

ARCHIVIST

Spellbook? You mean you only have one?

- Bonus Feat: Scribing Basics
- Inquisitive Mind: You gain 2 additional interests
- Inscription Focus: You gain the Inscription crafting focus
- Mage Quill: You're always considered to have a Scribe's Kit.
- Paired Skills: Whenever you gain ranks in the Spellcasting skill, you also gain an equal number of ranks in Investigate. This may not allow you to exceed your max ranks in Investigate.
- Thrifty: Your Prudence rises by 2.

ARTIFICER

You have a bit more than just a talent for crafting.

- Bonus Feat: Essence Binding Basics
- Attribute Training: The lower of your Intelligence and Wisdom increases by 1.
- Gear Expert: You're considered to have 2 additional gear feats.
- Paired Skills: Whenever you gain ranks in Spellcasting you gain an equal number of ranks in Crafting. This may not allow you to exceed your max ranks.
- Thrifty: Your Prudence rises by 2.

CHYMIST

Science is the ultimate weapon!

- Bonus Feat: Alchemy Basics
- Attribute Training: The lower of your Constitution or Intelligence scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.
- Science!: You gain the Crafting skill's Chemistry and Pharmacy focuses.

- Improvisation: You are always considered to have a Chemist's and a Pharmacist's kit.
- Hurling Proficiency: You gain the Hurling proficiency.

COURIER

Rain or snow, demons or dragons, you *will* bring people what they need.

- Bonus Feat: Packrat
- Thrifty: Your Prudence increases by 2.
- Odd Jobs: You gain a +4 morale bonus with Downtime checks made to earn income (see Fantasy Craft, page 68).
- Fast: Your Ground Speed increases by 10 ft.
- Attribute Training: The lower of your Dexterity or Constitution scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

DERVISH

Some might call you a ruthless killer. You prefer the term "Performance Artist".

- Bonus Feat: Blade-Weaver Basics (see AC, page 92) [1]
- Edged Proficiency: You gain the Edged proficiency. [1]
- Paired Skills: Each time you gain ranks in the Acrobatics skill, you gain equal ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank. [2]
- Fast: Your Ground Speed increases by 10 ft. [2]
- Natural Elegance: Your Appearance bonus increases by +1. [1]

GIANTSLAYER

Whether a traveling knight righting wrongs, or a cunning trickster out for personal glory, you specialize in eliminating foes much, much larger than you are.

- Bonus Feat: Giant Slayer Basics [1]

- Pick on the Big Guy: You gain the Pick on the Big Guy trick (see AC, page 140). [1]
- Headhunter: You inflict 2 additional damage on standard folk and beasts. [2]
- Celebrated: Your Legend increases by 2. [2]
- Heroism: You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes. [1]

HEXBLADE

You twist the fate of others, whether by accident or maliciously.

- Bonus Feat: Black Cat
- Agile Defense: Your Base Defense increases by 1
- Attribute Training: The lower of your Intelligence and Charisma rises by 1.
- Cheap Shot: You gain the Cheap Shot trick.
- Chance Expert: You're considered to have 2 additional Chance feats for effects that count Chance feats.
- Terrifying Look: The Will save DCs of all stress damage you inflict increase by 4.

IDEAL

You are a sterling example of your people, an idealized form that shows the best that your race has to offer... though, sometimes, also the worst.

- Bonus Feat: Any 'Splinter' feat (IE Brave for ogres, Nation for elves, Scale for drakes, Special Construction for unborn, New Leaf for rootwalkers, etc...) [2]
- Practiced Skill: Choose one of your Origin Skills. If you spend an action die to boost a check with that skill and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them. [2]
- Glory-Bound: You may purchase Heroic Renown for 20 Reputation per rank (see page 187). [2]
- Natural Elegance: Your Appearance bonus increases by +1. [1]

KENSAI

You've mastered the way of the blade, becoming known throughout the lands as a "Sword Saint".

- Bonus Feat: Sword Basics [1]
- Edged Proficiency: You gain the Edged proficiency. [1]
- Practiced Sense Motive: If you spend an action die to boost a Sense Motive check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them. [2]
- Glory-Bound: You may purchase Heroic Renown for 20 Reputation per rank (see page 187). [2]
- 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.

LANDSKNECHT

You're a wandering swordsman, master of a tremendous blade and surprisingly witty to boot.

- Bonus Feat: Greatsword Basics [1]
- Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. [1]
- Edged Proficiency: You gain the Edged proficiency. [1]
- Flashy: Your Panache rises by 2. [2]
- Glory-Bound: You may purchase Heroic Renown for 20 Reputation per rank (see page 187). [2]

LIBRARIAN

When it comes to reading, you've got a bit more of an edge than anyone else.

- Bonus Feat: Scroll Casting [1]
- Inscription Focus: You gain the Crafting skill's Inscription focus. [1]

- Thrifty: Your Prudence increases by 2. [2]
- Natural Magicks: You gain 1 rank in Spellcasting and a +1 morale bonus to all Spellcasting checks. Apply this bonus rank before spending skill points. [1]
- Sharp Mind: You gain 1 additional skill point per level. [2]

MAGUS

Not all spellcasters stand in the back row.

- Bonus Feat: Surge of Speed
- Nothing Up My Sleeve: You are always considered to have a Mage's Pouch.
- Paired Skills: Each time you gain 1 or more ranks in the Spellcasting skill, you gain equal ranks in the Resolve skill. This may not increase your Resolve skill beyond its maximum rank.
- Arcane Defense: Your base Defense increases by 1.
- Tenacious Spirit: You gain one additional Vitality per level.
- Origin Skill: Choose 1 additional Origin Skill.

MONGREL

Your parents are of different races, whether the union that created you was consensual or not. This might have made life tough for you, but it also gave you the spirit to try even harder at whatever you made as your calling.

- Bonus Feat: Any 'Blood' Feat [2]
- Heroism: You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes. [1]
- Stand Together: You gain a +2 morale bonus to Defence and all saves when at least 2 adjacent characters share your Species. [2]
- Tenacious Spirit: You gain 1 additional vitality point at each Career Level. [2]

MOUNTEBANK

You can somehow be the center of attention yet disappear at the drop of a hat.

- Bonus Feat: Surge of Speed
- Attribute Training: The lower of your Dexterity and Charisma increases by 1.
- Charming: Once per session, you may increase the disposition of a non-adversary NPC by 5.
- Origin Skill: You gain 1 additional Origin Skill.
- Paired Skills: Each time you gain ranks in the Prestidigitaton skill, you gain equal ranks in the Sneak skill. This may not increase your Sneak skill beyond its maximum rank.
- Trackless Step: The DCs of Survival checks made to track you increase by 10.

PARDONER

You are the ear that listens to sinners and allows them to go out unburdened, all the while collecting a little bit more information about them.

- Bonus Feat: Mark
- Paired Skills: Each time you gain ranks in the Sense Motive skill, you gain equal ranks in the Investigate skill. This may not increase your Investigate skill beyond its maximum rank.
- 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.
- Linguist: You gain 2 additional Languages.
- Practiced Sense Motive: If you spend an action die to boost a Sense Motive check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.

PIKEMAN

Your skill with one of the most ancient types of weapons marks you as someone to be wary of... especially when you have friends around.

- Bonus Feat: Spear Basics [1]

- Agile Defense: Your base Defence increases by 1. [1]
- Edged Proficiency: You gain the Edged proficiency. [1]
- Paired Skills: Each time you gain ranks in the Tactics skill, you gain equal ranks in the Resolve skill. This may not increase your Resolve skill beyond its maximum rank. [2]
- Stand Together: You gain a +2 morale bonus to Defence and all saves when at least 2 adjacent characters share your Species. [2]

PLANETOUCHED

Your family tree has been touched (some might say blessed... or tainted) by things outside of your usual race. This grants you innate knowledge of things beyond most mortals, but also marks you as someone special... no matter how hard you may try to stop it.

- Bonus Feat: Any 'Heritage' Feat [2]
- Celebrated: Your Legend increases by 2. [2]
- Inquisitive Mind: You gain 2 additional Interests (see FC, page 61). [1]
- Free Hint: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die. [1]
- Origin Skill: Choose 1 additional Origin skill. [1]

SENSEI

You go beyond mere mundane combat, and have mastered the inner flow of your spiritual energy. Through this, you have gained insight and understanding, which you can pass along to others.

- Bonus Feat: Qi Basics [1]
- Unarmed Proficiency: You gain the Unarmed proficiency. [1]
- Fast: Your Ground Speed increases by 10 ft. [2]
- Sharp Mind: You gain 1 additional skill point per level. [2]
- 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. [1]

VIKING

You're a raider from the Northlands, full of both the sea's tempest and her skill.

- Bonus Feat: Rage Basics [1]
- Crunch!: Your Strength-based damage rolls inflict 1 additional damage. [1]
- Water Vehicle Focus: You gain the Ride skill's Water Vehicles focus. [1]
- Terrifying Look: The Will save DCs of stress damage you inflict increase by 4. [2]
- Paired Skills: Each time you gain ranks in the Ride skill, you gain equal ranks in the Intimidate skill. This may not increase your Intimidate skill beyond its maximum rank. [2]

WOODSMAN

You've made your life felling trees in the forest. As it turns out, felling people on the battlefield is pretty much the same thing.

- Bonus Feat: Axe Basics [1]
- Attribute Training: The lower of your Constitution or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent. [1]
- Edged Proficiency: You gain the Edged proficiency. [1]
- Odd Jobs: You gain a +4 morale bonus with Downtime checks made to earn income (see Fantasy Craft, page 68). [1]
- Push it to the Limit: You take exactly 1 point per die when suffering subdual damage from any Athletics/Push Limit check (no roll is required). [1]
- Survivalist: You inflict 2 additional damage on standard animals and plants. [2]