

Nevinia

Personality:

Even though the confidence trickster comes from an honorable and wealthy family, and is no stranger to court life, she also haunts the more dangerous streets and back alleys of towns and cities. She is a pretender who is very adaptable and never seems out of place, whether sitting at a baron's table or bartering with the leader of the local thieves' guild. She has created many identities, and she plays each role so perfectly that none can guess which is real. As a hero in need of many talents, she must always be willing to learn. Fortunately, the Horasian in her finds learning to be as fun as it is necessary. Being a trickster is a lifestyle, one that is worthy in the eyes of Phex. She would have wanted for nothing if she had only stayed with her family, but she chose the life of a stray, just for the thrill of it all. With contacts in almost every city and town in Aventuria, she knows whom to ask for help and knows where to find answers to her questions. Regardless of lifestyle, she sees herself as a patriot and will gladly enter the Horas' service, should he need her abilities. And even though she seldom visits temples, she is a pious worshiper of Phex. She knows how to use fencing weapons, even though she isn't a trained fighter (and fighting is never her first choice). She prefers relying on her sharp tongue, her wits, and her charm.



Advantages:

APTITUDE (Fast-Talk)

Some Aventurians are especially talented in certain skills. They rarely make mistakes and their performances are distinctly better..

Rules: A character with the Aptitude advantage can reroll a single D20 in every skill check for the chosen skill. The player rolls 3D20 as usual but picks one die result to reroll, keeping the best result. Aptitudes must be purchased individually for each skill, spell, or liturgical chant. You cannot purchase Aptitude for the same skill more than once (because you cannot use Aptitude to reroll more than one D20 in a check). You cannot invoke this advantage if the skill check results in a double 20 or a triple 20. You cannot pick an Aptitude for a combat technique (for this, you must use the advantage Weapon Aptitude, on page 170). You can choose to spend a FtP before or after invoking your Aptitude (see page 28), meaning it's possible to reroll more than once or even combine another FtP effect with an Aptitude.

BEAUTIFUL VOICE:

The character has a distinctive voice that most intelligent beings find pleasant.

Rules: Skill checks using Singing receive a bonus of 1.

FOX SENSE:

The hero can feel the presence of traps that cannot otherwise be perceived with normal senses. This might be a magical trap cast on a chest, or a cursed item, or a mechanical trap that is undetectable to the normal five senses.

Rules: The hero can perceive traps that cannot be found with ordinary senses. With this advantage, the hero can use *Fox Sense* as an application for the skill *Perception*.

GOOD LOOKS I:

The hero is especially handsome or lovely compared to other members of the same race. This appearance appeals to most intelligent creatures.

Rules: The hero receives a bonus of 1 per level of this advantage for checks using Commerce (Haggling), FastTalk (Hard Sell, Manipulate, Subterfuge, Sweet-Talk), and Seduction (Flirting, Romantic Arts).

NATURAL ORATOR:

The hero is a good public speaker, a true inspiration who can motivate others.

Rules: Skill checks using Persuasion (Oration) receive a bonus of 1.

SOCIALLY ADAPTABLE:

Some heroes have an innate ability to circulate successfully in any social circle.

Rules: Heroes with Socially Adaptable can ignore penalties to social skills that result from class distinctions (see page 338). The advantage Socially Adaptable doesn't fool people of high noble breeding.

Disadvantages:

None

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

CHEATING:

By using loaded dice, hiding cards up their sleeves, or having accomplices look at other players' cards, experienced cheaters can earn a lot of money (as long as they aren't caught).

Rules: The player can reroll a failed Gambling check (as long as it wasn't botched). To notice cheating, the victim must make a check using Perception (Spot) against Gambling (application). Cheating is an application of Gambling.

COUNTERFEITER:

Sometimes an impostor needs to forge a letter or make a new document look older. Forged documents open many doors, but rogues caught using forged documents are severely punished.

Rules: The character can forge letters and documents. With this special ability, the character learns the new application Counterfeiter for the skill Artistic Ability.

LANGUAGE: FOLDING FAN:

The language of the folding fan, which is common in Horasian high society, is a non-verbal communication method comprised of gestures with a hand-held, decorative fan. Folding Fan Language is often employed for seduction and insults. Both sender and recipient must know Folding Fan Language. This language's vocabulary is restricted, limiting the kinds of messages that may be shared.

Rules: You can use Folding Fan Language to talk to somebody who also has this special ability, without using words. Folding Fan Language requires the use of a fan.

SKILL SPECIALIZATION (Streetwise):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

DEFENSIVE POSTURE (passive):

This allows a hero to focus on defense.

Rules: Improve your defense stat by 4 for the current combat round. You must announce Defensive Posture at the start of the combat round and cannot take any other action in that round.

FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

IMPROVED DODGE I (passive):

The hero is especially quick and nimble when it comes to dodging during combat.

Rules: Each level in this special ability improves your dodge by 1. To use this special ability, you can wear nothing heavier than normal clothes.

ONE-HANDED COMBAT (passive):

Some fighters who use swords and fencing weapons specialize in wielding only one weapon at a time. They gain some advantages from doing so, but sacrifice some other options.

Rules: The fighter gets +1 AT, +1 PA, and +1 DP when fighting with only one weapon, but cannot use a second weapon, a shield, or a parrying weapon or any other item.

PRECISE THRUST I (Basic Maneuver):

A fighter can do more damage with a precise thrust.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, increase your damage by 2 points per level in this special ability.