	+4	+2	Personal Charm
8	+8	+6	+4	+4	+2	
9	+9	+6	+4	+4	+3	Satisfying Ambiguity
10	+10	+7	+5	+5	+3	Winning Smile
11	+11	+8	+5	+5	+3	
12	+12	+9	+6	+6	+4	
13	+13	+9	+6	+6	+4	
14	+14	+10	+6	+6	+4	
15	+15	+11	+7	+7	+5	
16	+16	+12	+7	+7	+5	
17	+17	+12	+8	+8	+5	
18	+18	+13	+8	+8	+6	
19	+19	+14	+8	+8	+6	
20	+20	+15	+9	+9	+6	

**Conceal Motive:** A Negotiator gets to add a bonus equal to his or her Negotiator level whenever he or she opposes a Sense Motive check.

**React First:** Starting at 2nd level, a Negotiator gains the ability to react first when trying to make a deal or mediate a settlement. The Negotiator must make contact and speak to the participants prior to the start of combat. If he or she does this, he or she gains a free readied action that allows the Negotiator to make either a move or attack action if either side in the negotiation (other than the Negotiator) decides to start hostilities. The Negotiator gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

**Talk Down:** A Negotiator of 4th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the Negotiator can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the Negotiator's voice. The target must be able to understand the Negotiator. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Negotiator and the situation in general. Any hostile action by the Negotiator or by one of the Negotiator's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the Negotiator must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + Negotiator's class level + Negotiator's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal. At 7th level, a Negotiator can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the Negotiator's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Negotiator's voice.

**No Sweat:** Starting at 5th level, whenever a Negotiator spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Negotiator can then select the highest die roll to add to his or her d20 roll.

**Sow Distrust:** A Negotiator of 8th level or higher can turn one character against another. The Negotiator must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear

and understand the Negotiator.

The target makes a Will save. The DC is equal to 10 + Negotiator's class level + Negotiator's Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Negotiator uses this talent against him or her. As long as the target continues to fail the Will save, the Negotiator can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Negotiator to sow distrust.

The Negotiator can't use this talent on his or her allies.

**Winning Smile:** At 5th level, a Personality develops such a force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Personality or his or her allies, this ability won't work.)

The target makes a Will saving throw to avoid being persuaded by the Personality's words and actions. The DC is 10 + Personality's class level + Personality's Charisma bonus.

This ability doesn't enable the Personality to control the target, but the target perceives the Personality's words and actions in the most favorable way. The Personality can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Personality or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Personality level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Personality compelled the target to do.

**Favor:** The Charismatic hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused.

The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

**Chosen One****Popularity:** d4**Skill Points:** 6**Class Skills:** Acrobatics, Athletics, Knowledge (ceremonies), Knowledge (geneology), Knowledge (plants), Knowledge (politics), Knowledge (spirits), Medium, Observe, Ritual, Speaking**Other Skills:** Appraise, Brawling, Disguise, Dji Wiwu Momumilu, Dodge, Knowledge (animals), Knowledge (astrology), Knowledge (esoterica), Knowledge (law), Knowledge (Underworld), Search, Spiritwrack**Starting Proficiencies:** Bluff, Condescension, Connections, Distraction, Insinuation, Intimidation, Willpower, Stick.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+0	+0	+1	+2	Divine Grace
2	+1	+1	+0	+2	+3	
3	+1	+1	+1	+2	+3	
4	+2	+2	+1	+2	+4	
5	+2	+2	+1	+3	+4	
6	+3	+3	+2	+3	+5	
7	+3	+3	+2	+4	+5	
8	+4	+4	+2	+4	+6	
9	+4	+4	+3	+4	+6	
10	+5	+5	+3	+5	+7	
11	+5	+5	+3	+5	+7	
12	+6	+6	+4	+6	+8	
13	+6	+6	+4	+6	+8	
14	+7	+7	+4	+6	+9	
15	+7	+7	+5	+7	+9	
16	+8	+8	+5	+7	+10	
17	+8	+8	+5	+8	+10	
18	+9	+9	+6	+8	+11	
19	+9	+9	+6	+8	+11	
20	+10	+10	+6	+9	+12	

**Feat Substitution:** Any time a chosen one gains a character feat (due to character level), she may select it from the Spirit feats, as well as General feats.**Shaman-in-Training:** While not all chosen ones become shamans, those that do find that their life in contact with the spirits leaves them well prepared. A shaman adds half her levels in chosen one to shaman level checks, such as when calling a spirit.**Divine Grace:** A chosen one applies her Charisma modifier (if positive) as a bonus to all saving throws.**A monk adds her Wisdom bonus (if any) to AC,** in addition to her normal Dexterity modifier, and her AC improves as she gains levels. (Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.)

**Entertainer****Popularity:** d12**Skill Points:** 6**Class Skills:** Acrobatics, Athletics, Contortion, Disguise, Dodge, Knowledge (legends), Knowledge (poetry), Knowledge (politics), Knowledge (songs), Perform (dance), Perform (instruments), Perform (juggling), Perform (massage), Perform (oratory), Perform (poetry), Perform (sex), Perform (sing), Perform (storytelling), Sleight of Hand, Speaking, Stealth, Use Rope**Other Skills:** Brawling, Intuit Direction, Knowledge (ceremonies), Knowledge (esoterica), Knowledge (genealogy), Knowledge (law), Knowledge (particular family), Knowledge (plants), Melee Weapon, Missile Weapon, Observe, Profession (animal handler), Profession (cook), Ritual, Search**Starting Proficiencies:** Bargain, Bluff, Carousing, Distraction, Flattery, Gather Info, Incitement, Innuendo, Insinuation, Inspiration, Oration, Seduction, Stick, Throwing Stick.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20	+20	+15	+12	+6	+6	

**Compelling Performance:** At 10th level, a Personality's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice -- despair, hope, or rage -- in a target. To use this ability, the Personality must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Personality (or within 15 feet of a television, radio, or telephone that broadcasts the Personality's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Personality's class level + Personality's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

\* Despair: The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

\* Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

\* Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

**Bardic Music:** Once per day per level, a bard can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

\* Inspire Courage: A bard with 3 or more ranks in Perform can to inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the



bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

\* **Countersong:** A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

\* **Fascinate:** A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

\* **Inspire Competence:** A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

\* **Suggestion:** A bard with 9 or more ranks in Perform can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

\* **Inspire Greatness:** A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

\* +2 Hit Dice (d10s that grant temporary hit points).

\* +2 competence bonus on attacks.

\* +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

**Captivate:** The Charismatic hero has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero. To captivate a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save.

Prerequisites: Charm, Favor.

## Guardian

**Popularity:** d8

**Skill Points:** 6

**Class Skills:** Acrobatics, Athletics, Brawling, Dodge, Intuit Direction, Knowledge (politics), Melee Weapon, Missile Weapon, Search, Speaking, Stealth, Track, Use Rope

**Other Skills:** Craft (weapons), Contortion, Heal, Knowledge (animals), Knowledge (ceremonies), Knowledge (esoterica), Knowledge (geneology), Knowledge (law), Knowledge (particular family), Knowledge (spirits), Knowledge (trade), Knowledge (weapons), Profession (animal handling), Ritual, Sleight of Hand, Survival

**Starting Proficiencies:** Authority, Connections, Diplomacy, Intimidation, Stick, Throwing Stick, Net, Sling, Bolas, Staff.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+0	+1	+2	+0	Toughness, Nonlethal Force, Feat Substitution
2	+1	+1	+2	+3	+0	Shield proficiency
3	+1	+2	+2	+3	+1	
4	+2	+3	+2	+4	+1	Tactical Aid, Combat Feat
5	+2	+3	+3	+4	+1	Toughness
6	+3	+4	+3	+5	+2	Harm's Way
7	+3	+5	+4	+5	+2	Combat Feat
8	+4	+6	+4	+6	+2	
9	+4	+6	+4	+6	+3	Toughness
10	+5	+7	+5	+7	+3	Combat Feat
11	+5	+8	+5	+7	+3	
12	+6	+9	+6	+8	+4	
13	+6	+9	+6	+8	+4	Toughness, Combat Feat
14	+7	+10	+6	+9	+4	
15	+7	+11	+7	+9	+5	
16	+8	+12	+7	+10	+5	Combat Feat
17	+8	+12	+8	+10	+5	Toughness
18	+9	+13	+8	+11	+6	
19	+9	+14	+8	+11	+6	Combat Feat
20	+10	+15	+9	+12	+6	

**Feat Substitution:** Only at 1st level, if the guardian gains a character feat (due to character level), she may select it from the Combat feats, as well as General feats.

**Combat Feat:** The guardian may select any Combat Feat.

**Tactical Aid:** As a half action, the Guardian provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Guardian's position.

As a full action, the Guardian provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the soldier's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Guardian's choice). This bonus is equal to the Guardian's Communication modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Guardian's class level, rounded down.

**Improved Reaction:** At 7th level, a Soldier gains a +2 competence bonus on initiative checks.

**Defensive Position:** Starting at 4th level, the Gunslinger gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

**Harm's Way:** Once per round, if the Bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Bodyguard can subject him or herself to the attack in the ally's stead. If the attack hits the Bodyguard, he or her takes damage normally. If it misses, it also misses the ally. The Bodyguard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Bodyguard selects his or her ally either prior to combat or immediately after the Bodyguard makes his or her initiative check. The Bodyguard can't change his or her ally for the duration of the combat.

**Nonlethal Force:** At 4th level, an Investigator becomes adept at using nonlethal force to subdue an opponent. From this point on, he or she can deal nonlethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

**Covering Movement:** Turn concealment into cover.

**Matchmaker****Popularity:** d10**Skill Points:** 4**Class Skills:****Other Skills:****Starting Proficiencies:** Bargain, Bribery, Carousing, Connections, Diplomacy, Distraction, Flattery, Gather Info, Innuendo, Insinuation, Inspiration, Seduction, Stick.

Level	Base	Base	Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20	+15	+10	+12	+6	+9	

**Empathy:** The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

**Favor:** The Charismatic hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic hero spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game. Prerequisite: Charm.

**Provider****Popularity:** d8**Skill Points:** 8**Class Skills:****Other Skills:****Starting Proficiencies:** Bargain, Bluff, Bribery, Connections, Gather Info, Insinuation, Intimidation, Seduction, Willpower, Stick, Net, Bolas.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+0	+0	+0	+2	Listen to the Plants
2	+1	+1	+0	+0	+3	
3	+1	+2	+1	+1	+3	
4	+2	+3	+1	+1	+4	
5	+2	+3	+1	+1	+4	
6	+3	+4	+2	+2	+5	
7	+3	+5	+2	+2	+5	
8	+4	+6	+2	+2	+6	
9	+4	+6	+3	+3	+6	
10	+5	+7	+3	+3	+7	
11	+5	+8	+3	+3	+7	
12	+6	+9	+4	+4	+8	
13	+6	+9	+4	+4	+8	
14	+7	+10	+4	+4	+9	
15	+7	+11	+5	+5	+9	
16	+8	+12	+5	+5	+10	
17	+8	+12	+5	+5	+10	
18	+9	+13	+6	+6	+11	
19	+9	+14	+6	+6	+11	
20	+10	+15	+6	+6	+12	

**Listen to the Plants:** The provider can make a class-level check to determine the right time to plant or harvest (DC 15). A provider can also determine other things about plants she can examine, such as when they were last grazed (DC 20) or how long they've been growing (DC 25).

**Rememberer****Popularity:** d8**Skill Points:** 10**Class Skills:** Acrobatics, Appraise, Athletics, Intuit Direction, Knowledge (any), Observe, Ritual, Speaking**Other Skills:** Brawling, Dodge, Perform (oratory), Search, Rope Use**Starting Proficiencies:** Authority, Bluff, Bribery, Bureaucracy, Condescension, Connections, Diplomacy, Gather Info, Insinuation, Oration, Seduction, Stick.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+1	+1	+1	+1	Perfect Memory
2	+1	+2	+2	+2	+2	
3	+2	+3	+2	+2	+2	Lore
4	+3	+4	+2	+2	+2	
5	+3	+5	+3	+3	+3	
6	+4	+6	+3	+3	+3	
7	+5	+7	+4	+4	+4	
8	+6	+8	+4	+4	+4	
9	+6	+9	+4	+4	+4	
10	+7	+10	+5	+5	+5	
11	+8	+11	+5	+5	+5	
12	+9	+12	+6	+6	+6	
13	+9	+13	+6	+6	+6	
14	+10	+14	+6	+6	+6	
15	+11	+15	+7	+7	+7	
16	+12	+16	+7	+7	+7	
17	+12	+17	+8	+8	+8	
18	+13	+18	+8	+8	+8	
19	+14	+19	+8	+8	+8	
20	+15	+20	+9	+9	+9	

**Perfect Memory:** A rememberer may Take 10 on any Knowledge skill check, regardless of the circumstances.**Lore:** Loremasters gather knowledge. At 2nd level, they gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the Knowledge check. See page 29 in the Players Handbook for more information on bardic knowledge.**Bardic Knowledge:** A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

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 in the area.

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.

**Trader****Popularity:** d10**Skill Points:** 6**Class Skills:** Acrobatics, Appraise, Athletics, Brawling, Intuit Direction, Knowledge (astrology), Knowledge (politics), Knowledge (trade), Knowledge (weather), Profession (trader), Search, Speaking, Survival, Track, Use Rope.**Other Skills:** Disguise, Dodge, Knowledge (animals), Knowledge (ceremonies), Knowledge (esoterica), Knowledge (genealogy), Knowledge (harvesting), Knowledge (history), Knowledge (law), Knowledge (plants), Knowledge (Underworld), Knowledge (weapons) , Knowledge (weaving), Knowledge (other profession), Melee Combat, Missile Combat, Observe, Perform (storytelling), Perform (cook), Ritual**Starting Proficiencies:** Bargain, Bluff, Bribery, Compromise, Condescension, Diplomacy, Distraction, Intimidation, Seduction, Willpower, Stick.

Level	Base	Base	Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+0	+2	+1	+0	Evaluate Deal
2	+1	+1	+3	+2	+0	Offer Compromise +2
3	+2	+2	+3	+2	+1	Cultural Adaptability
4	+3	+3	+4	+2	+1	Fast Traveler
5	+3	+3	+4	+3	+1	
6	+4	+4	+5	+3	+2	Offer Compromise +4
7	+5	+5	+5	+4	+2	
8	+6	+6	+6	+4	+2	
9	+6	+6	+6	+4	+3	
10	+7	+7	+7	+5	+3	
11	+8	+8	+7	+5	+3	
12	+9	+9	+8	+6	+4	
13	+9	+9	+8	+6	+4	
14	+10	+10	+9	+6	+4	
15	+11	+11	+9	+7	+5	
16	+12	+12	+10	+7	+5	
17	+12	+12	+10	+8	+5	
18	+13	+13	+11	+8	+6	
19	+14	+14	+11	+8	+6	
20	+15	+15	+12	+9	+6	

**Fast Traveler:** Increase daily movement rates by 1/4.**Fast Movement:** At 3rd level and higher, a monk moves faster than normal. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small monk moves more slowly than a Medium-size monk.

From 9th level on, the monk's running ability is actually a supernatural ability.

**Weaver**

**Popularity:** d8

**Skill Points:** 8

**Class Skills:**

**Other Skills:**

**Starting Proficiencies:** Bargain, Bluff, Bribery, Compromise, Innuendo, Insinuation, Seduction, Stick.

Level	Base	Base	Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20	+10	+10	+6	+9	+6	

**Mastercraft:** At 5th level, the Techie becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

Prestige Classes:

**Hunter**

**Requirements:** Missile Combat 8 Ranks, Survival 8 Ranks, Track 10 Ranks, Knowledge (animals) 6 Ranks, Bargain style proficiency, Shot on the Run.

**Popularity:** d8

**Skill Points:** 8

**Class Skills:** Acrobatics, Athletics, Brawling, Dodge, Intuit Direction, Knowledge (animals), Knowledge (politics), Missile Combat, Observe, Search, Speaking, Stealth, Survival, Track, Use Rope

**Other Skills:** Appraise, Craft (weapons), Disguise, Contortion, Knowledge (ceremonies), Knowledge (esoterica), Knowledge (genealogy), Knowledge (law), Knowledge (legends), Knowledge (plants), Knowledge (weapons), Knowledge (weather), Melee Combat, Ritual

**Starting Proficiencies:** Authority, Bluff, Inspiration, Intimidation, Willpower, Stick, Throwing stick, Net, Sling, Staff, Bolas.

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+0	+0	+1	+2	+0	Trackless Step
2	+1	+1	+2	+3	+0	Woodland Stride, Skill Mastery (missile combat)
3	+1	+2	+2	+3	+1	Favored Enemy (+1)
4	+2	+3	+2	+4	+1	
5	+2	+3	+3	+4	+1	Set Insect Trap
6	+3	+4	+3	+5	+2	Favored Prey (+2/+1)
7	+3	+5	+4	+5	+2	Camouflage
8	+4	+6	+4	+6	+2	
9	+4	+6	+4	+6	+3	Favored Prey (+3/+2/+1)
10	+5	+7	+5	+7	+3	Set Snare
11	+5	+8	+5	+7	+3	
12	+6	+9	+6	+8	+4	Favored Prey (+4/+3/+2/+1)
13	+6	+9	+6	+8	+4	
14	+7	+10	+6	+9	+4	
15	+7	+11	+7	+9	+5	Favored Prey (+5/+4/+3/+2/+1)
16	+8	+12	+7	+10	+5	
17	+8	+12	+8	+10	+5	
18	+9	+13	+8	+11	+6	Favored Prey (+6/+5/+4/+3/+2/+1)
19	+9	+14	+8	+11	+6	
20	+10	+15	+9	+12	+6	

**Favored Enemy:** At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Table: Hunter Favored Prey Choices

Dj@ru (treewolf)

Rungo

Wadjale

Raptors (includes w@w@)

Squirrels

Frogs

Songbirds

Parrots

Lizards

Snakes

**Trackless Step:** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

**Woodland Stride:** Starting at 2nd level, a druid may move through natural thorns, briars, overgrown areas,



and similar terrain at his or her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

**Magistrate****Requirements:****Popularity:** d6**Skill Points:** 6**Class Skills:****Other Skills:****Starting Proficiencies:**

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20	+20	+20	+9	+12	+12	

**Profile:** By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Investigator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.) The Investigator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Investigator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

**Contact:** An Investigator of 2nd level or higher cultivates associates and informants. Each time the Investigator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Investigator on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Investigator's behalf). At 2nd level, the Investigator gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Investigator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Investigator owes him or her a favor.

Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide. For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

**Discern Lie:** At 7th level, an Investigator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Investigator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Investigator can tell whether the subject is deliberately and knowingly speaking a lie. This

ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

**Sixth Sense:** At 10th level, an Investigator becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Investigator spends 1 action point to improve the result of a skill check made using certain skills (see below), the Investigator gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

## Shaman

**Requirements:** Knowledge (spirits) 4 Ranks, Medium skill 10+, Chosen One level 1+, accepted by spirits.

**Popularity:** d4

**Skill Points:** 8

**Class Skills:** Acrobatics, Athletics, Dji Wivu Momumilu, Heal, Intuit Direction, Knowledge (astrology), Knowledge (ceremonies), Knowledge (esoterica), Knowledge (geneology), Knowledge (legends), Knowledge (plants), Knowledge (politics), Knowledge (spirits), Medium, Observe, Ritual, Speaking, Spiritwrack, Stealth, Use Rope.

**Other Skills:** Appraise, Craft (fiber preparation), Craft (macramé), Craft (painting), Craft (papermaking), Disguise, Dodge, Contortion, Knowledge (animals), Knowledge (history), Knowledge (law), Knowledge (Underworld), Knowledge (weather), Perform (storytelling), Profession (animal handling), Search, Sleight of Hand, Survival

**Starting Proficiencies:** Authority, Bargain, Bluff, Condescension, Connections, Distraction, Flattery, Incitement, Insinuation, Inspiration, Intimidation, Willpower.

Level	Base	Base	Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1	+1	+1	+0	+2	+2	Aura of Courage, Aura of Despair
2	+2	+2	+0	+3	+3	Status: 1/Shaman
3	+3	+3	+1	+3	+3	Brew Herbal Remedy
4	+4	+4	+1	+4	+4	Diagnose Malady
5	+5	+5	+1	+4	+4	See Spirits
6	+6	+6	+2	+5	+5	Status: 2/Shaman
7	+7	+7	+2	+5	+5	
8	+8	+8	+2	+6	+6	
9	+9	+9	+3	+6	+6	
10	+10	+10	+3	+7	+7	Status: 3/Shaman
11	+11	+11	+3	+7	+7	
12	+12	+12	+4	+8	+8	
13	+13	+13	+4	+8	+8	
14	+14	+14	+4	+9	+9	Status: 4/Shaman
15	+15	+15	+5	+9	+9	
16	+16	+16	+5	+10	+10	
17	+17	+17	+5	+10	+10	
18	+18	+18	+6	+11	+11	Status: 5/Shaman
19	+19	+19	+6	+11	+11	
20	+20	+20	+6	+12	+12	

**Feat Substitution:** Any time the shaman gains a character feat (due to character level), she may select it from the Spirit feats, as well as General feats.

**Aura of Courage (Ex):** A shaman is immune to fear (magical or otherwise). Allies within 10 feet of the shaman gain a +4 morale bonus on saving throws against fear effects.

**Aura of Despair (Ex):** A shaman radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws.

Those around a shaman determine (subconsciously) which aura applies to them, based on their belief as to the shaman's intentions towards them.

**Status:** Starting at 2nd level, shamans have Status. The value of the Status is subtracted from the damage done by all Interaction attacks against the shaman. A shaman of equal or higher level bypasses this Status. At every 4 levels thereafter (6th, 10th, 14th, 18th), the Status increases by one point.

**Brew Herbal Remedy:** The shaman can heal another with an herbal remedy. This remedy takes a day to brew, and must be used within a day. If the shaman knows the cause of the affliction, and brews a custom remedy, it cures 1d4+1 damage. Otherwise, a general remedy cures 1d4-1 hit points of damage.

**Diagnose Malady:** Determine what spirit is causing a malady, rather than summoning a spirit to find out.

**See Spirits:** A shaman of 5th level or higher can not only hear spirits, but can now see them.

Soulless One

Requirements: Must suffer soul-losing wound, and survive

Popularity: --

Skill Points: 6

Class Skills:

Other Skills:

Starting Proficiencies:

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						Demon Feat
2						
3						
4						Demon Feat
5						
6						
7						Demon Feat
8						
9						
10						Demon Feat
11						
12						
13						Demon Feat
14						
15						
16						Demon Feat
17						
18						
19						Demon Feat
20	+10	+15	+9	+12	+9	

**Hide in Plain Sight:** Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

**Shadow Illusion:** When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell silent image and may be employed once per day.

**Shadow Jump:** At 4th level, the shadowdancer 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 shadowdancer can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels thereafter, the distance a shadowdancer can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. (A 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

Walking Dead

Requirements: Must be declared dead

Popularity: --

Skill Points: 6

Class Skills:

Other Skills:

Starting Proficiencies:

Level	Base		Saving Throws			Special
	Influence	Reputation	Wits	Will	Intuition	
1						
2						
3						
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12						
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15						
16						
17						
18						
19						
20	+10	+10	+12	+12	+12	

**Hide in Plain Sight:** Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

## **Skills:**

### **Equipment**

Some skills require equipment to be used properly. Without the proper equipment, all skill checks are at -4.

Melee Combat, Missile Combat: an appropriate weapon.

Dji Wiwu Momumilu: a ritual, including such things as a special incense, drugs, and/or offering

Ritual: appropriate accoutrements/substances. Unlike most other skills, the Ritual skill often can not be used at all without proper equipment.

Craft skills: appropriate tools, and materials to work with.

Disguise: Dyes and perfumes, depending on the nature of the disguise, and who is to be fooled.

Perform (instrument): an instrument.

Perform (juggling): something to juggle.

Profession skills: most professions don't require particular tools, but some tools may be useful (provide a bonus).

Use Rope: Some rope, vine, twine, or other fiber.

### **Special Cases**

Brawling, Melee Attack, Missile Attack: Rumel may attack with more than one limb (and thus weapon) at once.

When using multiple weapons, there is a penalty to attack rolls, but the possibility of multiple hits. For each weapon being used, the skill check suffers a -1 penalty. If the attack is successful, one weapon automatically hits (and does damage). For each 4 points by which the attack roll exceeds the defense, another weapon hits, doing normal damage.

Dodge: Dodging is normally a free action. However, if you are surprised, you must spend a half action to dodge.

Otherwise, you are considered flat-footed. A flat-footed character does not get to add a d20 when determining her Dodge total for that round.

Dji Wiwu Momumilu: The skill check when using this skill only determines how effectively the call has been sent out. Thus, it determines how appropriate the abilities of the spirit are. A poor check indicates that no spirit answers the call. A separate check (shaman level + Spirit modifier + d20) is used to determine the power of the spirit summoned.

skill	bur	cho	ent	gua	mat	pro	rem	tra	wea	Unt.?	Ability	Error	Threat
Acrobatics										YES	AGI	1	20
Appraise	o	o	X	X						YES	REA	1	20
Athletics										YES	PHY	1	20
Brawling	o	o	o		o	o	o		o	YES	PHY	1	20
Contortion	X	X		o	X	X	X	X	X	YES	AGI	1	20
Craft (fiber preparation)	X	X	X	X	X	o	X	X		No	AGI	1	20
Craft (macramé)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (painting)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (papermaking)	X	X	X	X	X	o	X	X		No	AGI	1	20
Craft (weapons)	X	X	X	o	X	X	X	X	X	No	AGI	1	20
Craft (weave building)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave cloth)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave clothing)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave container)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave flexible objects)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave furniture)	X	X	X	X	X	o	X	X		YES	AGI	1	20
Craft (weave rigid objects)	X	X	X	X	X	o	X	X		No	AGI	1	20
Disguise	o	o		X		X	X	o	X	YES	PRE	1	20
Dji Wiwu Momumilu ("call upon the afterlife")	X	o	X	X	X	X	X	X	X	No	SPI	1-2	20
Dodge	o	o			o	o	o	o	o	YES	AGI	1	20
Heal	X	o	X	o	X	o	X	X	X	YES	EMP	1	20
Intuit Direction	o	o	o		o				o	YES	EMP	1	20
Knowledge (animals)	X	o	X	o	X			o	X	No	REA	1	20
Knowledge (astrology)	X	o	X	X					X	No	REA	1-2	19-20
Knowledge (ceremonies)	o		o	o				o	o	No	REA	1	20
Knowledge (esoterica)	o	o	o	o	o	o		o	o	No	REA	1	20
Knowledge (geneology)	o		o	o		o		o	o	No	REA	1	20
Knowledge (harvesting)	o	X	X	X	o			o	X	No	REA	1	20
Knowledge (history)	o	X	X	X	o	o		o	X	No	REA	1	20
Knowledge (law)		o	o	o	o	o		o	o	No	REA	1-2	19-20
Knowledge (legends)	X	X		X	X	X		X	X	No	REA	1-2	19-20
Knowledge (other craft/prof.)	o	X	X	X	o	X		o	X	No	REA	1	20
Knowledge (particular family)	o	X	o	o		X		X	X	No	REA	1	20
Knowledge (plants)	X		o	X	X			o		No	REA	1	20
Knowledge (poetry)	X	X		X	o	X		X	X	No	REA	1	20
Knowledge (politics)										No	REA	1-2	19-20
Knowledge (songs)	X	X		X	o	X		X	X	No	REA	1	20
Knowledge (spirits)	X		X	o	X	X		X	X	No	REA	1-3	20
Knowledge (trade)	o	X	X	o	o	X			X	No	REA	1	20
Knowledge (Underworld)	X	o	X	X	X	X		o	X	No	REA	1-4	20
Knowledge (weapons)	X	X	X	o	o	X		o	X	No	REA	1	20
Knowledge (weather)	X	X	X	X	X				X	No	REA	1	20
Knowledge (weaving)	o	X	X	X	o	o		o		No	REA	1	20
Medium	X		X	X	X	X	X	X	X	YES	SPI	1-2	19-20
Melee Combat	X	X	o		X	X	X	o	X	YES	AGI	1	20
Missile Combat	X	X	o		X	X	X	o	X	YES	AGI	1	20
Observe			o		o			o	o	YES	EMP	1	20
Perform (dance)	X	X		X	o	X	X	X	X	YES	AGI	1	19-20
Perform (instruments)	X	X		X	o	X	X	X	X	YES	COM	1	19-20
Perform (juggling)	X	X		X	o	X	X	X	X	YES	AGI	1	19-20
Perform (massage)	X	X		X	o	X	X	X	X	YES	AGI	1	19-20
Perform (oratory)		X		X	o	X	o	X	X	YES	COM	1	19-20
Perform (poetry)	X	X		X		X	X	X	X	YES	COM	1	19-20
Perform (sex)	X	X		X	o	X	X	X	X	YES	COM	1	19-20
Perform (sing)	X	X		X	o	X	X	X	X	YES	COM	1	19-20
Perform (storytelling)	X	X		X	o	X	X	o	X	YES	COM	1	19-20
Profession (animal handler)	X	X	o	o	X		X	X	X	No	SPI	1	20
Profession (cook)	X	X	o	X	X		X	o	X	No	REA	1	20
Profession (investigator)	X	X	X	X	X	X	X	X	X	No	REA	1	20
Profession (law)	o	X	X	X	X	X	X	X	X	No	PRE	1	20
Profession (matchmaker)	X	X	X	X		X	X	X	X	No	PRE	1	20
Profession (provider)	X	X	X	X	X		X	X	X	No	EMP	1	20
Profession (trader)	X	X	X	X	X	X	X		X	No	COM	1	20
Profession (weaver)	X	X	X	X	X	o	X	X		No	COM	1	20
Ritual	o		o	o				o	o	YES	SPI	1	20
Search	o	o	o		o		o			YES	REA	1	20
Sleight of Hand	X	X		o	o	X	X	X	X	YES	AGI	1	20
Speaking										YES	COM	1	20
Spiritwrack	X	o	X	X	X	X	X	X	X	No	PRE	1-3	19-20
Stealth	X	X			o	o	X	X	X	YES	AGI	1	20
Survival	X	X	X	o	X	o	X		X	YES	REA	1	20
Track	X	X	X		X	o	X		X	YES	EMP	1	20
Use Rope	o				o		o			YES	REA	1	20



	skill	hunt	mag	sha	soul	wlk	Unt.?	Ability	Error	Threat
	Acrobatics						YES	AGI	1	20
	Appraise	o		o	o	o	YES	REA	1	20
	Athletics						YES	PHY	1	20
	Brawling		X	X		o	YES	PHY	1	20
	Contortion	o	X	o	o	o	YES	AGI	1	20
	Craft (fiber preparation)	X	X	o	X	X	No	AGI	1	20
	Craft (macramé)	X	X	o	X	X	YES	AGI	1	20
	Craft (painting)	X	X	o	o	X	YES	AGI	1	20
	Craft (papermaking)	X	X	o	X	X	No	AGI	1	20
	Craft (weapons)	o	X	X	X	X	No	AGI	1	20
	Craft (weave building)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave cloth)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave clothing)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave container)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave flexible objects)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave furniture)	X	X	X	X	X	YES	AGI	1	20
	Craft (weave rigid objects)	X	X	X	X	X	No	AGI	1	20
	Disguise	o	o	o	o		YES	PRE	1	20
	Dji Wiwu Momumilu ("call upon the afterlife")	X	X		o	X	No	SPI	1-2	20
	Dodge		o	o		o	YES	AGI	1	20
	Heal	X	X		X	X	YES	EMP	1	20
	Intuit Direction		o		o	o	YES	EMP	1	20
	Knowledge (animals)		o	o	X	X	No	REA	1	20
	Knowledge (astrology)	X	o		X	X	No	REA	1-2	19-20
	Knowledge (ceremonies)	o				o	No	REA	1	20
	Knowledge (esoterica)	o			o		No	REA	1	20
	Knowledge (geneology)	o			o	o	No	REA	1	20
	Knowledge (harvesting)	X	X	X	X	X	No	REA	1	20
	Knowledge (history)	X	o	o	o	X	No	REA	1	20
	Knowledge (law)	o		o	o	o	No	REA	1-2	19-20
	Knowledge (legends)	o	X		o	X	No	REA	1-2	19-20
	Knowledge (other craft/prof.)	X	X	X	X	X	No	REA	1	20
	Knowledge (particular family)	X	o	X	X	X	No	REA	1	20
	Knowledge (plants)	o	o		X	X	No	REA	1	20
	Knowledge (poetry)	X	X	X	X	X	No	REA	1	20
	Knowledge (politics)						No	REA	1-2	19-20
	Knowledge (songs)	X	X	X	X	X	No	REA	1	20
	Knowledge (spirits)	X	X		X	X	No	REA	1-3	20
	Knowledge (trade)	X	X	X	X	X	No	REA	1	20
	Knowledge (Underworld)	X	X	o		X	No	REA	1-4	20
	Knowledge (weapons)	o	o	X	X	X	No	REA	1	20
	Knowledge (weather)	o	X	o	X	X	No	REA	1	20
	Knowledge (weaving)	X	X	X	X	X	No	REA	1	20
	Medium	X	X		o	o	YES	SPI	1-2	19-20
	Melee Combat	o	X	X	o	X	YES	AGI	1	20
	Missile Combat		X	X	o	X	YES	AGI	1	20
	Observe						YES	EMP	1	20
	Perform (dance)	X	X	X	X	X	YES	AGI	1	19-20
	Perform (instruments)	X	X	X	X	X	YES	COM	1	19-20
	Perform (juggling)	X	X	X	X	X	YES	AGI	1	19-20
	Perform (massage)	X	X	X	X	X	YES	AGI	1	19-20
	Perform (oratory)	X		X	X	X	YES	COM	1	19-20
	Perform (poetry)	X	X	X	X	X	YES	COM	1	19-20
	Perform (sex)	X	X	X	X	X	YES	COM	1	19-20
	Perform (sing)	X	X	X	X	X	YES	COM	1	19-20
	Perform (storytelling)	X	o	o	X	X	YES	COM	1	19-20
	Profession (animal handler)	X	X	o	X	X	No	SPI	1	20
	Profession (cook)	X	X	X	X	X	No	REA	1	20
	Profession (investigator)	X		X	X	X	No	REA	1	20
	Profession (law)	X		X	X	X	No	PRE	1	20
	Profession (matchmaker)	X	X	X	X	X	No	PRE	1	20
	Profession (provider)	X	X	X	X	X	No	EMP	1	20
	Profession (trader)	X	X	X	o	X	No	COM	1	20
	Profession (weaver)	X	X	X	X	X	No	COM	1	20
	Ritual	o				o	YES	SPI	1	20
	Search			o	o	o	YES	REA	1	20
	Sleight of Hand	X	o	o		X	YES	AGI	1	20
	Speaking					o	YES	COM	1	20
	Spiritwrack	X	X		X	X	No	PRE	1-3	19-20
	Stealth		o				YES	AGI	1	20
	Survival		X	o			YES	REA	1	20
	Track			X	o	o	YES	EMP	1	20
	Use Rope		o		o	o	YES	REA	1	20

Feats:

### **Advanced Skill Synergy [General]**

Prerequisites: Skill Synergy, Greater Skill Synergy with chosen skills, level 8+

Benefit: Your threat ranges with the chosen skills increase by one point.

Special: This feat's effects stack with Greater Skill Synergy. You may take this feat multiple times. Its benefits do not stack with itself. Each time you take the feat, it must be applied to new skills.

### **Animal Companion [General]**

Prerequisite: Profession (animal handler) 4 Ranks

Benefit: You have an animal companion. It may know tricks.

### **Brew Potion [General]**

Prerequisite: Knowledge (plants) 4 Ranks, Shaman 3+ or Provider 7+ or Trader 15+.

Benefit: The character can create potions, oils, incenses, salves, poultices, and so on from various herbs and substances. See the section on potions for effects and costs.

### **Dark Adaptation [General]**

You have learned to compensate for your poor eyesight in the dark.

Benefit: The penalty to any action that requires sight is reduced by half. Additionally, the character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Normal: In darkness, the penalty on all actions that require sight (Melee Combat, Missile Combat, Intuit Direction, etc.) is -8, and that on actions that normally use sight but can be performed with touch (most Craft skills, etc.) is -4, and speed is reduced to one-half normal.

### **Defensive Roll [General]**

Prerequisites: Dodge 10 Ranks

Benefit: Once per day, when the character would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the character can attempt to roll with the damage. She makes a Wits saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The character must be aware of the attack and able to react to it in order to execute the defensive roll — if Dodge can't be used, the character can't roll.

### **Endurance [General]**

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

### **Greater Skill Focus [General]**

Prerequisites: Skill Focus in chosen skill, 5 ranks in chosen skill

Benefit: The character gets a +2 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack with itself, but do stack with Skill Focus. Each time the character takes the feat, it applies to a new skill. Greater Skill Focus and Skill Synergy do not stack.

### **Greater Skill Synergy [General]**

Prerequisites: Skill Synergy with chosen skills, level 4+

Benefit: Your threat ranges with the chosen skills increase by one point.

Special: You may take this feat multiple times. Its benefits do not stack. Each time you take the feat, it must be applied to new skills.

### **Improved Sweep [General]**

Prerequisites: Sweep, Observe 8 Ranks; 5+ Hunter, Guardian, Provider, or Trader levels.

Benefit: The character's ability to get the lay of the land improves. Now the character not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the character: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

### **Increased Speed [General]**

Prerequisite: Run

Benefit: Your base speeds are each increased by 5 ft. per round.

Special: Increased speed may be taken multiple times, and its effects stack. Run and Increased Speed stack.

### **Insight [General]**

Benefit: The character gets a +2 bonus to all Intuition saving throws.

### **Iron Will [General]**

Benefit: The character gets a +2 bonus to all Will saving throws.

### **Lightning Reflexes [General]**

Benefit: The character gets a +2 bonus to all Wits saving throws.

### **On the Fly [General]**

Prerequisites: Agility 13+

Benefit: The character may move both before and after taking a skill action, provided that the total amount moved does not exceed her base movement rate. The character must have at least 4 ranks in any skill to use it in this manner.

Special: This feat does not apply to the Missile Combat skill. See Shot on the Run.

**Quick Healer [General]**

Prerequisite: Physique 13+

Benefit: When you recover hit points as a result of natural healing (but not from potions or spirits), you recover twice the normal number of points.

**Quick Skill [General]**

Prerequisites: Skill Focus and 8+ Ranks with chosen skill

Benefit: For the chosen skill, all times are decreased by one step. Any use that normally takes several minutes, now only takes a minute. A skill use that normally takes a minute now takes a round. If it normally takes a full round, it now takes a half action. If it normally takes a half action, it now is a free action.

Special: You may take this feat multiple times. Its effects do not stack. Each time you must apply the feat to a new skill.

**Run [General]**

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-half.

**Skill Focus [General]**

Benefit: The character gets a +3 bonus on all skill checks with that skill. Additionally, the threat range with that skill is increased by one, and the error range is decreased by one (to a minimum of 1).

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill. Skill Focus and the Skill Synergy feats do not stack.

**Skill Mastery [General]**

Prerequisites: Skill Synergy with at least one of the chosen skills, Character Level 5+

Benefit: Select a number of skills that you have available as class skills (for any class you have levels in) equal to 3 + your Reasoning modifier. When making a check using one of these skills, you may take 10 even if stress and distractions would normally prevent you from doing so.

**Skill Synergy [General]**

Benefit: The character gets a +2 bonus on skill checks with two related skills.

Special: The GM and player should agree on two skills that are related, and why. Skill Focus and Skill Synergy do not stack. You may take this feat multiple times, but its benefits do not stack; each time you take it, it must be applied to new skills.

**Slippery Mind [General]**

Prerequisites: Wits save 8+, proficient in at least one Avoidance defense style

Benefit: If a character with a slippery mind is possessed by a spirit and fails the saving throw, 1 round later the character can attempt the saving throw again. The character only gets this one extra chance to succeed. This is an extraordinary ability.

**Surge of Speed [General]**

You may perform an additional action in a round.

Prerequisite: Agility 13+

Benefit: You may take an extra half action during your turn. This action may not be an attack. This feat may be used once per game session, plus another time for every 4 character levels you have attained, but never more than once in any single round.

**Sweep [General]**

Prerequisites: Observe 4 Ranks; Hunter, Guardian, Provider, or Trader levels

Benefit: The character knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Observe checks and covers an area out to 30 feet away from the character (but not behind him or her). The character can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Stealth check result.

**Toughness [General]**

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

**Uncanny Dodge [General]**

Prerequisites: Agility 15+

Benefit: The character retains his defense if caught flat-footed, and is still able to apply a d20 towards his Dodge total as a free action.

**Unlocked Potential [General]**

Benefit: Choose one class skill. The maximum ranks you may put into that skill are increased by 3 (i.e., to level + 6 the first time you take this feat).

Special: You may take this feat multiple times, and its affects stack.

**Weapon Proficiency [General]**

Prerequisite: Melee Combat 4 Ranks or Missile Combat 4 Ranks.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

**Ambitious [Personality]**  
**Architect [Personality]**  
**Bureaucrat [Personality]**  
**Comic Relief [Personality]**  
**Competitor [Personality]**  
**Fortune's Fool [Personality]**  
**Hedonist [Personality]**  
**Idealist [Personality]**  
**Investigator [Personality]**  
**Leader [Personality]**  
**Lone Wolf [Personality]**  
**Loyal Member [Personality]**  
**Manipulator [Personality]**  
**Mediator [Personality]**  
**Opportunist [Personality]**  
**Pacifist [Personality]**  
**Prophet [Personality]**  
**Protector [Personality]**  
**Rebel [Personality]**  
**Samaritan [Personality]**  
**Schemer [Personality]**  
**Soldier [Personality]**  
**Team Player [Personality]**  
**Transitional [Personality]**

**Bombastic Attack [Interaction]**

Prerequisite: Presence 13+.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all attack rolls and add the same number to all damage rolls. This number may not exceed the character's base Influence. The penalty on attacks and bonus on damage applies until the character's next action.

**Expansive Follow-up [Interaction]**

Prerequisites: Presence 13+, Bombastic Attack, Follow-up, Base Influence 4+.

Benefit: As Follow-up, except that the character has no limit to the number of times the character can use it per round.

**Jargon [Interaction]**

You are adept at using your expertise in a field to lend weight to your arguments.

Prerequisites: Base Influence 3+

Benefit: If you can bring the topic of discussion to an area that you know well (relevant skill bonus of 12+), you get a +2 synergy bonus to all Charisma and Debate attacks.

**Expertise [Interaction]**

The character has learned to draw upon her Influence to buttress her Reputation. Prerequisite: Presence 13+.  
Benefit: The character can take a penalty of as much as -5 on the character's Influence and add the same number (up to +5) to the character's Reputation. This number may not exceed the character's Base Influence. The changes to Influence and Reputation last until the character's next action. The bonus to the character's Reputation is an Influence bonus.

Normal: A character not capable of the Expertise feat can debate defensively by taking a -4 penalty on Influence to gain a +2 bonus to Reputation.

**Finesse [Interaction]**

Prerequisite: Base Influence +1 or higher.

Benefit: The character may use Reasoning as the basis for one Charisma, Deceit, Camaraderie, Aura, Avoidance, or Composure style selected at the time the feat is acquired.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new style.

**Flurry of Rhetoric [Interaction]**

Prerequisites: Reasoning 13+, Expertise, Presence 13+, [Dodge, Mobility], base Influence +4 or higher, [Spring Attack].

Benefit: As a full action, the character can target all characters within earshot, making a separate Influence attack against each of them.

**Follow-up [Interaction]**

Prerequisites: Presence 13+, Bombastic Attack.

Benefit: If the character deals an opponent enough damage to make her give up (typically by dropping her to below 0 Popularity), the character gets an immediate, extra attack against another opponent in the vicinity. The extra attack is with the same style and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

### **Imposing [Interaction]**

Prerequisite: Base Influence +1 or higher.

Benefit: The character may use Presence as the basis for one Deceit, Camaraderie, Debate, Avoidance, Compsure, or Rebuttal style selected at the time the feat is acquired.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new style.

### **Improved Style Critical [Interaction]**

Prerequisites: Proficient with style, Base Influence 8+.

Benefit: When using the style the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new style.

### **Opportunistic Jab [Interaction]**

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's Reasoning modifier. The character still may only make one attack of opportunity per opening.

### **Popular [Interaction]**

Benefit: The character gains +3 Popularity.

Special: A character may gain this feat multiple times.

### **Precise Insult [Interaction]**

Prerequisite: Communication 13+, Base Influence 4+.

Benefit: The character can attack one member of a group without risking any effect on the rest of the group, and without taking a penalty on the attack roll.

Normal: Any attack that is a critical risks causing damage to those associated with the target. Anyone can avoid this risk by taking a -4 penalty on their attack rolls.

### **Resilient Ego [Interaction]**

Prerequisite: Spirit 13+

Benefit: When you recover Popularity as a result of natural recovery, you recover twice the normal number of points.

### **Repetitive Rhetoric [Interaction]**

Prerequisites: Communication 15+, Base Influence 6+.

Benefit: The character can get one extra attack per round. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use a full action to attack to use this feat (i.e., two half-action attacks, generally).

### **Secret [Interaction]**

You (or your minions) have information that would embarrass or endanger someone you wish to influence.

This gives you leverage with that person, as long as you don't overuse it – and as long as nobody else finds out.

Prerequisites: Gather Information attack style 8+, Reasoning 13+

Benefit: Choose a character you wish to have influence over. You have learned an important secret – work out exactly what with your GM – about that character. Once per game session, you may invoke that secret to gain a +4 bonus on all Interaction rolls against that character for one round.

Special: You may also “burn the evidence” to automatically succeed at a single Interaction roll opposed by the target character. If you do this, you lose the Secret feat. You also lose the Secret feat if the secret you control becomes public, worthless, or irrelevant, either through your action or the actions of other characters.

You may gain this feat multiple times, either to hold multiple secrets over one character, or to obtain influence over several different characters. Multiple feat bonuses applied to one character do not stack for a single roll, but rather allow you to sue the benefit of the Secret feat multiple times each session.

### **Shots in the Dark [Interaction]**

Benefit: Every time a character misses because of Ignorance, the character can reroll the miss chance percentile roll one time to see if the character actually hit.

An unknown opponent gets no bonus to attack the character. That is, the character doesn't lose an Ability bonus to defense, and the attacker doesn't get the usual +2 bonus.

### **Stunning Words [Interaction]**

Prerequisites: Communication 13+, Presence 13+, base Influence 8+.

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's attack to make a Wits saving throw (DC 10 + one-half the character's level + Presence modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Ability bonus to Reputation. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

### **Style Focus [Interaction]**

Prerequisites: Proficient with style, base Influence +1 or higher.

Benefit: The character adds +1 to all attack rolls the character makes using the selected style.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

### **Style Proficiency [Interaction]**

Benefit: The character makes attack rolls with the chosen style normally.

Normal: A character who uses a style without being proficient with it suffers a -4 penalty on attack rolls.

### **Style Specialization [Interaction]**

Choose one style of attack. The character is especially good at inflicting damage with this style.

Benefit: The character adds +2 to all damage inflicted with the style the character has specialized with.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new style.

### **Suave [Interaction]**

Prerequisite: Base Influence +1 or higher.

Benefit: The character may use Communication as the basis for one Charisma, Camaraderie, Debate, Aura, Composure, or Rebuttal style selected at the time the feat is acquired.

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

### **The Look [Interaction]**

Whether it's just the right crest, a laugh that melts hearts, all the right whiskers, or a smile that makes people weak in the knees, you've got what it takes to make members of the opposite sex stop and give you the eye.

Prerequisites: Presence 15+, Base Influence 1+

Benefit: You gain a +2 on all Interaction scores (attacks and defenses) when dealing with members of the opposite sex.

### **Verbal Sidestep [Interaction]**

Prerequisite: Reasoning 13+.

Benefit: During the character's action, the character designates an opponent and receive a +2 bonus to Reputation against attacks from that opponent. The character can select a new opponent on any action. Note:

A condition that makes the character lose his or her Ability bonus to Reputation (if any) also makes the character lose this bonus.

### **Powerful Calling [Spirit]**

Prerequisite: Presence 15+

Benefit: The character gets a +1 bonus to shaman level checks (1d20 + shaman level + Spirit Modifier) to determine the power of a called spirit.

### **Quick Calling [Spirit]**

Prerequisites: Precise Calling, Simple Calling, Spirit 15+

Benefit: The shaman may call a spirit as a full-round action, but with a -10 on the shaman level check to determine the appropriateness of the spirit.

Normal: Normally, calling a spirit takes several minutes.

Special: This feat may not be used in conjunction with Simple Calling.

### **Simple Ritual [Spirit]**

Prerequisites: Skill Focus (Dji Wiwu Momumilu)

Benefit: The shaman can attempt to call a spirit using a ritual that does not require any special substances or sacrifices.

Normal: The shaman suffers a -4 penalty on any attempts to call a spirit without the proper equipment.

### **Spiritual Helper [Spirit]**

You have a particular minor spirit that you can almost always call on.

Prerequisites: Shaman 3+, Spirit 13+

Benefit: Choose a 0-level spirit effect. You have a spirit which is only capable of using that effect that accompanies you most of the time. To call upon this spirit to help you still requires a Dji Wiwu Momumilu check, but at +10 on the roll, and no shaman level check is required.

### **Cleave [Combat]**

Prerequisites: Physique 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra attack against another creature in the immediate vicinity. The character makes another Melee Attack skill check, targeting any other creature within reach. The character may not move before making this extra attack. The character can use this ability once per round.

### **Deflect Missiles [Combat]**

Prerequisites: Agility 13+, Guardian 5+.

Benefit: As a half action, when the character would normally be hit with a missile, the character may make an Agility check against a DC of 20. If the character succeeds, the character deflects the weapon. The character may also opt to catch the missile, provided she has at least one free hand. This increases the DC to 25. The character must be aware of the attack.

### **Disarm [Combat]**

Prerequisites: Agility 13+, Guardian 3+

Benefit: In lieu of causing damage, the character may attempt to disarm an opponent, using the Melee Attack, Missile Attack, or Brawling skills.

**Far Shot [Combat]**

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a sling, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

**Flying Kick [Combat]**

Prerequisites: Athletics 8 Ranks, Physique 11+

Benefit: The character can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, the martial artist adds his or her class level as a bonus to the damage he or she deals with an unarmed strike.

**Great Cleave [Combat]**

Prerequisites: Str 13+, Power Attack, Cleave, Melee Combat 4 Ranks.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

**Improved Critical [Combat]**

Prerequisites: Proficient with weapon, Melee Combat 8 Ranks or Missile Combat 8 Ranks.

Benefit: When using the weapon the character selected, the character's threat range is doubled.

Special: The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

**Improved Disarm [Combat]**

Prerequisites: Disarm, Agility 15+.

Benefit: Any time someone attempts to disarm the character, and fails, the character may reverse the disarm, disarming the original attacker.

**Improved Multiweapon Fighting [Combat]**

Prerequisites: Multiweapon Fighting, Multidexterity, Melee Combat 9 Ranks.

Benefit: When using multiple weapons, for each 3 full points by which the attack roll exceeds the defense roll, an additional weapon hits.

Normal: When using multiple weapons, one extra weapon hits for each 4 points that the defender's total is exceeded.

**Improved Trip [Combat]**

Prerequisites: Agility 13+.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

**Multiweapon Fighting [Combat]**

Prerequisite: Guardian 2+

Benefit: The penalty for fighting with multiple weapons is reduced by 2.

Normal: A rumel without this feat suffers a -1 penalty to skill checks made for each weapon beyond the 1st.

Special: When using multiple weapons, one extra weapon hits for each 4 that the defender's total is exceeded.

**Point Blank Shot [Combat]**

Benefit: The character gets a +1 bonus to Missile Combat skill checks and damage with ranged weapons at ranges of up to 30 feet.

**Power Attack [Combat]**

Prerequisite: Power Weapon, Physique 13+.

Benefit: On the character's action, before making a Melee Combat skill check for that round, the character may choose to subtract a number from all Melee Combat skill checks and add the same number to all melee damage. This number may not exceed the character's ranks in Melee Combat.

**Power Weapon [Combat]**

Prerequisite: Physique 13+

Benefit: The character now uses Physique instead of Agility when using the melee combat skill.

**Precise Shot [Combat]**

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

**Quick Draw [Combat]**

Benefit: The character can draw a weapon as a free action instead of as a half action.

**Rapid Shot [Combat]**

Prerequisites: Point Blank Shot, Agility 13+.

Benefit: The character can loose two missile weapons during a single half action. The character suffers a -2 penalty on the Missile Combat skill check, but both missiles hit if the defense of the target is exceeded by 2 or more.

Normal: Only one missile may be thrown/launched per half action.

**Shield Proficiency [Combat]**

Benefit: The character can use a shield and suffer penalties only for tasks that use the hand holding the shield.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on all skill rolls that involve moving.

Special: A rumel may use multiple shields, stacking all defense bonuses and armor check penalties.

#### **Shot on the Run [Combat]**

Prerequisites: Point Blank Shot, Agility 13+, Dodge 4 Ranks.

Benefit: As a full action, the character can move both before and after making a Missile Combat skill check, provided that the character's total distance moved is not greater than the character's speed.

#### **Sneak Attack [Combat]**

Prerequisites: Reasoning 13+, Empathy 13+, Agility 13+, Melee Combat or Missile Combat or Brawling 6 Ranks

Benefit: Any time the character's target is flatfooted, the character's attack deals extra damage. The extra damage is +1d3 for each time this feat is taken. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range.

Special: This feat may be taken multiple times, and its benefits stack.

#### **Stunning Fist [Combat]**

Prerequisites: Agility 13+, Spirit 13+, Brawling 8 Ranks.

Benefit: Declare that the character is using the feat before making a Brawling skill check (thus, a failed skill check ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Physique check (DC 10 + one-half the character's level + Presence modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round. A stunned character can't act and loses any Agility bonus to Dodge. Attackers get a +2 bonus on skill checks to strike a stunned opponent. The character may attempt a stunning attack once per day for every four character levels attained, and no more than once per round.

#### **Sunder [Combat]**

Prerequisites: Physique 13+, Power Attack.

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

#### **Weapon Specialization [Combat]**

Choose one type of weapon. The character is especially good at inflicting damage with this weapon.

Benefit: The character adds +2 to all damage inflicted with the weapon the character has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

#### **Whirlwind Attack [Combat]**

Prerequisites: Agility 13+, Dodge 4 Ranks, Melee Combat 4 Ranks, Spring Attack.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

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**Iron Fist:** At 5th level, a Martial Artist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

**Without a Trace:** At 10th level, when an Infiltrator uses any of the following skills: Balance, Climb, Disable Device, Contortion, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Infiltrator's activity take a -4 penalty.

**Adrenaline Rush:** At 5th level, a Daredevil can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Daredevil spends 1 action point and gets to increase the selected ability score by 1d4+1 points. The increase lasts for a number of rounds equal to his or her class level. At the end of the duration, the Daredevil is fatigued for 1d4+1 rounds.

**Crippling Strike:** When the rogue damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

**Defensive Awareness:** Starting at 2nd level, the dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

At 5th level, the dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender. The exception to this defense is that a rogue at least 4 levels higher than the dwarven defender can flank him (and thus sneak attack him).

At 10th level, the dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

Defensive awareness is cumulative with uncanny dodge. If the dwarven defender has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant these two abilities and determine the character's defensive awareness ability on that basis.



**Evasion:** At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor. It is an extraordinary ability.

**Stunning Attack:** The monk can use this ability once per round, but no more than once per level per day. The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage, if the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

**Unarmed Strike:** A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

Making an off-hand attack makes no sense for a monk striking unarmed.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon (other than a special monk weapon) in her off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

Usually, a monk's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage when grappling.

**Weapon Specialization:** On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

**Remain Conscious:** The Tough hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Tough hero's hit points reach -1, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

**Robust:** The Tough hero becomes especially robust, gaining a number of hit points equal to his or her Tough level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level of Tough he or she gains.

**Second Wind:** The Tough hero can spend 1 action point to gain a second wind. When the hero does this, he or she recovers a number of hit points equal to his or her Constitution modifier. This talent does not increase the Tough hero's hit points beyond the character's full normal total.

**Stamina:** The Tough hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Prerequisite: Robust.

**Exploit Weakness:** After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

**Plan:** Prior to a dramatic situation, either combat- or skill-related, the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use this talent when surprised or otherwise unprepared for a particular situation.

The Smart hero makes an Intelligence check (DC 10) with a bonus equal to his or her Smart level. The result of the check provides the Smart hero and allies with a circumstance bonus. A Smart hero can't take 10 or 20 when making this check.

Check Result Bonus

9 or lower +0 (check failed)

10-14 +1

15-24 +2

25 or higher +3

This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his or her allies, but the bonus only lasts for the first 3 rounds. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

**Trick:** The Smart hero has the ability to temporarily confuse a target (a GM character) through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15),

adding his or her Smart level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Reflex saving throw (DC 10 + Smart hero's class level + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.

Prerequisite: One talent from the Research Talent Tree.

**Coordinate:** The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

**Inspiration:** The Charismatic hero can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

**Greater Inspiration:** The Charismatic hero can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

**Saving Throws:**

Wits (Reasoning) [Perception]

Will (Spirit)

Intuition (Empathy) [Memory (Reasoning)]

## Interaction

Actions:

Free Actions:

spend Action Die

Half Actions:

single attack

Full Actions:

Two kinds of attacks:

### Destructive

Subtract the result from current Popularity. On a critical, reduce target's current Influence by 1 pt for every 10 pts (rounded down) of Popularity lost (after doubling). A single attack that does more than 20pts of damage requires the target to make a Wits save, or gain a negative level, also.

### Supportive

Supportive attacks cause the target to accumulate Flattery. If the target's current Flattery total ever exceeds the target's current Popularity, the target is agreeable to the attacker's suggestions.

### Techniques

There are also 8 Techniques (4 to attack, 4 to defend) that broadly categorize how interaction occurs.

- Charisma attacks (based on Presence) rely on force of personality to overwhelm your opponent.
- Deceit attacks (based on Communication) are about how you convey the information more than the information itself.
- Camaraderie attacks (based on Empathy) are all supportive. They rely on establishing a connection with the target of your attack.
- Debate attacks (based on Reason) rely on content to be effective.
- Aura defenses (based on Presence) rely on force of personality to reflect or undermine attacks.
- Avoidance defenses (based on Communication) sidestep the attack by introducing something new.
- Composure defenses (based on Spirit) use raw force of will to simply ignore the attack.
- Rebuttal defenses (based on Reason) seek to undermine the basis of the attack.

### Attack Styles (Destructive)

Style	Technique	Damage	Crit	Error	Threat
Authority	Charisma	1d6	x2	1	19-20
Bargain	Debate	1d4	x2	1	20
Bluff (guile)	Deceit	1d6	x3	1	20
Bribery	Debate	1d10	x3	1-2	20
Connections	Debate	1d6	x2	1-3	19-20
Diplomacy	Debate	1d8	x2	1	19-20
Incitement	Deceit	1d6	x3	1-2	19-20
Innuendo	Deceit	1d12	x4	1-3	20
Insinuation	Deceit	1d8	x3	1-2	19-20
Intimidation	Charisma	1d8	x3	1-3	20
Logic	Debate	1d6	x3	1	20
Oration	Deceit	1d8	x2	1	20

### Attack Styles (Supportive)

Style	Technique	Damage	Crit	Error	Threat
Authority	Charisma	1d6	x2	1	19-20
Bargain	Debate	1d4	x2	1	20
Bluff (guile)	Deceit	1d6	x3	1	20
Carousing	Camaraderie	1d4	x2	1-3	19-20
Connections	Debate	1d6	x2	1-3	19-20
Diplomacy	Debate	1d8	x2	1	19-20
Flattery	Camaraderie	1d8	x2	1	20
Inspiration	Charisma	1d8	x3	1	19-20
Intimidation	Charisma	1d8	x3	1-3	20
Logic	Debate	1d6	x3	1	20
Oration	Deceit	1d8	x2	1	20
Seduction	Camaraderie	1d10	x4	1-3	20

Using an attack style that is only destructive for supportive attacks, or vice versa, incurs a -4 penalty on the attack roll.

Using an attack style that you are not proficient in incurs a -4 penalty on all attack rolls.

### Errors:

Any time a character suffers a fumble (whether self-activated or opponent-activated), her opponent may make an attack of opportunity. This is a single attack, as a free action, and the fumbling character may use only her

current base Reputation (i.e., without modifiers due to Defense Style or Ability). A character may only make one attack of opportunity per round, though the target may suffer as many attacks as there are engaged opponents to make them.

### Defense Styles

Style	Technique	vs. Charisma	vs. Deceit	vs. Camaraderie	vs. Debate
Approval	Aura	3	-3	+2	-2
Authority	Composure	+1	-1	0	+2
Bargain	Rebuttal	-1	+1	-1	+1
Bluff (improvisation)	Aura	+1	-1	+1	-1
Bureaucracy	Avoidance	+2	0	-2	+2
Compromise	Aura	+2	-3	+2	-1
Condescension	Aura	+2	-2	+2	-2
Connections	Rebuttal	-2	+2	-2	+2
Distraction	Avoidance	+2	-1	-2	+3
Gather Info	Avoidance	+1	+1	-2	+2
Insinuation	Aura	+1	-2	+3	-2
Logic	Rebuttal	-1	+2	-1	+2
Oration	Avoidance	+1	0	-2	+3
Willpower	Composure	+2	-2	0	+2

### Anonymity & Ignorance:

In general, the attacker is assumed to know enough about the target and the target's position to make informed attacks. If this is not the case, her attacks become less effective. Anonymity applies when the opponent is not well known. Ignorance applies when the topic of debate and/or the opponent's position is not well known.

Degree of Anonymity	Anonymity Defense Bonus	Anonymity Wits Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	-	-

\*Half damage if save is failed; no damage if successful.

### Anonymity and Attacks of Opportunity

An attacker can't execute an attack of opportunity against a combatant with one-half or greater anonymity.

#### Degree of Anonymity

Anonymity is assessed in subjective measurements of how much protection it offers a combatant. The DM determines the degree of anonymity. This measure is not a strict mathematical calculation because a combatant gains more value from covering the parts of the body that are more likely to be struck.

#### Anonymity Wits Save Bonus

Add this bonus to Wits saves against attacks that affect a group. For nine-tenths anonymity, a combatant also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

Degree of Ignorance	Example	Miss Chance
One-Quarter		10%
One-Half		20%
Three-quarters	Attacker only hears half of conversation	30%
Nine-tenths	Attacker comes in on the end of a conversation	40%
Total	Attacker doesn't know what's being talked about	50%

Ignorance is subjectively measured as to how well concealed the defender is. Ignorance always depends on the point of view of the attacker.

### *Ignorance Miss Chance*

Ignorance gives the subject of a successful attack a chance that the attacker missed because of the ignorance. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. When multiple ignorance conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

Magic:

## Potions

It takes days equal to the square of (level + 1) of the potion  $[(lvl+1)^2]$  to gather the necessary ingredients for a potion. A successful Knowledge (plants) check (DC 15) or Survival check (DC 20) is required, and others with either of those skills can assist (DC 10, +2 bonus if successful), but this does not decrease the time required. A failed check can be retried, but not for a day – the day of the missed check is wasted. In some cases, the ingredients can only be found during a particular season – this is noted in the potion description. A search during the wrong season will always be fruitless.

Once the ingredients have been gathered, it takes a day to brew a potion. The brewer must also spend XP equal to the (level + 1) of the effect squared, times four.  $[4x (lvl+1)^2]$

0	Purify Food and Drink	Purifies 1 cu. ft./level of food or water.
0	Resistance	Subject gains +1 on saving throws.
0	Virtue	Subject gains 1 temporary hp.
1	Cause Fear	One creature flees for 1d4 rounds.
1	Charm Person	Makes one person the caster's friend.
1	Command	One subject obeys one-word command for 1 round.
1	Endure Elements	Ignores 5 damage/round from one energy type.
1	Grease	Makes 10-ft. square or one object slippery.
1	Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage.
1	Magic Stone	Three stones become +1 projectiles, 1d6+1 damage.
1	Magic Weapon	Weapon gains +1 bonus.
1	Obscuring Mist	Fog surrounds the caster.
1	Random Action	One creature acts randomly for one round.
1	Ray of Enfeeblement	Ray reduces Str by 1d6 points +1 point/two levels.
1	Remove Fear	+4 on saves against fear for one subject +1/four levels.
1	Sleep	Put 2d4 HD of creatures into comatose slumber.
2	Animal Trance	Fascinates 2d6 HD of animals.
2	Blindness/Deafness	Makes subject blind or deaf.
2	Calm Emotions	Calms 1d6 creatures/level, negating emotion effects.
2	Delay Poison	Stops poison from harming subject for 1 hour/level.
2	Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level.
2	Fog Cloud	Fog obscures vision.
2	Gentle Repose	Preserves one corpse.
2	Glitterdust	Blinds creatures, outlines invisible creatures.
2	Hold Animal	Hold one animal helpless; 1 round/level.
2	Hold Person	Holds one person helpless for 1 round/level.
2	Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.
2	Resist Elements	Ignores 12 damage/round from one energy type.
2	See Invisibility	Reveals invisible creatures or objects.
2	Speak with Animals	The caster can communicate with natural animals.
2	Suggestion	Compels subject to follow stated course of action.
2	Warp Wood	Bends wood (shaft, handle, door, plank).
2	Zone of Truth	Subjects within range cannot lie.
3	Confusion	Makes subject behave oddly for 1 round/level.
3	Diminish Plants	Reduces size or blights growth of normal plants.
3	Haste	Extra partial action and +4 AC.
3	Neutralize Poison	Detoxifies venom in or on subject.
3	Plant Growth	Grows vegetation, improves crops.
3	Poison	Deals 1d10 PHY damage, repeats in 1 min.
3	Protection from Elements	Absorb 12 damage/level from one kind of energy.
3	Remove Blindness/Deafness	Cures normal or magical conditions.
3	Remove Curse	Frees object or person from curse.
3	Remove Disease	Cures all diseases affecting subject.
3	Slow	One subject/level takes only partial actions, -2 AC, -2 melee rolls.
3	Stinking Cloud	Nauseating vapors, 1 round/level.
3	Water Breathing	Subjects can breathe underwater.

## Spirit Effects

### Information (DC 8 + 2x level)

Summoned spirit(s) gains information through relatively mundane means, and then passes it on to shaman or target.

0	8	Arcane Mark	Inscribes a personal rune (visible or invisible).
0	8	Know Direction	The caster discerns north.
1	10	Alarm	Wards an area for 2 hours/level.
1	10	Detect Animals or Plants	Detects species of animals or plants.
1	10	Detect Snares and Pits	Reveals natural or primitive traps.
1	10	Message	Whispered conversation at distance.
2	12	Locate Object	Senses direction toward object (specific or type).
2	12	Misdirection	Misleads divinations for one creature or object.
2	12	Obscure Object	Masks object against divination.
2	12	Scare	Panics creatures up to 5 HD (15-ft. radius).
2	12	Whispering Wind	Sends a short message one mile/level.
3	14	Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
3	14	Obscure Object	Masks object against divination.
4	16	Detect Scrying	Alerts the caster of magical eavesdropping.
4	16	Locate Creature	Indicates direction to familiar creature.
4	16	Status	Monitors condition, position of allies.
5	18	Commune with Nature	Learn about terrain for one mile/level.
5	18	Mark of Justice	Designates action that will trigger curse on subject.
5	18	Prying Eyes	1d4 spirits +1 /level scout for the caster.
6	20	Find the Path	Shows most direct way to a location.
6	20	Greater Scrying	As scrying, but faster and longer.
6	20	Legend Lore	Learn tales about a person, place, or thing.
8	24	Discern Location	Exact location of creature or object.

### Exceptional Information (DC 10 + 3x level)

Summoned spirit(s) interact with others spiritually, detecting thoughts.

1	13	Deathwatch	Sees how wounded subjects within 30 ft. are.
2	16	Augury	Learns whether an action will be good or bad.
2	16	Speak with Animals	The caster can communicate with natural animals.
4	22	Discern Lies	Reveals deliberate falsehoods.
4	22	Divination	Provides useful advice for specific proposed actions.
4	22	Sending	Delivers short message anywhere, instantly.
5	25	Dream	Sends message to anyone sleeping.
5	25	True Seeing	See all things as they really are.
8	34	Demand	As sending, plus the caster can send suggestion.
9	37	Foresight	"Sixth sense" warns of impending danger.

### Charm (DC 12 + 3x level)

Summoned spirit infuses target, compelling action.

0	12	Daze	Creature loses next action.
1	15	Cause Fear	One creature flees for 1d4 rounds.
1	15	Charm Person	Makes one person the casters friend.
1	15	Command	One subject obeys one-word command for 1 round.
1	15	Random Action	One creature acts randomly for one round.
2	18	Animal Messenger	Sends a Tiny animal to a specific place.
2	18	Calm Emotions	Calms 1d6 creatures/level, negating emotion effects.
2	18	Charm Person or Animal	Makes one person or animal the casters friend.
2	18	Hideous Laughter	Subject loses actions for 1d3 rounds.
2	18	Hold Animal	Hold one animal helpless; 1 round/level.
2	18	Hold Person	Holds one person helpless for 1 round/level.
2	18	Hypnotic Pattern	Fascinates 2d4+1 HD/level of creatures.
2	18	Suggestion	Compels subject to follow stated course of action.
3	21	Confusion	Makes subject behave oddly for 1 round/level.
3	21	Emotion	Arouses strong emotion in subject.
3	21	Fear	Subjects within cone flee for 1 round/level.
3	21	Lesser Geas	Commands subject of 7 HD or less.
3	21	Suggestion	Compels subject to follow stated course of action.
5	27	Feeblemind	Subject's Int drops to 1.
7	33	Insanity	Subject suffers continuous confusion.
8	36	Irresistible Dance	Forces subject to dance.



### Fortune (DC 10 + 2x level)

Summoned spirit(s) interferes with reality subtly.

0	10	Guidance	+1 on one roll, throw, or check.
0	10	Resistance	Subject gains +1 on saving throws.
1	12	Bane	Enemies suffer -1 attack, -1 on saves against fear.
1	12	Bless	Allies gain +1 attack and +1 on saves against fear.
1	12	Divine Favor	The caster gains attack, damage bonus, +1/three levels.
1	12	Doom	One subject suffers -2 on attacks, damage, saves, and checks.
1	12	Entropic Shield	Ranged attacks against the caster suffer 20% miss chance.
2	14	Blur	Attacks miss subject 20% of the time.
3	16	Displacement	Attacks miss subject 50%.
3	16	Fortunate Strike	Doubles normal weapon's threat range.
3	16	Prayer	Allies gain +1 on most rolls, and enemies suffer -1.

### Lifeforce (DC 15 + 2x level)

Heal/Harm: summon spirit to infuse being, merging with the soul of the target. Harm: call out spirit from being, and send it away.

0	15	Cure Minor Wounds	Cures 1 point of damage.
0	15	Detect Poison	Detects poison in one creature or small object.
0	15	Inflict Minor Wounds	Touch attack, 1 point of damage.
0	15	Virtue	Subject gains 1 temporary hp.
1	17	Cure Light Wounds	Cures 1d8 Spirit Mod. damage.
1	17	Inflict Light Wounds	Touch, 1d8 Spirit Mod. damage.
1	17	Enfeeblement	Reduces Str by 1d6 points plus one-half Spirit mod.
1	17	Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).
1	17	Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage.
1	17	Remove Fear	+4 on saves against fear for one subject +1/four levels.
1	17	Sleep	Puts a creature up to 2d4 levels/HD into comatose slumber.
1	17	True Strike	Adds +20 bonus to the casters next attack roll.
2	19	Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.
2	19	Blindness/Deafness	Makes subject blind or deaf.
2	19	Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
2	19	Cat's Grace	Subject gains 1d4+1 Dex for 1 hr./level.
2	19	Cure Moderate Wounds	Cures 2d8 + Spirit mod. damage.
2	19	Death Knell	Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.
2	19	Delay Poison	Stops poison from harming subject for 1 hour/level.
2	19	Endurance	Gain 1d4+1 Con for 1 hr./level.
2	19	Inflict Moderate Wounds	Touch attack, 2d8 + Spirit mod. damage.
2	19	Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
2	19	Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.
3	21	Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
3	21	Blindness/Deafness	Makes subject blind or deaf.
3	21	Contagion	Infects subject with chosen disease.
3	21	Cure Serious Wounds	Cures 3d8 Spirit mod. damage.
3	21	Diminish Plants	Reduces size or blights growth of normal plants.
3	21	Inflict Serious Wounds	Touch attack, 3d8 + Spirit mod. damage.
3	21	Remove Blindness/Deafness	Cures normal or magical conditions.
3	21	Remove Curse	Frees object or person from curse.
3	21	Remove Disease	Cures all diseases affecting subject.
3	21	Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as hp.
4	23	Cure Critical Wounds	Cures 4d8 + Spirit mod. damage.
4	23	Divine Power	The caster gains attack bonus, 18 Str, and 1 hp/level.
4	23	Inflict Critical Wounds	Touch attack, 4d8 + Spirit mod. damage.
4	23	Restoration	Restores level and ability score drains.
5	25	Circle of Doom	Deals 1d8 + Spirit mod. damage in all directions.
5	25	Healing Circle	Cures 1d8 + Spirit mod. damage in all directions.
5	25	Slay Living	Touch attack kills subject.
6	27	Eyebite	Charm, fear, sicken or sleep one subject.
6	27	Harm	Subject loses all but 1d4 hp.
6	27	Heal	Cures all damage, diseases, and mental conditions.
6	27	Transformation	The caster gains combat bonuses.
7	29	Finger of Death	Kills one subject.

7	29	Greater Restoration	As restoration, plus restores all levels and ability scores
7	29	Power Word, Stun	Stuns creature with up to 150 hp.
8	31	Horrid Wilting	Deals 1d8 damage/level within 30 ft.
8	31	Mass Heal	As heal, but with several subjects.
8	31	Power Word, Blind	Blinds 200 hp worth of creatures.
9	33	Power Word, Kill	Kills one tough subject or many weak ones.

### **Poltergeist (DC 15 + 3x level)**

Summoned spirit(s) causes minor physical affects.

0	15	Dancing Lights	Figment torches or other lights.
0	15	Ghost Sound	Figment sounds.
0	15	Mage Hand	5-pound telekinesis.
0	15	Mending	Makes minor repairs on an object.
0	15	Open/Close	Opens or closes small or light things.
0	15	Prestidigitation	Performs minor tricks.
1	18	Animate Rope	Makes a rope move at the casters command.
1	18	Grease	Makes 10-ft. square or one object slippery.
1	18	Shield	Invisible disc gives cover and blocks magic missiles.
1	18	Shillelagh	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.
1	18	Unseen Servant	Creates invisible force that obeys the casters commands.
2	21	Protection from Arrows	Subject immune to most ranged attacks.
2	21	Warp Wood	Bends wood (shaft, handle, door, plank).
2	21	Wind Wall	Deflects arrows, smaller creatures, and gases.
3	24	Gust of Wind	Blows away or knocks down smaller creatures.
3	24	Helping Hand	Unseen hand leads subject to the caster.
3	24	Snare	Creates a magical booby trap.
4	27	Quench	Extinguishes nonmagical fires or one magic item.
5	30	Interposing Hand	Spirit provides 90% cover against one opponent.
5	30	Telekinesis	Lifts or moves 25 lb./level at long range.
6	33	Animate Objects	Objects attack the casters foes.
6	33	Forceful Hand	Spirit pushes creatures away.
7	36	Grasping Hand	Spirit provides cover, pushes, or grapples.
8	39	Clenched Fist	Large Spirit attacks the casters foes.
9	42	Crushing Hand	As interposing hand, but stronger.

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0	Light	Object shines like a torch.
0	Purify Food and Drink	Purifies 1 cu. ft./level of food or water.
1	Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
1	Chill Touch	1 touch/level deals 1d6 damage and possibly 1 Str damage.
1	Curse Water	Makes unholy water.
1	Endure Elements	Ignores 5 damage/round from one energy type.
1	Entangle	Plants entangle everyone in 40-ft.-radius circle.
1	Expeditious Retreat	Doubles the casters speed.
1	Faerie Fire	Outlines subjects with light, canceling blur, concealment, etc.
1	Invisibility to Animals	Animals can't perceive one subject/level.
1	Jump	Subject gets +30 on Jump checks.
1	Magic Stone	Three stones become +1 projectiles, 1d6+1 damage.
1	Magic Weapon	Weapon gains +1 bonus.
1	Pass without Trace	One subject/level leaves no tracks.
1	Shocking Grasp	Touch delivers 1d8 +1/level electricity.
1	Ventriloquism	Throws voice for 1 min./level.
2	Darkvision	See 60 ft. in total darkness.
2	Fog Cloud	Fog obscures vision.
2	Levitate	Subject moves up and down at the casters direction.
2	Make Whole	Repairs an object.
2	Resist Elements	Ignores 12 damage/round from one energy type.
2	See Invisibility	Reveals invisible creatures or objects.
2	Shatter	Sonic vibration damages objects or crystalline creatures.
2	Summon Swarm	Summons swarm of small crawling or flying creatures.
3	Dominate Animal	Subject animal obeys silent mental commands.
3	Call Lightning	Directs lightning bolts (1d10/level) during storms.
3	Gentle Repose	Preserves one corpse.
3	Greater Magic Fang	One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5)
3	Greater Magic Weapon	+1 bonus/three levels (max +5).
3	Neutralize Poison	Detoxifies venom in or on subject.
3	Protection from Elements	Absorb 12 damage/level from one kind of energy.
3	Resist Elements	Ignore first 12 damage from one energy type each round.
3	Speak with Plants	The caster can talk to normal plants and plant creatures.
4	Dominate Person	Controls humanoid telepathically.
4	Control Plants	Talk to and control plants & fungi.
4	Control Water	Raises or lowers bodies of water.
4	Enervation	Subject gains 1d4 negative levels.
4	Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.
4	Rainbow Pattern	Lights prevent 24 HD of creatures from attacking or moving away.
5	Awaken	Animal or tree gains human intellect.
5	Control Winds	Change wind direction and speed.
5	Faithful Hound	Phantom dog can guard, attack.
5	False Vision	Fools scrying with an illusion.
5	Insect Plague	Insect horde limits vision, inflicts damage, and weak creatures flee.
5	Magic Jar	Enables possession of another creature.
5	Telepathic Bond	Link lets allies communicate.
6	Geas/Quest	As lesser geas, plus it affects any creature.
6	Circle of Death	Kills 1d4 HD/level.
6	Contingency	Sets trigger condition for another spell.
6	Control Weather	Changes weather in local area.
6	Freezing Sphere	Freezes water or deals cold damage.
6	Ironwood	Magical wood is strong as steel.
6	Repulsion	Creatures can't approach the caster.
7	Creeping Doom	Carpet of insects attacks at the casters command.
7	Regenerate	Subject's severed limbs grow back.
7	Sunbeam	Beam blinds and deals 3d6 damage.
7	Vision	As legend lore, but quicker and strenuous.
8	Antipathy	Object or location affected by spell repels certain creatures.
8	Command Plants	Plants animate and vegetation entangles.
8	Mind Blank	Subject is immune to mental/emotional magic and scrying.
8	Sunburst	Blinds all within 10 ft., deals 3d6 damage.
8	Sympathy	Object or location attracts certain creatures.
9	Energy Drain	Subject gains 2d4 negative levels.
9	Wail of the Banshee	Kills one creature/level.
9	Weird	As phantasmal killer, but affects all within 30 ft.

Name: \_\_\_\_\_  
 Character Level: \_\_\_\_\_ XP: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_

**Abilities & Saves**

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<input type="checkbox"/>	Empathy	<input type="checkbox"/>	Intuition: <input type="checkbox"/>
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<input type="checkbox"/>	Physique	<input type="checkbox"/>	Hit Points: <input type="checkbox"/>

**Popularity** total:  current:

**Status** \_\_\_ / \_\_\_ **Flattery**

**Interaction**

<b>Influence</b>	<input type="checkbox"/> Charisma	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Deceit	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Camaraderie	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Debate	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Style		Technique	Dam	Crit	Error	Threat

<b>Reputation</b>	<input type="checkbox"/> Aura	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Avoidance	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Composure	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	<input type="checkbox"/> Rebuttal	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Style		Technique	vs. Cha.	vs. Dec.	vs. Cam.	vs. Deb.

Skill Name		Key Ability	Skill Bonus	Ranks	Ability Mod.	Misc. Mod.	Error	Threat
<input type="checkbox"/>	Acrobatics	AGI	=	+	+			
<input type="checkbox"/>	Appraise	REA	=	+	+			
<input type="checkbox"/>	Athletics	PHY	=	+	+			
<input type="checkbox"/>	Brawling	PHY	=	+	+			
<input type="checkbox"/>	Contortion	AGI	=	+	+			
<input type="checkbox"/>	Craft (fiber preparation)	AGI	=	+	+			
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<input type="checkbox"/>	Craft (painting)	AGI	=	+	+			
<input type="checkbox"/>	Craft (papermaking)	AGI	=	+	+			
<input type="checkbox"/>	Craft (weapons)	AGI	=	+	+			
<input type="checkbox"/>	Craft (weave building)	AGI	=	+	+			
<input type="checkbox"/>	Craft (weave cloth)	AGI	=	+	+			
<input type="checkbox"/>	Craft (weave clothing)	AGI	=	+	+			
<input type="checkbox"/>	Craft (weave container)	AGI	=	+	+			
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<input type="checkbox"/>	Disguise	PRE	=	+	+			
<input type="checkbox"/>	Dji Wiwu Momumilu	SPI	=	+	+			
<input type="checkbox"/>	Dodge	AGI	=	+	+			
<input type="checkbox"/>	Heal	EMP	=	+	+			
<input type="checkbox"/>	Intuit Direction	EMP	=	+	+			
<input type="checkbox"/>	Knowledge (animals)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (astrology)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (ceremonies)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (esoterica)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (genealogy)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (harvesting)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (history)	REA	=	+	+			
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<input type="checkbox"/>	Knowledge (legends)	REA	=	+	+			
<input type="checkbox"/>	Knowledge (plants)	REA	=	+	+			
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<input type="checkbox"/>	Knowledge (spirits)	REA	=	+	+			
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<input type="checkbox"/>	Observe	EMP	=	+	+			
<input type="checkbox"/>	Perform (dance)	AGI	=	+	+			
<input type="checkbox"/>	Perform (instruments)	COM	=	+	+			
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<input type="checkbox"/>	Perform (massage)	AGI	=	+	+			
<input type="checkbox"/>	Perform (oratory)	COM	=	+	+			
<input type="checkbox"/>	Perform (poetry)	COM	=	+	+			
<input type="checkbox"/>	Perform (sex)	COM	=	+	+			
<input type="checkbox"/>	Perform (sing)	COM	=	+	+			
<input type="checkbox"/>	Perform (storytelling)	COM	=	+	+			
<input type="checkbox"/>	Profession (animal handler)	SPI	=	+	+			
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**Action Dice** number:  size:  used: