

## HUMAN TALENTS

For more about Human Talents, see *Fantasy Craft*, page 18. Also, remember that some Talents require you possess an Alignment (see *Fantasy Craft*, page 61).

### FLEET

There are two things you've always known: Running gets you there quicker and a moving target is harder to hit.

- *Attributes:* No modifiers
- *Base Speed:* 40 ft.
- *Agile Defense:* Your base Defense increases by 1.
- *Mobility Basics:* You gain the Mobility Basics Feat.
- *Stamina:* You suffer exactly 1 point per damage die when making a Push Limit check (damage isn't rolled).
- *Sure-footed:* Your encumbrance loads are increased by 50% and when you run, your move multiplier is increased by 1 (typically to x 5).

### HALF-ELVEN

You are the child of two peoples, human and elf. Furthermore, you are an exemplary example of the best of both.

- *Attributes:* +1 Wisdom, -1 Constitution
- *Base Speed:* 30 ft.
- *Elf Blood:* You gain the Elf Blood Feat.
- *Keen Sight:* Your visual range increments are equal to your Wisdom score x 50 ft. You also ignore range penalties from the 2nd and 4th range increments while you're aiming.
- *Inquisitive Mind:* You gain 2 additional interests.
- *Inscrutable:* The error range of all Sense Motive checks targeting you increases by 2.

### HYPERACTIVE

You often rub people the wrong way, but you're always full of boundless ener... would you please stop bouncing?

- *Attributes:* +2 Dexterity, +2 Constitution, -4 Wisdom
- *Base Speed:* 30 ft.
- *Agile Defense:* Your base Defense increases by 1.
- *Uncouth:* Your error range increases by 2 when making Impress and Sense Motive checks targeting characters with a current disposition of neutral or lower to you.
- *Harrowing Combatant:* Each time an adjacent opponent attacks you and misses, he suffers 2 points of stress damage.
- *War Of Attrition:* You may Tire up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

### LOYAL

Those truly loyal to their friends or ideals come in all shapes and sizes, and they never leave a man behind.

- *Attribute Modifiers:* +2 to Any, -2 to Any
- *Base Speed:* 30 ft.
- *Bonus Feat:* The Extra Mile

- *Enlightened Resolve:* Your maximum Resolve rank increases to your Career Level+5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Step In:* Once per scene, you may choose to receive all of the damage being inflicted upon an adjacent character by a single attack. You may apply your damage reduction and damage resistance to this attack normally, as if you had been the original target of the attack.

### QUIXOTIC

If only they could see with your eyes...

- *Attributes:* No modifiers
- *Base Speed:* 30 ft.
- *Broad Learning:* You gain 2 additional studies.
- *Charming:* Once per session you may improve the disposition of one non-adversary NPC by 5.
- *Engaging Diversion:* You may distract up to 3 opponents at once (see *Fantasy Craft*, page 218). You roll only once for the action, while each opponent rolls to resist separately. If you gain this ability from two or more sources, the number of opponents you may target increases by 1 for each additional engaging diversion ability.
- *Enlightened Impress:* Your maximum Impress rank increases to your Career Level +5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Heroism:* You gain a +1 bonus with all attack and skill checks you make during dramatic scenes.

### STOIC

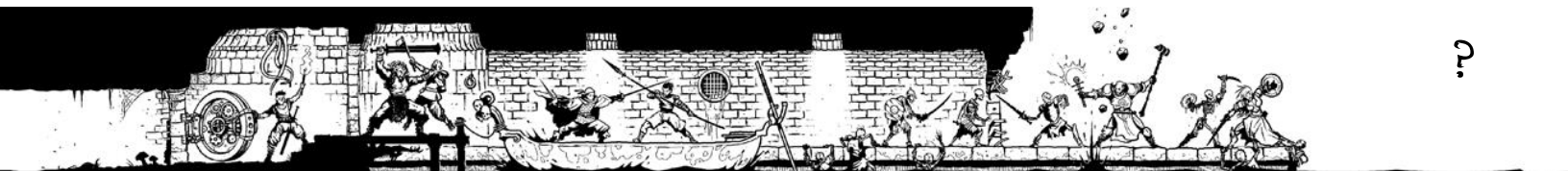
You can take it and not even flinch.

- *Attributes:* +2 Wisdom, -2 Dexterity
- *Base Speed:* 30 ft.
- *Enlightened Resolve:* Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Inscrutable:* The error range of all Sense Motive checks targeting you increases by 2.
- *No Pain:* You may ignore the first fatigued or shaken condition you gain each scene.
- *Unbreakable:* Each time you suffer attribute impairment, it decreases by 1 (minimum 0).
- *Undaunted:* Any morale penalties to your attributes, attack checks, skill checks, or saves are reduced by 2.

### TENACIOUS

You never give up.

- *Attributes:* +2 Con, -2 Cha
- *Base Speed:* 30 ft.
- *Damned If You Do:* You gain the Damned If You Do trick (see *Adventure Companion*, page 139).
- *Enlightened Resolve:* Your maximum Resolve rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.
- *Iron Gut:* You gain a +2 insight bonus with saves against disease and poisons.



# ORIGIN OPTIONS



- *Tenacious Spirit:* You gain 1 additional vitality point at each Career Level.
- *Unbreakable:* Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

## SPECIALTIES

For more about Specialties, see *Fantasy Craft*, page 21. Also, remember that some Talents require you possess an Alignment (see *Fantasy Craft*, page 61).

### AMNESIAC

Your memory of your previous life is fragmented and leaves you with only vague clues as to who you were or what you did. Your past may be unknown, but your future will be of naught but your own making.

- *Bonus Feat:* 1 Can Swim
- *Extra Proficiency:* You gain 1 additional proficiency or trick.
- *Free Hint:* Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- *More Than Luck:* You gain 1 additional starting Action Die.
- *Origin Skill:* Choose one additional Origin skill.

### BARTENDER

You are the sympathetic ear, bottle-juggling entertainer, and purveyor of alcohol. Just please don't call yourself a "mixologist".

- *Bonus Feat:* Repartee Basics
- *Charming:* Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Enabler:* You and your teammates gain the ability to increase the number of drinks you may benefit from per day at a cost of 1 action die per drink.
- *Encouragement:* Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Odd Jobs:* You gain a +4 morale bonus with Downtime checks made to earn income (see *Fantasy Craft*, page 68).
- *Paired Skills:* Each time you gain 1 or more ranks in the Prestidigitation skill, you gain equal ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank.

### CONSCRIPT

It may be your finest hour, but you don't have to like it.

- *Bonus Feat:* Horde Basics
- *Commissioned:* You may purchase military renown for 20 Reputation per Rank.
- *Extra Proficiency:* You gain 1 additional proficiency or trick.
- *Origin Skill:* Choose one additional origin skill.
- *Paired Skills:* Each time you gain 1 or more ranks in the Tactics skill, you also gain an equal number of ranks in the Blend skill. This may not increase your Blend skill beyond its maximum rank.

### COOK

Everybody knows the cook is harmless... until he gets his hands on the knives.

- *Bonus Feat:* Knife Basics

- *Attribute Training:* The lower of your Dexterity or Intelligence scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Cooking Focus:* You gain the Crafting skill's Cooking focus.
- *Contagion Sense:* You may roll twice when making Fortitude saves prompted by disease and poison, keeping the result you prefer.
- *Edged Proficiency:* You gain the Edged proficiency.
- *Field Cookery:* You are always considered to have a cook's kit (see *Fantasy Craft*, page 159).

### DAREDEVIL

Others merely take risks. You embrace them.

- *Bonus Feat:* Veteran Adventurer
- *Agile Defense:* Your base Defense increases by 1.
- *Chance Expert:* You're considered to have 2 additional Chance feats for any ability based on the number of Chance feats you have.
- *Glory-Bound:* You may purchase Heroic Renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).
- *Paired Skills:* Each time you gain 1 or more ranks in the Resolve skill, you also gain an equal number of ranks in the Acrobatics skill. This may not increase your Acrobatics skill beyond its maximum rank.

### DEFILER

You profane that which your enemies hold dear.

**Requirement:** Alignment (any)

- *Bonus Feat:* Aggro Basics
- *Favored Foes:* Choose two of the following character types: animal, beast, construct, elemental, fey, folk, horror, ooze, outsider, plant, spirit, or undead. Your threat range is increased by 2 when making Notice, Sense Motive, and Survival checks and attack rolls targeting standard characters of the chosen type. You may choose an additional character type to receive this bonus at Career Levels 6, 11, and 16.
- *Reviled:* The starting Disposition of those who do not share your Alignment decreases by 10.
- *Shared Interest:* Once per scene, you may speak to 1 of your team-mates for 1 minute to grant them the benefit of one of your interests until the end of the current scene.
- *Turning:* Choose a character type from the following list: animal, beast, construct, elemental, fey, horror, ooze, outsider, plant, spirit, or undead. Once per combat you may make the turn action targeting characters of this type.

### GLORY SEEKER

You come from humble beginnings, seeking adventure and fame beyond your wildest dreams!

- *Bonus Feat:* Fortune Favors the Bold
- *Encouragement:* Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Glory-Bound:* You may purchase Heroic Renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).
- *Heroism:* You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.



- *Tenacious Spirit*: You gain 1 additional vitality per level.

## HERMIT

Until recently you lived alone out in the wilderness, contemplating and meditating on the nature of the world.

- *Bonus Feat*: Depth of Study
- *Animal Empathy*: The Dispositions of non-adversary animals increase by 5.
- *Free Hint*: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- *Sharp Mind*: You gain 1 additional skill point per level.
- *Surviving Original*: Survival is an origin skill for you.
- *Trackless Step*: The DCs of Tracking checks to follow your trail increase by 10.

## DIPLOMAT

You're capable of compromise, but not necessarily willing.

- *Bonus Feat*: Repartee Basics
- *Charming*: Once per session, you may improve the disposition of any 1 non-adversary NPC by 5.
- *Linguist*: You gain 2 additional languages.
- *Natural Liar*: You gain 1 rank in Bluff and a +1 morale bonus to all Bluff checks. Apply this bonus rank before spending skill points.
- *Natural Persuasiveness*: You gain 1 rank in Haggle and a +1 morale bonus to all Haggle checks. Apply this bonus rank before spending skill points.
- *Paired Skills*: Each time you gain 1 or more ranks in the Impress skill, you also gain an equal number of ranks in the Sense Motive skill. This may not increase your Sense Motive skill beyond its maximum rank.

## PHANTOM

You're just a voice from the shadows for your foes. A frightening voice that speaks of doom.

- *Bonus Feat*: Ghost Basics
- *Mark of Darkness*: You take the first step on the Path of Darkness. When you gain a feat from your Career Level you may instead take another step along this path if after selecting class abilities your step will be no greater than one-half your Career Level, rounded up. Your Caster Level is considered equal to your Career Level for any benefits from these steps.
- *Terrifying Look*: The Will save DCs of stress damage you inflict increase by 4.
- *Trackless Step*: The DCs of Tracking checks to follow your trail increase by 10.

## PHILOSOPHER

Finding the answer is one thing. *Proving* it is another matter entirely.

- *Bonus Feat*: Depth of Study
- *Attribute Training*: The lower of your Intelligence or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Free Hint*: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.

- *Paired Skills*: Each time you gain 1 or more ranks in the Investigate skill, you gain equal ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank.

- *Sharp Mind*: You gain 1 additional skill point per level.

## PORTER

Tote that barge, lift that bale!

- *Bonus Feat*: Combat Vigor
- *Attribute Training*: The lower of your Strength or Constitution scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Improved Carrying Capacity*: Your Strength is considered 4 higher for carrying capacity.
- *Natural Fitness*: You gain 1 rank in Athletics and a +1 morale bonus to all Athletics checks. Apply this bonus rank before spending skill points.
- *Thick Hide 2*: You're considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).
- *Ubiquitous Appearance*: You gain a +5 gear bonus with Blend checks while in indoors/settled terrain.
- *Unbreakable*: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

## TEMPEST

You are the whirlwind!

- *Bonus Feat*: Two-Weapon Fighting
- *Melee Combat Expert*: You are considered to have 2 additional Melee Combat feats for any ability based on the number of Melee combat feats you have.
- *Multi-dexterous*: If you are wearing no armor or partial armor, you ignore the penalty from the Two-Weapon Fighting feat and the penalty from the Two-Weapon Style feat is reduced to -2.
- *Nimble Defense*: If you are wearing no armor or partial armor, your base defense increases by 2.

## TOMB RAIDER

This *might* belong in a museum...

- *Bonus Feat*: Mobility Basics
- *Attribute Training*: The lower of your Dexterity or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- *Celebrated*: Your Legend increases by 2.
- *Natural Fitness*: You gain 1 rank in Athletics a +1 morale bonus to all Athletics checks. Apply this bonus rank before spending skill points.
- *Paired Skills*: Each time you gain 1 or more ranks in the Acrobatics skill, you gain equal ranks in the Search skill. This may not increase your Search skill beyond its maximum rank.

