

# LIBER INGENIUM

49 NEW CHARACTER ABILITIES



DAVID RANDALL & ARGOSS PRESS

**PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME COMPATIBLE

# Liber ~ Ingenium



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A Character Supplement for use with: The Pathfinder Roleplaying Game

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**Purpose:** This book is a collection of alternate abilities designed to give additional individuality and depth to your Pathfinder or D20 characters. They are broken down into two classes: Additional Abilities and Subabilities.

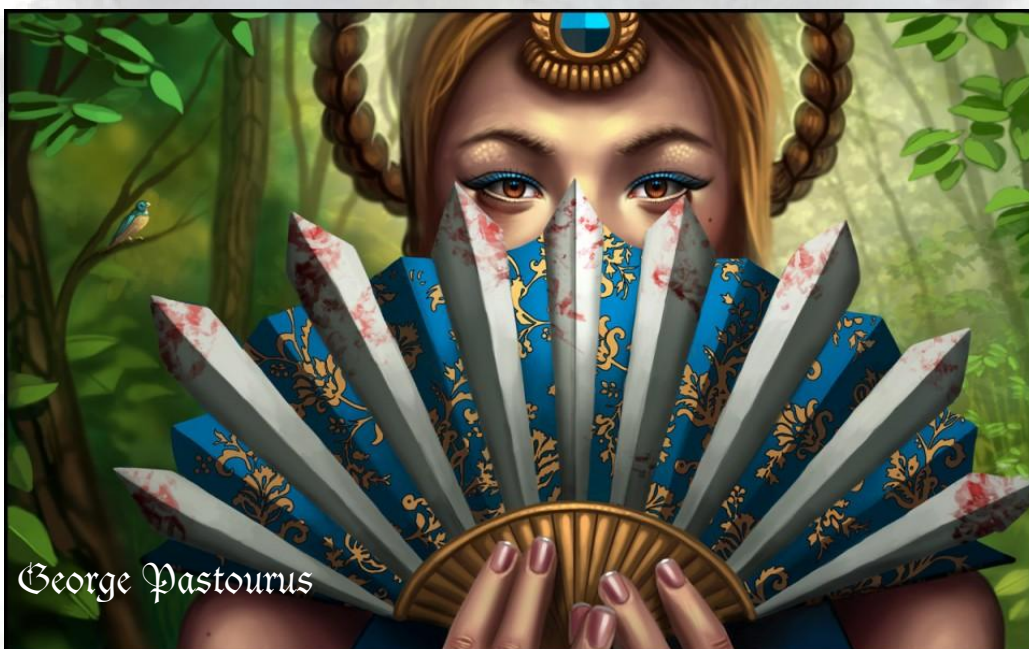
The base abilities of Strength (STR), Intelligence (INT), Wisdom (WIS), Dexterity (DEX), Constitution (CON), and Charisma (CHR), have been a staple for the most popular fantasy role playing games since the beginning of fantasy role playing games.

The tome greatly expands the available Abilities and therefore creates new dimensions of character individuality and personalization, as well as provides divergent paths for player to follow. Now Abilities themselves are an optional way to fully diversify and develop their characters.

Additional Abilities are the more substantial of the two classes of abilities covered in the book. As such they have the potential to vastly shape a character's ability to cope with the challenges presented throughout the course of adventuring.

Subabilities are abilities that can have a major impact at times, but would be far less of a "go to" ability under normal circumstance. Logically the "cost" (explained later) of obtaining Subabilities is  $\frac{1}{2}$  that of acquiring Additional Abilities.

This first volume of abilities is designed for characters of 1<sup>st</sup> through 10<sup>th</sup> level. The follow-on to this book (Ingenium Expertalis™) will include the logical progression of these abilities known as Prestige Abilities, as well as more powerful abilities known as Elite and Epic abilities.



**History:** This work is a result of 38 years of fantasy role playing and is part of a series of supplements and adventures offered by Argoss Press. Argoss is at present a gaming club and fantasy campaign setting that also publishes work generated by the group through the course of adventuring and brainstorming. ([www.worldofargoss.com](http://www.worldofargoss.com)).

It would be impossible to mention and thank every person who has contributed to and adventured in Argoss from 1978 to present, as Argoss has been a development in progress from my middle school years, and high school.

Argoss travelled with me to Hawaii in 1986 while I was stationed there for three years for a tour of duty with the Army. While in Hawaii, and through the War Gaming club at Wheeler AFB, Argoss enjoyed great expansion and contribution through the efforts and adventures of far too many to recall now more than 26 years later.

Argoss came back with me home to Massachusetts, greatly expanded and now fully a world unto itself by 1989. Through the 1990's Argoss was refined into a complete campaign setting. Shelved for almost a decade, Argoss reemerged through online gaming. Infused with fresh blood, Argoss Press™ surfaced as the publishing arm of The Argoss Campaign Setting™.

With many works in production, Liber Ingenium™ is the first work produced for The Pathfinder Roleplaying Game by Argoss Press.

If you would like to write for or base your writing in the Argoss world, go to [www.worldofargoss.com](http://www.worldofargoss.com) and send an email expressing your interests. Argoss has an open license. We are looking specifically for people who want to write adventures or have their existing adventure adapted to The World of Argoss™.



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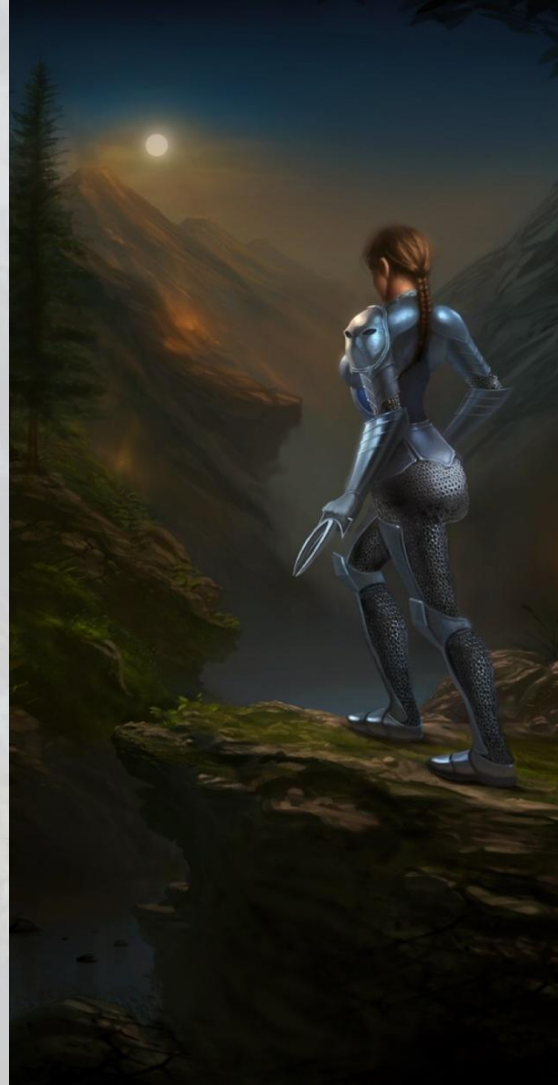


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## Table of Contents:

|                                      |    |
|--------------------------------------|----|
| <b>Additional Abilities, General</b> | 8  |
| <b>Terms</b>                         | 8  |
| <b>Acquisition of Abilities</b>      | 9  |
| <b>Additional Abilities</b>          | 10 |
| Aura                                 | 10 |
| Avoidance                            | 11 |
| Boldness                             | 12 |
| Comeliness                           | 13 |
| Confidence                           | 16 |
| Courage                              | 17 |
| Creepiness                           | 18 |
| Determination                        | 19 |
| Devotion                             | 20 |
| Ego                                  | 20 |
| Faith                                | 20 |
| Flexibility                          | 21 |
| Guile                                | 22 |
| Honor                                | 23 |
| Industry                             | 24 |
| Influence                            | 24 |
| Luck                                 | 25 |
| Mana                                 | 26 |
| Piety                                | 28 |
| Pragmatism                           | 29 |
| Projection                           | 29 |
| Rationality                          | 30 |
| Sixth Sense                          | 31 |
| Sociopathology                       | 32 |
| Suspicion                            | 33 |
| <b>Subabilities</b>                  | 34 |
| Accuracy                             | 34 |
| Audacity                             | 34 |
| Auditory Memory (see Photographic)   | 35 |
| Chemical Comprehension               | 35 |
| Concentration                        | 36 |
| Creativity                           | 36 |
| Detail Orientation                   | 37 |
| Discernment                          | 37 |
| Dispensation                         | 38 |
| Empathy                              | 39 |



|                     |    |
|---------------------|----|
| Endurance           | 40 |
| Grace               | 41 |
| Humor               | 42 |
| Math Savantism      | 43 |
| Mental Dexterity    | 43 |
| Mental Toughness    | 44 |
| Musical Acumen      | 45 |
| Ocular Agility      | 45 |
| Passion             | 46 |
| Photographic Memory | 47 |
| Social Intelligence | 48 |
| Spatial Relations   | 48 |
| Spirit Sense        | 49 |
| Trivia Knowledge    | 49 |





## Additional Abilities:

### General:

The additional abilities described in this book are either natural gifts or cultivated skill sets that almost all PCs and NPCs possess in some small measure. However, the characters who choose to have these abilities have refined them to a much greater degree than the average person, and therefore have gained beneficial properties that can be very useful in dangerous situations. Therefore unless stated otherwise these ability modifiers DO stack on other modifiers.

A person's true depth of character is far more complicated than simply skills and six basic character traits. To reflect that diversity, the Additional Abilities in this book allow an even greater level of individuality and customization than the base system allows.

**All Abilities will determine their modifiers using the following as a guide:**

| Ability Score | Modifier |
|---------------|----------|
| 1             | -5       |
| 2 to 3        | -4       |
| 4 to 5        | -3       |
| 6 to 7        | -2       |
| 8 to 9        | -1       |
| 10 to 11      | 0        |
| 12 to 13      | 1        |
| 14 to 15      | 2        |
| 16 to 17      | 3        |
| 18 to 19      | 4        |
| 20 to 21      | 5        |



### Terms:

Several frequently used terms are defined in this section:

**Total Casting Level**= The total number of levels of casting levels in all casting classes for a given character.

**Total Class Level** = The sum total of all levels of a character's classes and subclasses.



**Acquisition** of Additional Abilities and Subabilities are essentially done in the same way, though the cost for Subabilities is only  $\frac{1}{2}$  that of Additional Abilities.

There are a number of methods one might use to acquire Additional Abilities and Subabilities. Of course, all are subject to DM's discretion.

**Method 1: Trade a feat.**

Anytime a character is eligible for a feat, they may opt to take on an additional ability instead.

**Method 2: Trade Hero Points.**

If hero points are used in the game, the player may "cash in" two hero points to obtain the additional ability. Fate Points (if used) may also be used.

**Method 3: Experience point expenditure.**

As a general rule of thumb, a character that wishes to obtain an additional ability score

may do so by an exchange of experience points. This is typically done by the character announcing to the DM that he / she intends to earn an additional ability during the advance to the next level.

The cost of the additional ability is the same as the amount of experience points required for the next level. So if 9,000 experience points are required for the next level, the cost for the next level is effectively doubled to 18,000 experience points. (Half for Subabilities)

Once the character levels up (as a result of obtaining 18,000 or more additional experience points, in this example), the character can then select the additional ability.

If the player announces a desire to obtain an additional ability while somewhere in between levels, subtract half of the experience points earned since the last level, and then double the remaining requirement. (Half for Subabilities)

#### **Method 4: Divine gift.**

An additional ability can be granted by the character's Deity. Clearly, the character would have to perform some great feat in service of his or her deity in order to receive this gift.

#### **Method 5: Wish or Alter Reality spell.**

Abilities acquired through alter reality only last 1d4 levels (1d6 for Subabilities) and then disappear unless backed up with a Permanency Spell.

#### **Method 6: Trade a class ability or trait.**

A basic class ability can be traded for the Additional Ability. As an example a Barbarian can discard his / her ability to never be caught flat footed. However a trait can ONLY be traded for a Subability.

**More than one additional Ability per level** may be obtained providing:

- 1) The additional ability or abilities are acquired using different methods. Only one ability can be acquired per method per level.
- 2) No more than three additional abilities can be acquired in one level.
- 3) You may not have more additional abilities than total levels at any time.

## **Additional Abilities List**

### **(Alphabetical)**

#### **Aura**

Aura is a spiritual strength that surrounds all living beings. Most are unaware of even their own auras, but a very few individuals have learned to manipulate their auras to their advantage and see the auras of others.

Such awareness and manipulation of one's own aura and the auras of others gives them special benefits according to the power of the Aura and level of the character.

The formula to determine the power of one's Aura is Intelligence + Wisdom + Constitution + Charisma divided by 4 (Fractions rounded to the nearest whole number). The result is the base Aura.



Example: Intelligence (16) + Wisdom (15) + Constitution (13) + Charisma (15) / Divided by 4 (Fractions rounded to the nearest whole number) = 15 (+2 Modifier)

Auras are useful in different ways as a character advances levels.

It is possible to suppress one's Aura to avoid detection. This is done by attempting to roll against the individual / creature attempting to discover or detect the Aura. Aura Modifiers apply. The character may add their Avoidance bonus as well if both abilities are possessed.

#### **1 Total Class Level:**

The Aura modifier can be used (1/day) as a modifier to any perception check, saving throw, skill, or ability check. Every fourth total class level (4, 8, 12), the character gains one additional use per day.

#### **3 Total Class levels:**

Characters can detect the Aura ability in others who possess it at a range of 10' per level. The character does not have to be able to see the target – he or she simply becomes aware of a powerful aura within range (but not a specific location if normal senses do not detect it).

#### **4 Total Class Levels:**

Characters with 4 or more class levels of experience can know alignment of a creature of equal or lower level, at a radius of 10' plus 10' per level above 4 class levels. In the event a character attempts to know the alignment of another who possesses the ability, make an opposed d20 roll with each character adding their aura modifier and total class level. The character winning the

contest can mask their true alignment from the other.

Additionally characters with Aura always gain a +1 per 4 levels to any roll VS surprise or initiative. This reflects their increased awareness and ability to read the aura and intentions of others.

**5 Total Class levels:** Casters may use their Aura Bonus to increase the save DC of any target of one of his or her spells, (1/day). This ability is considered spiritual not magical, so magical defenses of intended targets do not apply.

**7 total class levels:** Characters with +1 Aura Modifiers are 25% resistant to psionic attacks or effects, +2 Aura Modifiers are 50% resistant to psionics, +3 modifiers give 75% resistance and +4 offer 100% resistance to psionics.

#### **8 Total class levels :**

Much like the increased awareness of an enemy's intention provides an initiative bonus, a character with Aura adds a +1 Dodge bonus to armor class at 8<sup>th</sup> level, and an additional +1 per three levels accumulated from level 8 onward (+2 at 11, +3 at 14, and so on) to a maximum of the character's aura bonus.

### **Avoidance**

Avoidance is the innate tendency to shrink away from notice. This tendency is more prolific in introverts or those who by their nature usual prefer anonymity.

Avoidance is equal to your dexterity or your wisdom (whichever is lower) Plus 1, plus ¼ your total class

level (FRACTION ROUNDED DOWN).

**Example:** A 4<sup>th</sup> level Character has a Dexterity of (15) and a Wisdom of (13). Their Wisdom is lower so 13 is then added to 1 = 14. Plus the character is 4<sup>th</sup> level.  $\frac{14}{4} = 3.5$  rounded down to 3. So the total is 15. Their base Avoidance is:  $13+1+1=15$

The Avoidance bonus for an Avoidance of 15 is +2.

Avoidance bonuses can be applied to any stealth or disguise roll (1/day) per total class level of the character.

**At 3<sup>rd</sup> Level:** The Avoidance bonus can be also used to augment a diplomacy check

**At 4<sup>th</sup> Level:** The character gets +1 to armor class per 4 total class levels (max armor class bonus is the total Avoidance bonus , or +3 in the example above). This benefit is only against melee weapons.

**At 5<sup>th</sup> Level:** The Avoidance Bonus can start using the armor class bonus VS missile weapons (one +1 per level from 5<sup>th</sup> on up) with a max equal to the total Avoidance bonus.

## **Boldness**

Boldness is seemingly the cautious use of reckless abandon. Often seen as foolhardy, Bold people are actually just fast thinkers who have made a practice of mentally practicing events in advance.

As a result, in times where other people might be thinking about a response,

a bold person is able to react without much time for deliberation.

Boldness is the average of Intelligence and Dexterity and Wisdom.(FRACTION ROUNDED UP)

The resulting score determines the modifier for Boldness.

Boldness modifiers can be added to bluff, intimidate, disguise, seduction, acrobat, sleight of hand, or pick pocket roll, (1/day) for every 4 levels (4<sup>th</sup>, 8<sup>th</sup> and so on)

**At 1<sup>st</sup> Level:** Boldness can be used to add the boldness modifier to a will save roll. Plus 1 for every 5 levels thereafter (at 5<sup>th</sup>, 10<sup>th</sup> and so on)

**At 3 total class levels:** The boldness modifier can be added as a morale bonus.

**At 6 total class levels:** Boldness can be used to gain an additional melee attack (1/day). This skill cannot be used with any other skill or ability for additional attacks in the same melee round.





One more attack per day is gained every 6 levels after that. Also at 12<sup>th</sup> level the melee attacks may be exchanged for any single action except missile weapons or spells.

## Comeliness

Comeliness is the use of Physical appearance as a separate aspect of Charisma. A character's Comeliness is simply the surface beauty and traditional symmetry of appearance according to the Fibonacci sequence.

It doesn't make a person likable by itself, but can add to a person's Charisma (or detract from it) in certain cases.

Comeliness is broken down into positive and negative. The character must consider the aspects of both options and proceed accordingly.

To determine initial Comeliness use the following formula:

Charisma is the base  
Then roll a single D6. (luck, bless, and other modifiers can be applied if the DM so chooses to allow it)

**Results:** (note the effects are reversed for those attempting to deliberately get lower Comeliness scores.

- 1 = -2 to Charisma score = Comeliness
- 2 = -1 to Charisma score = Comeliness
- 3 = Charisma score = Comeliness
- 4 = +1 to Charisma score = Comeliness
- 5 = +2 to Charisma score = Comeliness
- 6 = +3 to Charisma score = Comeliness

**Your Comeliness modifier** is used in Comeliness abilities that one acquires along the way. Also a person can use their Comeliness modifier bonus in addition to other modifiers for: Diplomacy, as a negative modifier toward charm spells (to lower the intended victims saving throw) and in any bargaining or haggling attempt (1/day) per total class level.

**Seduction:** Seduction is the ability to gain carnal knowledge of a would-be sexual partner or simply to dangle such an opportunity as a means of manipulation.

The comeliness modifier is added to a task check of 10.

Additional modifiers are:

-1 for every level the intended target is above the would be seducer.

+1 for every level over the intended target the seducer is.

Also include the difference between the target's and seducer's wisdom scores.

+1 if the target is slightly drunk or drugged.

+3 if the target is very drunk or drugged.

-2 if target is a PC

-10 if the seducer is not of the appropriate gender (based upon Target's preference)

-1 if of opposing or different alignment

-2 if of a different but similar species or race.

-8 if of an entirely different race

-4 if some form of pre-existing prejudice exists

If successfully seduced, the seducer has essentially charmed the target, only for the purposes of intercourse, but may attempt to coerce the target to do something else briefly as long as they would not have a good reason not to.

This might come to a will save for the target. If so, all the above modifiers apply.

The duration of this effect is equal to the number of turns of the Seducer.

After that all normal relations between the target and the seducer resume.

Possibly now with some regret, or even anger.

**At 3<sup>rd</sup> level:**

**Comeliness of 14 or 15:** Successful check can dispel aggression in any NPC of equal

or lower level and up to as many individuals as the character has total class levels. This can be done (1/day).

**Comeliness of 16 or 17:** May also attempt to charm person (one person) or equal or lower level as spell if successful check is made. Saving throw applies. (1/day).

This is not a magical attack of any kind so magical resistance doesn't count unless it is specifically VS Charm.

**At 4<sup>th</sup> Level:**

The Comeliness bonus can be added to any **sleight of hand, pick pocket, intimidate, Disguise** or **Bluff** rolls (1/day).

**At 5<sup>th</sup> Level**

**Comeliness of 18:** May try to charm as above (1/day) but can charm up to as many individuals as the character has total class levels. Saving throws apply.



**Comeliness of 19:** All those who the character is attempting to charm save at -1 with an additional -1 per Comeliness point above 19.

**At 7<sup>th</sup> Level:**

Characters may attempt to create followers from NPCs or PCs that do not have an intelligence or wisdom average above 12. Immunity to charm negates this effect.

Once a person is a follower of a character, they are fanatically loyal to that character as if charmed.

Like a charm, this effect can be broken if the relationship is abused. Unless broken magically or by some gross mistreatment, followers are followers for life.

A Character may accumulate a follower at the rate of one per level, up to the total Comeliness bonus.

**Negative or Low Comeliness:** Negative comeliness is the use of low comeliness ratings to achieve entirely different effects.

A person with a comeliness ability may attempt to use all of the Comeliness abilities, However those with a very low Comeliness score, will have to attempt to do so from a decidedly steep disadvantage.

**The following Comeliness modifiers apply:**



**Comeliness of:**

- 9 = -1 to all rolls
- 8 = -3 to all rolls
- 7 = -5 to all rolls
- 6 = -7 to all rolls
- 5 = -9 to all rolls
- 4 = -11 to all rolls
- 3 = -15 to all rolls
- 2 or less (not possible)

**Cause Discomfort:** In addition a Character with a Comeliness of 5 or less can cause discomfort to an intended victim by address them in some verbal or visual way.

The target must have the ability to see the Character attempting to cause discomfort.

The range is 5' for every 4 class levels to a maximum of 15 feet.

The task check is 15 with the following modifiers:

The Character's Comeliness Modifier (negative modifier is treated as a positive and vice versa, so that a low comeliness is advantageous)

+1 for every total class level the character is over the target. (if the character is lower level, there is no level modifier)

An uncomfortable target suffers -1 to all rolls for the number of rounds equal to the character's level that caused the discomfort.

**Cause Distraction:** Is the same as Discomfort but it only works to distract characters and keeps their attention if NOT in melee for a number of rounds equal to ½ the Character's level who is causing the distraction. (FRACTION ROUNDED DOWN)



**At 8 class levels:** Characters with a Comeliness of 5 or less may attempt to cause **fear**, as the spell. Only one target of equal or lesser experience level may be made afraid.

The task check is 15 with the following modifiers:

The Character's Comeliness Modifier (negative modifier is treated as a positive and vice versa, so that a low comeliness is advantageous)

+1 for every total class level the character is over the target. (if the character is lower level, there is no level modifier)

## Confidence

Similar to Boldness, but with far less forethought, Confidence is the certainty of one's own awesomeness.

In order to be eligible for this ability the wisdom of a character must be at least 3 points lower than his / her Charisma.



Confidence is = to  $\frac{1}{2}$  the character's wisdom Then multiplied by 3. (FRACTION ROUNDED DOWN). Confidence cannot be more than 3 points higher than Charisma.

Confidence bonuses can be added to initiative die rolls 1 day per level.

However when a character uses confidence during melee, the character suffers a -1 to all saving throws during that battle and for every subsequent use of the Confidence during the same day there is an additional -1 modifier to saving throws during any battles fought that day.

Confidence modifiers can also be used to bluff, intimidate, use diplomacy, charm (could be applied against a target's save), disguise, climb, swim, or riding.

Confidence may be used (1/day) per total class level for any of the above skills: Use of the modifier for ANY skill counts as a daily use for ALL skills.

**Example:** At 2<sup>nd</sup> level, a character may add their confidence modifier to diplomacy once and climb once. They may not use the confidence modifier again, until the following day.

**At 8 total class levels:** The Character may attempt to attract one henchman per level, plus one for every point of Charisma above 14.

The henchman must not be higher than 2 levels lower than the character, and may be as low as first level.

Henchmen will remain loyal for life as long as they are paid decently and treated well. (DMs discretion).

Once Killed they cannot be replaced except by wish or alter reality.

Henchmen gathered by confidence are above and beyond henchmen gathered for other reasons.

## Courage

Courage is the innate ability to set aside one's fear to act decisively as if unafraid.

Courage requires that the character's wisdom is higher than his / her intelligence by at least one. The character's Intelligence must be at least 13. Meeting those requirements, Courage is equal to the character's strength plus charisma modifier.

A successful Courage check means the character is NOT "Flat-Footed". The check is 15 plus the Courage modifier plus 1 for every 4 total class levels.

Additionally, 1 time per day for every 4 levels the character can apply their Courage modifier to initiative, or attack, or damage.

The modifier is also always applied to any rolls involving fear saves.

If the character fails the fear save, they DO NOT FLEE. Instead they remain and fight with a -2 modifier to all combat rolls and initiative checks. The effects of fear last only half as long as they would for other Characters.

If the fear effect would have normally only lasted 1 round, it has no effect on a Character with the Courage ability.

**EXCEPTION:** If the source of the fear is a Demigod or higher, then normal fear durations apply. However the Character still does not have to Flee, but may ELECT to flee if a successful wisdom check is made.

This also applies if the caster or cause of the fear is 8 levels or higher above the character using the Courage ability.

**At 3 total class levels:** The Character is immune to intimidate.

**At 8 total class levels:** The Character becomes entirely immune to fear.





## Creepiness

Creepiness is something likely all of us have encountered a few times in life.

It may not be thought of initially as an ability, however if used with skill, it can yield results that allow the wielder of his or her creepiness to yield impressive results.

Creepiness is equal to the Character's Wisdom. However the character must have a Charisma of 7 or less, and an Intelligence of at least 13. One must be clever to be creepy to good effect.

The Creepiness value is also modified by how low the Charisma actually is. Use the following modifiers:

Charisma of:

6 add 1 to Creepiness ability score  
5 or 4 add 2 to Creepiness ability score  
3 or less add 3 to Creepiness ability score  
Creepy people can add their modifiers to the following rolls: Intimidate, and Bluff.

Creepy people can Cause **Discomfort** and **Distraction** as described in **Comeliness**. And can do this 1 time per turn per level.

**At 5 total class levels:** Creepy people with a Charisma of 5 or less can cause fear as the spell, 1 day for every 5 total class levels. Creepy people with a modifier of 3 or more cause the intended target of the fear effect to save at a -1.

**At 8 total class levels:** Creepy people can cause all intelligent creatures of equal or less total class levels within 10' to become **Disturbed**.

Creatures / characters within 10' (plus 10' per level after 8 total class levels) must make a will save (Creepy person modifier applied AGAINST save), or be **Disturbed**.

**Disturbed** creatures / characters fight, save and roll initiative at -1 for 1d4 rounds, plus 1 per level of the Creepy person.

If a **Disturbed** person leaves or is no longer in the area of effect, they are no longer **Disturbed**.

**NOTE:** The down side of Creepiness is that the Creepiness modifier also always applies against Diplomacy, and any bartering or negotiating skills.

All Charisma checks or rolls for skills or abilities where Charisma or Comeliness are the primary prerequisite must also be at minus ½ the Creepiness modifier. (FRACTION ROUNDED UP)

Additionally Lawful Good Character's get a +1 to all to hit and damage rolls against Creepy People.

Paladins, Good aligned Priests and Chaotic Good characters can attack Creepy people without risking any infringement on their alignment.

Creepy people pay 20% more for goods typically (unless they make a diplomacy check to get normal prices).

All rolls involving the trust and cooperation of domesticated animals of neutral alignment are subject to a negative modifier equal to the Creepiness modifier of the character. This is because the behavior of the Creepy person is unfamiliar to the animal, and inherently the animal doubts if it can trust this odd creepy being.

All good aligned animals or neutral wild animals of animal intelligence make a will save. Passing the will save means they attack if equal to or greater in Hit Dice or flee if the animal has less hit dice as if under the effects of fear. If the creature fails its will save, it cooperates out of a lower grade of fear, but will leave the creepy person as soon as it is 10' (per level of the creepy person) away from the creepy person.

## Determination

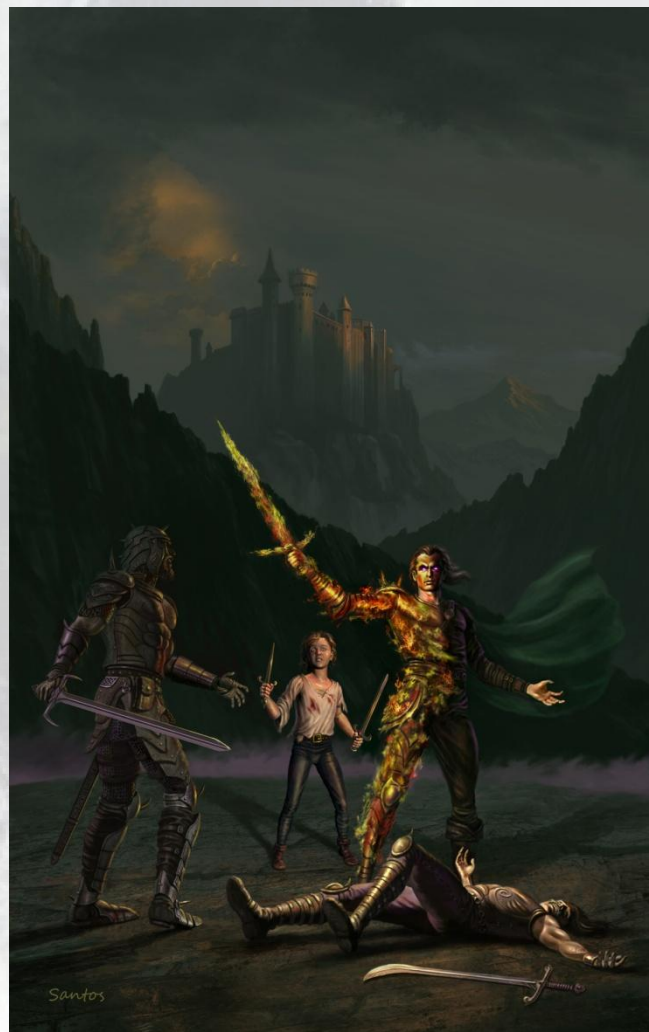
Determination is the ability some might call stubbornness. However when used wisely, it offers additional resiliency to many different situations.

Determination is the average of a character's constitution, dexterity and wisdom.

The Determination modifier is the number of times a Determined character may re-roll an D20 dice role per day.

No more than 1 re-roll may ever be used per day to re-roll an attack hit.

But other rolls that may be re-rolled are



initiative, saving throws, and task checks for skills, abilities and feats.

## Devotion

Is the level of dedication a person has toward the things they do in life. The life pursuits of a person with a great deal of devotion are handled with more care, and with greater depth of knowledge than the average person.

This has several beneficial effects for Characters who make a habit of Devotion.

Devotion is the Average of Intelligence and Charisma for a Wizard, for a Priest or Paladin the average is taken from Charisma and Wisdom. For all other classes it is Constitution and Charisma.

The Devotion modifier can be applied toward task checks when trying to learn new spells (1/day) per level.

Additionally Devotion gives the devotee an additional 10% bonus to experience points gained per point of Devotion Bonus.

The modifier is also applied to turning attempts (1/day), and any healing or laying on hands attempt in terms of hit points.

## Ego

Ego is a measure of confidence, but also self awareness. Ego allows the character to focus on oneself and gives a strong mental foundation. In this way Ego can help to center all aspects of life with oneself in the center.

Ego is equal to Intelligence plus the character's Charisma bonus or Wisdom bonus, whichever is lower.

The Ego bonus is applied to all will saving throws and all magic saving throws VS spells that affect the mind. The modifier also applies to feats that affect the mind like bluff, intimidate and so on.

The Ego Bonus can also be applied to any perception rolls 1 day per total class level.

**At 3 total class levels:** The Character can add their Ego modifier to any Feat that uses wisdom, charisma or intelligence as a base that they are currently possess. This may only be done (1/day), regardless of level.

## Faith

Faith is unshakable belief in something. Everyone possesses it to some degree in truth because almost nothing can be proven beyond a shadow of a doubt, or without some counter argument.

However people who demonstrate faith as an Additional Ability have a higher degree of faith, and that can be very useful.

Faithful people never have an Intelligence more than 2 points higher than their Wisdom. Wisdom must be at least 13. However Faith is Charisma plus the Wisdom AND Intelligence Modifiers.

One time per level, any Priest Spell cast will have a 10% (+2) modifier to any ONE of the following spell effects (Casters Choice): Range, Duration, Area of Effect, To Hit, Damage, or may be subtracted from the target's Saving Throw.

The Faith modifier is also applied to any Priest or Devine Spells levied against the Faithful Character. This can be done 1 time per 3 levels.

Optionally, the Modifier can be used against any Fear save caused by a source of differing alignment. (Or Faith as a DM Option)

**At 4 total class levels:** Paladins may increase all turning and healing abilities by 10% (2 on a D20) (FRACTION ROUNDED UP)

Priests may also turn at a 10% bonus, and may have 10% more spells per day (FRACTION ROUNDED DOWN) (minimum of 1) Once per day the character may re-cast a divine spell that has been cast already that day, as if memorized without spending a spell slot.

**At 8 total class levels:** Paladins and Priests may attempt to “Commune” with a higher power (Their Deity – Only one even if a worshipper of a Pantheon).

In order to commune, the character must spend at 60 minutes in prayer (minus 5 minutes per level above 8<sup>th</sup> level). An offering worth at least 1000 gold pieces must be given and is consumed by the ritual even if not successful. Once the ritual is complete, the character makes a D20 roll plus one per level above 8<sup>th</sup> level, and their faith modifier. The difficulty of the task is 25 plus any modifiers chosen by the DM.

If successful, the result can be treated as one of the following (DM choice)

- 1) Additional Bless (but stronger in effect and duration by two times)

- 2) Mass Heal on all friendly creatures within 100’ plus 20’ per total class level above 8<sup>th</sup>.
- 3) A Teleport as a 20<sup>th</sup> level wizard for the Faithful and his / her allies to any known safe (or safe as possible Location, as per spell range)

**Note:** This ability can ONLY be used at the expense of a Hero Point. If Hero points are not used, then optionally this ability can only be used once per year.

The character may only make as many successful Commune attempts equal to the character’s Faith modifier.

## § Flexibility

Flexibility is the ability to physically adapt one’s body in ways that are possible, but uncommon. This ability is the average of whichever are the two highest scores of Dexterity, Intelligence and Constitution.

The Flexibility bonus can be applied to any Dexterity based feat or skill 1 time per day per 3 total class levels.

Additionally contortionism is possible with a successful task check using the Flexibility bonus.

The flexibility modifier can be added to any Reflex save and once per day the acrobatic modifier can be stacked on the Reflex save IF the character has the Flexibility ability. (cumulative).

Contortionism is the specific ability to fold one’s body in ways that make it possible to fit into very small places. (DMs discretion)

The base task check for this is 15, plus the Flexibility modifier plus 1 per every 3 total class levels.

## Guile

Guile is that loathsome, yet useful ability to do whatever must be done, and in the slyest and seediest way conceivable.



Good or Lawfully aligned characters may not have the Guile Ability.

Guile is a measure of Wisdom and Intelligence and Charisma. All three must be at least 13. The lowest of these three is used to equate the character's Guile ability.

Additionally, the Wisdom bonus is added to the Guile ability number to determine the final Guile ability score.

Guile rolls can be added to any of the following 1 time per day for every 5 total class levels, Diplomacy, Perception, Disguise, Stealth, Escape Artist, Any Attempt to move silently, any bartering attempt or initiative roll.

Guile as an ability is something that is NOT overt, but rather a guarded secret. If exposed as a less than honorable individual (failing an Guile check roll in someone's presence). The person with Guile suffers a minus 4 penalty to the Charisma to that / those individuals for 1d4 weeks.

**At 3 total class levels:** A character with Guile may act against or not in keeping with their alignment if pressed by need or some form of self service. The base task check for this is 15 and lowers by 1 for every 3 total class levels. The Guile bonus is of course added to the roll.

This action can be very far outside the alignment of the Character without experience penalty.

However, it must be done secretly if possible because those around or witnessing such an act would respond normally, and not be held back or influenced by the success of the Guile roll.

**NOTE:** Failure of the die roll attempt to act against one's alignment means the Character suffers 20d20 experience point penalty.

This alignment infringement can cause the loss of a level, and even Death if a character somehow ends up at -100 experience points.

This death is explained as an aneurism caused by stress and guilt.

## Honor

Honor is ones reputation and attitude towards the conduct of one's own actions. Only lawful characters my use this ability.

Honor must be initially determined by dice roll.

Roll 3d6. The result is ones base honor. Treat all result of 11 or under as 12.

Hero points may be added one for one to increase Character's honor ability score.

The honor modifier can be added to any verbal skill or feat, or any roll resulting from, or for written communications. These modifiers are always added if desired by the character.

This does include spells. However it cannot be applied against the saving throws of intended targets.

In addition, Honor can be use to lower prices at shops and markets. A successful task check lowers prices by 10% per Honor Modifier point. Successful roll required.

The honor modifier can be applied to any roll effecting charm, seduction, bluff, intimidate and so on. But only in defense, never to lower someone else's defenses, even an enemy.

**At 3 total class levels:** The character may attempt to use an honor check to "**Rebuke**" an opponent into inaction for 1 round plus 1 round per level above 3<sup>rd</sup>. The effect only effects creatures of equal or lower level. Range is 5' per level

**At 5 total class levels:** The character may to "**Chastise**" several opponents. This may be done to as many creatures as the characters level and only on creatures of equal level or lower plus a number of levels equal to the Honor modifier. This can only be done





(1/day). Range is 10' per level.

**Chastised** characters can be friend of foe. Chastise is an area of effect, and can affect as many characters as can be found in the area of effect.

Chastised enemy save and attack at a -1, while friendly forces add +1 to hit and damage rolls.

The area of effect for Chastise is 10' radius plus 5' for every 5 total class levels.

The task check is 15, plus the Honor modifier, plus 1 per every 5 total class levels.

Enemies are allowed a saving throw VS will. The enemies must understand the language of the Character using **Chastise**.

## **Industry**

Industry is the near constant movement and general business of a person. A person with a high level of industry is able to accomplish many more things during a given day, than the average person.

Through habit of constant movement and economy of motion, industrious characters get more done.

Industry is the average of Wisdom and Constitution, fractions rounded up.

The Industry modifier can be applied to any task check for skills the character possesses. This can be done once per point of modifier per day. (not per level)

Additionally, industrious characters can roll to determine if they can reduce the time a task takes by 5% per point of Industry

Modifier and 5% per level. This includes learning spells, crafting items, or any task with a time table. This they can do (1/day).

## **Influence**

Influence is the innate ability to command and inspire others to follow.

While generally reserved for the command of troops, Influence is also useful in small groups.

Influence is an average of intelligence, wisdom and charisma. Fractions rounded down.

The resulting Influence modifier can be applied to any group that recognizes you as Influential. The influential character may (player option) refuse to "be influential" to one or more characters if they choose.

In fact ONLY those who recognize you as Influential gain the benefits of your Influence.

The Influence modifier is applied to all subordinates in the area of effect (10' for every 5 total class levels of the Influential character) (so 20' at 6<sup>th</sup> level, 30' at 11<sup>th</sup> . . . to a max of 100')

The Influential Character can apply the modifier as follows:

To initiative – or –  
To 1 round of attacks – or –  
To stealth type skills

**Note:** These bonuses may be broken down differently to each individual once the Influential character attains 3 total class levels.

This can be done once per round per 4 levels (so for two rounds at 5<sup>th</sup> level) 1/day.

The second round's Influence benefit can be different than the first round.

The Influential character never benefits from his or her own Influence.

NOTE: The Influential character must be able to speak or use hand and arm signals or in some way effectively communicate to use the Influence modifier.

## Luck

Luck is a seemingly random event that positively impacts the lucky. Still, lucky people seem to have some ability to master their luck occasionally.

Luck requires a separate roll.

Roll 3D6 and total them up.

The ensuing result is a person's Luck.

For all results lower than 12, treat them as 12.

To be successful with a luck roll, a character must simply roll under their luck on a D20.

The Luck modifier is actually the number of Luck Rolls a character may make in a given day.

A luck roll (if successful) can manipulate any roll before or after the fact.

**A before the fact roll** must be announced prior to the roll to be affected.

If the luck check (rolling under one's luck) is successful, the character can add or subtract some or all of his / her luck modifiers to a given roll.

**An after the fact roll** is essentially the same, however the adjustment of the roll can never be more than 1.

**At 4 total class levels:** A character may affect any allies within a 10' radius, plus 10' per 4 levels: Meaning that a successful luck check will also positively impact all allies within the area of effect. This effect is only plus 1 or 5% for affected friendly units.

**At 8 total class levels:** A character can start selecting skills, feats or saves that always get the luck bonus from then on: 1 per level after 8 total class levels. Only plus 1 per level regardless of total luck modifier.

At 10<sup>th</sup> level a character with a luck modifier of 3 can finally have a +3 to one feat or a plus 2 to one feat and a plus 1 to another feat, or plus 1 to three feats. The total number of pluses cannot equal more than the total Luck modifier.



## Mana

Mana is a personal natural ability to master, and efficiently use magic. Some are inherently more adept than others. In some cases Mana appears linked to the bloodline. It can skip generations and can vary in effectiveness. For others Mana is a result of long and arduous study, and long periods of contemplation and meditation.



However the character comes by Mana, is can be very useful if the path that Character has taken is magic.

Mana is the Average of a character's Intelligence & Constitution.

Once the average is determined, the resulting bonus is the number of additional spell levels a caster may use per level. (Fractions rounded up)

**Example:** A Character has a Man of 14: This is a bonus of **2 additional spell levels per level of the caster** that may be memorized. The additional spell levels cannot allow the caster to cast a spell that is above the caster's current level of ability

So at first level, a caster with a Mana of 14 may cast two additional 1<sup>st</sup> level spells per day.

**NOTE:** Non-Casters may elect to choose Mana as an additional ability.

**At 3 total class levels:** A character with the Mana ability may use their Mana bonus toward a magic saving throw. This may be done one time per day for every 3 levels. So at 6 total class levels, a Character with the Mana ability may do this twice.

**At 6 total class levels:** A Character may drain Mana from other magical sources. This is a form of energy drain. But it only applies to non-living, non-sentient magically imbued items.

The character must be a caster to drain in this way.

**Mana task check:** A task check is required to drain magic items. The task check is 10 with the Mana bonus as a modifier plus one for every level the spell is below the casters max spell level ability.

Or minus one for every spell level above the caster's max spell ability.

**Example:** If a 6<sup>th</sup> level caster has a max spell level ability of 3<sup>rd</sup> level spells. Meaning they cannot cast 4<sup>th</sup> level spells yet. And the caster attempt to drain a 4<sup>th</sup> level spell imbued item with a Mana bonus of 3, then the caster would add +2 to the drain attempt task check.

Mana Bonus +3

Spell Level modifier -1

Total task check modifier +2

**The duration the Mana is held for** is up to one turn per total casting level minus 5: Plus the caster's intelligence bonus.

If the caster has a 15 Intelligence the bonus is +3.

So at 6 total casting levels, a character may hold the Mana for 4 turns: At seven total casting levels, 5 turns, and so on.

**The amount of Mana drained** is equal to total casting level minus 5 plus the wisdom bonus of the caster. So a 7<sup>th</sup> level wizard with a Wisdom of 15 can drain and hold up to 5 spell levels of magic for the number of turns the duration calculation determined. If using the example above that would be 5 turns.

#### **Determining the drain value of a magical item:**

An item imbued for a one time spell use (like a scroll) is equal to the level of the spell. So a **scroll** with a second level spell, is equal to 2 spells levels of Mana. The scroll is erased in this process.

**Spell books** may also be drained, in the same manner as a scroll. In this case the spell is removed from the spell book.

**Magic items:** For every +1 of an item, two spell levels can be drained. This of course removed the magic from an item.

For items with spell like abilities, the amount is equal to the spell level of the ability, plus 1. However, again the magical properties are removed from that item.

**NOTE:** An item is totally drained of all magic, even if the spell caster can't store it all. In this case the energy is just released. Items cannot be partially drained. It's all or nothing.

**Artifacts / Relics:** Items with Egos or Intelligence or souls cannot be drained. Any attempt to do so will result in experience loss of the caster equal to 1d1000 experience per level or total spell level of the item.

In addition a normal will check must be made. If failed the magical item "dominates" the caster as if dominated by psionic ability. This only applied to Relics with Egos or Intelligences, or souls.

Other artifacts or relics can be drained, but Mana drain task checks are at an additional -1 per magical plus and ability of the relic.

In the event of a Mana Check Failure the character loses experience as above, and the Caster must make a normal will save or be put into a coma for 1d4 weeks.

This effect is doubled in both experience loss and coma duration if the alignment of the

Artifact or Relic is twice removed from the Caster.

Example if the Caster is Neutral Evil and the artifact is Lawful Good, the negative effects of failure are double.

deemed worthy of additional consideration by one or more Gods.

Piety is not a measurement of good or evil, just favor in the eyes of a particular deity or pantheon.



Piety is measured by selecting the higher of Wisdom or Charisma or Comeliness. Plus  $\frac{1}{2}$  their total class level. (FRACTION ROUNDED DOWN)

This number can change as the character advances and ability scores increase or decrease.

Once chosen, the ability selected will always be the measure of worth in the eyes of the Deity. So while a character can add to their Wisdom ability as they advance in level, any damage to their wisdom will have a negative impact on their Piety Ability.

**Piety Bonuses** can be applied to any casting, saving throws, attack, damage or defense rolls once per day for every 3 total class levels of the character.

## Piety

Piety is a measure of a person's natural connection with the realm of deities and typically of a specific God. Though this can be to a pantheon of Gods (DMs option)

This connection is one that offers certain favors to an individual who has been

They can also be used to lower the saving throws of opponents facing their spells or the spells of an ally.

When attempting to use their piety to aid the effectiveness of an ally's spell, the ally must be no more than two alignments removed. Additionally a task check of 15 is required. This role is modified by the Piety bonus, plus 1 for every 3 total class levels.

Range is that of the spell being cast from the caster. The character using Piety need only see both the caster and the individual attempting to make the save. No other limitations are applied.

**At 8 total class levels:** Piety bonuses can be applied to any individual the character chooses providing that individual is in the character's sight.

**Blindness** or the inability to see prevents the use of Piety.

## Pragmatism

Pragmatism is the approach by which one examines the world and searches for truth and proof in the things they see, and tests the practical use of things.

Pragmatists are willing to test theories and examine things practically and hands on before leaping to judgment.

Pragmatism is a measure of Intelligence only, as they do not rely on Wisdom as a primary mode of dealing with the world intellectually.

Pragmatism is therefore equal to the intelligence ability.

Wisdom suffers a permanent -1 penalty to take on the Pragmatism ability.

As such pragmatists are slower learners and suffer a 10% experience penalty while advancing in levels.

However pragmatists are highly resistant to illusion, charm, fear, bluff, intimidate and all other forms of mental intimidation or

domination, and are allowed use of their Pragmatism bonus VS those form of attacks 1 time per day, per level.

Additionally, a pragmatist may "shrug off" any such effect without roll. This they may do as many times as their Pragmatism modifier per month.

Example: If a Pragmatist has a modifier of 3, they may "Shrug off" the above effects three times per month.

**At 4 total class levels:** This includes attacks by psionics.

**Also at 4 total class levels:** Pragmatists can "confound" divine spell attacks with a successful will save (Pragmatism bonus applies)

This ability stuns the caster for 1 round per every 4 levels (so 2 rounds at 8<sup>th</sup> level).

This can be done 1 time per month for every point of Pragmatism modifier.

## Projection

Projection is the ability to push energy out of one's self. Initially this ability just means the character is more likely to be noticed and to be seen as noteworthy, though others might not be able to say why.

Projection is actually the ability to control the electromagnetic field of one's own body.

Projection power is the sum of all a characters ability modifiers from all of their ability scores plus their total class level.

They are consumed as they are used and regenerated after an 8 hour rest period.

The Projection power a character has can be used in several ways.

Projection power points can be used to heal hit points (may not be a number of hit points greater than one's total class level in a single round)

Projection power can be used to lower Armor Class of an opponent or increase it to one's self or an ally (3 Projection points = 1 armor class) (Duration = to total class level) (an number of times) Range is 10' plus 5' per 3 total class levels of the Projectionist.

Projection power points can be used to grant a +1 bonus to the Projectionist's saving throw per day per 4 total class levels (requires 3 Projection points)

Projection power points can absorb magical damage taken by magical attacks: This requires 2 Projection power points for every point of magical damage sustained. The damage must be from actual magic, or magic weapons that are cast at the character.

The damage from magic weapons may only be subtracted equal to the amount of damage inflicted by the magic aspect of the weapon, and not the class of weapon.

As an example the magic portions of the damage sustained by a +2 magic sword can be absorbed by using Projection power points. But only the 2 points done because the weapon is +2.

Projection power can slow poison by extending negative effects by 1 turn per Projection point used.

**At 3 total class levels:** Projection power points can be used to block psionic attacks (1 point = 1 point of psionic attack) Projection Power Points are a physical energy barrier to Psionics, they are not psionics.

**At 8 total class levels:** The character may use some or all of their Projection power points as a magical attack, which is in every way like magic missiles in terms of range and accuracy to hit. The spike of energy is invisible and behaves like a magic arrow. There is no to-hit, as hitting is automatic as in magic missile. The damage is 1 point of damage for every point of projection power used.



### **Rationality**

Rationality is the ability to calmly and logically process information in times of duress.

Rational characters are not as affected by stressful or confusing situations as others might be, and this reality can be very useful.

Rationality is a measure of Intelligence, Wisdom and Constitution. All three must be at least 13. However the ability to use Rationality is one of Dexterity. Therefore the Rationality score is equal to the character's Dexterity, plus the Intelligence modifier.

Rational characters get to use their Rationality modifier on all rolls involving, fear, confusion, illusion, charm, diplomacy, intimidate, bluff, or any other attempt to convince or seduce. They can do this one time per total class level per day.

Additionally Rationality aids in the understanding and immediate access and use of information. As such, arcane casters may memorize more spells per day.

Any arcane or Bard characters (not priests or druids) also get a 10% bonus to total spell level memorization (FRACTION ROUNDED DOWN). So if the caster can memorize a total of 11 levels of spells per day, the caster may memorize 1 more level of spell and it may be applied to any spell the character may know / memorize.

**At 5 total class levels:** Characters with Rationality may take one additional non-combat standard action 1 time per day for every 5 class levels. (Max is equal to the Rationality modifier)

**NOTE:** If a character has three such additional non-combat standard actions available, all three can be consumed 1 time per day to use a combat action.

This ability cannot stack on other abilities or feats in the same round that allow for additional attacks unless that ability or feat can be used every combat round.



### **Sixth Sense**

The sixth sense is the ability to sense more from the environment than can be seen, touched, smell, heard or tasted.

It is a cat-like awareness of one's surrounding, even if unfamiliar.

Sixth sense is the average of wisdom and constitution (FRACTION ROUNDED UP).



The sixth sense allows a character to never be caught flat footed: In the event the character with Sixth Sense already possess that ability, the character gets a +1 to their initiative roll.

The Sixth Sense modifier also allows for a task check for the possibility that hidden, even invisible beings can be detected, though perhaps not exactly where. (DM Option)

Also if one is being watched, it is possible for a successful roll to confirm that suspicion, though direction and distance to the observer may not be knowable. (DM option)

The modifiers for Sixth Sense can also be added to searching, perception and all forms of intuition and discovery die rolls, 1 time per day per level.

**At 5 total class levels:** The Character can detect any sentient presence within 10' and with a subsequent successful task check and determine direction and distance.

This radius is increased by 10' for every 5 levels thereafter.

**At 7 total class levels:** The character becomes immune to ambush and gets an additional +1 to their initiative, with an additional +1 every 7 levels after that.

**At 9 total class levels:** The Character can choose immunity to psionic attacks or gain a +1 bonus to their armor class. They may choose the other benefit at 11 total class levels.

Once chosen, the decision is irreversible.



## Sociopathology

Sociopaths are a scourge to society by most people's definition: Rightfully so. However, sociopathology could be both; not completely understood and possibly not necessarily malevolent.

Sociopaths have the ability to freely act outside their faux alignment, which is essentially nothing more than a front that they select to fit into a given social situation.

To be eligible for Sociopathology the character must have Charisma, Intelligence and Wisdom scores of at least 13.

The Sociopathology score is the average of the lower two of Intelligence, Wisdom and Charisma, with the Charisma modifier added.

The resulting modifier is used primarily for defense. This is because Sociopaths can be “discovered” just as if their Sociopathology was an alignment.

They are allowed to attempt to conceal their condition with a successful check (15 minus 1 per 3 levels) plus their Sociopathology modifier.

If discovered, Sociopaths are forever seen by the Discoverer at a -5 to their Charisma.

In addition Lawful or Chaotic Good characters may opt to attack them as if the Sociopath was Evil.

Sociopaths can use any item that has an alignment without penalty providing they make a Sociopathic task check (as above). This role only needs to happen once.

Sociopaths who make a successful check can use cursed items without negative effect. A failed saving throw makes them subject to the curse in question.

Sociopaths can act any way like with utter disregard for Alignment concerns.

## **Suspicion**

Suspicious are useful in a survival setting, but can rub some people the wrong way. That is why selecting this ability costs you one point of Charisma. However the tradeoff is seen as worthwhile by some.

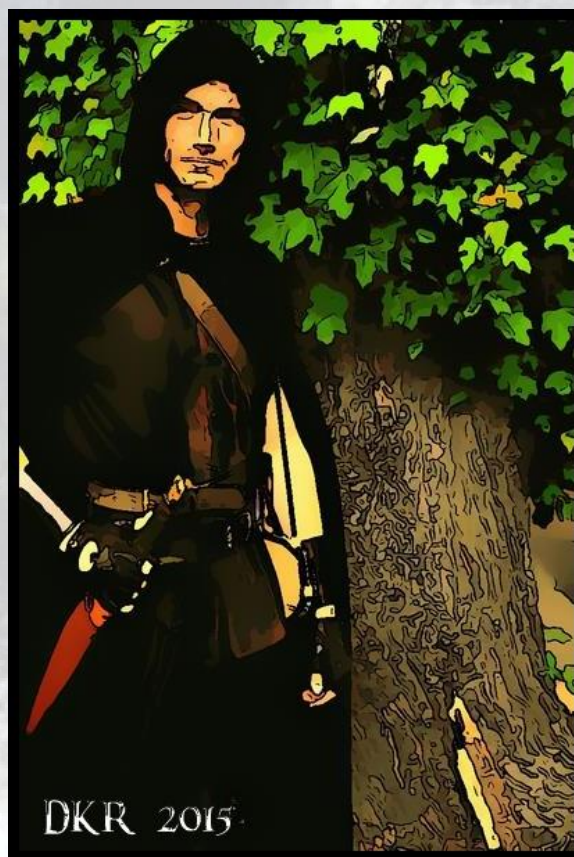
Suspicion is determined by calculating the average of your Wisdom and your Dexterity. Fractions rounded up.

Suspicion makes a character immune to bluff, and allows them an additional modifier when attempting to disbelieve an illusion or recognize a disguise every time they encounter one, and use their suspicion modifier on each attempt.

The suspicious character doesn't even need to declare an attempt to disbelieve or foil a disguise, as their very nature does that automatically. In many cases the DM may need to roll this in secret, to keep the player unaware in the event of a failed roll.

The modifiers for Suspicion can also be applied to any one of the following (1/day): Find traps, disable device, tracking, and perception, (1/day) per level.

Suspicious's are also useful when haggling, and all bartering rolls may use the Suspicion



modifier.

## Sub-Abilities

**Sub-Abilities** are similar to Additional Abilities, however they are simply skills that one may select as a result of having the base ability requirements.

Sub-Abilities are acquired in the same way Additional Abilities are, except they cost half as much. (So a character can get 2 Sub-Abilities for the cost of 1 Additional Ability they get as an option).

Sub-Abilities are more limited in scope, but can add just the right



## Sub-Abilities

### (Alphabetical Listing)

#### Accuracy

Accuracy is precision of motion. This ability is an expression of the hand-eye coordination of a character and the resulting ability is of great use in combat.

Accuracy requires a Strength of 15 and a Dexterity of 15.

Accuracy gives the Character a +1 to hit with any weapon or strike that is a physical attack. (melee or missile weapon)

They may use this bonus 1 time per total class level.

#### Audacity

Audacity is a lesser form of Boldness. While Audacious people have several advantages in life, they sometimes also have disadvantages.

A character with Audacity must have a Wisdom at least 2 lower than their Intelligence. Additionally their wisdom cannot be higher than 15.

Strength, Constitution and Dexterity must all be at least 12 and the Average (Audacity) must be at least 14.

An audacious character gets by in life at least partially on their physical prowess and has come to use surprise and initiative as a hammer by which to hit all nails.

Audacity can be used 1 time per day for every 5 levels of the Character.

Audacity task checks have a base number of 15 minus 1 for every class level of the Audacious character. The Audacious character also adds their Audacity modifier.

Audacity is used to get an advantage during Initiative only. If a check is successfully made, the Audacious character gets to add 1d4 to their initiative die roll.

If the task check is failed, the Audacious character is easier to hit (opponents get a

+2) and makes saves at a minus -1 for 1d4 rounds (minus 1 for every 4 class levels of the Audacious Character) (minimum is always 1 round)

## Auditory Memory (see Photographic Memory)

## Chemical Comprehension

This ability is the uncanny skill to identify the chemical makeup of compounds using deductive reason and various tests.

It also allows for the separating and combining of compounds once learned.

A character uses their intelligence for this ability and their intelligence must be at least 14.

A task check first determines the success of the identification of the chemicals in the compound. A roll must be made for each chemical. Of course their chemical Comprehension skill modifier applies to the roll.

Once identified the “formula” is learned and can be duplicated given the proper ingredients.

At 5 total class levels: The character may begin to experiment with imbuing magical spells into chemical concoctions to make potions.

They may only attempt this once per level from fifth level on up. They may only attempt spells of first level, plus one spell level for each total class level of the character.

**Example:** A 6<sup>th</sup> level wizard may attempt to use a second level spell or a first level spell. Regardless of spell levels attempted they wizard may not attempt to make more than 2 potions per day.

The task check is 15 and is reduced by 1 for every two levels above 5 total class levels. So at 7<sup>th</sup> level the base task check to make a potion drops to 14.

**REQUIREMENT:** The spell MUST be cast by the character attempting to make the potion, not someone else.

Also, some spells may not be used as a potion. Only typical and logical spells may be consumed as a potion. (DMs discretion)



## Concentration

A measure of concentration is possible in almost anyone. However some stand above and beyond the crowd in this area with their powers of concentration being far above what is considered normal.

Mastering concentration offers many advantages to casters and fighters and thieves.

A character may choose any two ability scores to use as their average and must also use wisdom. The average of those three abilities (FRACTION ROUNDED DOWN) is the Concentration ability score.

The character can then choose to focus on a skill they already possess and become better at it by the Concentration ability modifier.

They may add one such focused skill field per level.

### At 3 total class levels:

**A Caster** may learn 10% faster per every 3 levels. Also they may add one level of spells to their daily memorization per every 3 levels.

**A Warrior type** may use their modifier 1 day per every three levels, to increase either to hit and damage rolls for one swing per 3 total class levels. Additionally They may increase their armor class by their Concentration ability modifier for 1 round per three levels.

**A Rogue** may add their Concentration ability modifier to any Rogue skill, 1 time per day per 3 total class levels. Additionally they

may increase their Dexterity by their modifier for one round per three levels.

At 8 total class levels: The character begins to gain levels of immunity to psionic attacks. 10% per two levels after 8 total class levels.

**Example:** at 10 total class levels, the character has a 20% chance to fend off a psionic attack per attack attempt.



## Creativity

Creativity is the ability to have a unique view of the world, and to express it ways that are not common.

Of course there are the obvious artistic implications, but they are not the only ones.

Creativity is a measure of Wisdom and Charisma. Taking the average, you also add

the intelligence bonus. (FRACTION  
ROUNDED DOWN)

Once the Creativity ability is determined, the resulting bonus can be applied to several situations 1 time per day, per 3 total class levels.

Creativity is a general ability to be “Kirk-like” in one’s ability to find a solution that no one else could.

As such, the creativity modifier may be added to any roll (any roll) before the fact (declaring the use of the Creativity modifier before the roll) 1 time per day per 3 total class levels.

Or ½ of the Creativity modifier (FRACTION ROUNDED DOWN) can be added after the fact. This can never been done more than (1/day), and using it, uses up all the creativity rolls for that day, no matter how many have been used before.

The “after the fact” roll CAN be used even if other Creativity rolls have been used in that same day, providing the Character has at least one roll left for that day.

## **Detail Orientation**

Detail oriented people make great Inquisitors, Rangers, Rogues and others who rely upon their powers of observation.

An average of Intelligence and Wisdom is used to determine ones Detail Orientation (FRACTION ROUNDED UP)

The Detail Orientation modifier can be used one per day per total class level of the character, and can be used for any tracking, detecting, locating, or perception checks.

The modifier must be declared in advance and most importantly the Character must have at least one round to use the ability uninterrupted. A Character caught flat footed, or who is surprised or in combat may not use Detail Orientation.

**At 5 total class levels:** a character may use detail orientation during combat as long as they are not in melee.

## **Discernment**

Discernment is the ability to rightly determine the truth or accuracy of something. It could be a passage in a book, or a statement, or a situation being observed.

Discernment is the lower of Intelligence and Wisdom, plus 1 for every 3 total class levels. (Max 18)

The Discernment modifier can be used to attempt to know the truth of a spoken or written fact, or to attempt to notice something about a given scene or vision.

They can be as part of an interrogation, a passage of a story, or the view of the ruins of a city observed by the character using Discernment.

The base task check for this is 14 minus on for every 2 total class levels. (DMs may opt to determine their own task number)

This can be done 1 time per day, per 4 total class levels.

Also there is a 10% plus 5% chance per level of knowing alignment after a short

conversation, or for observing an individual for a full turn.

**At 3 total class levels:** and every three levels thereafter, a character has a 10% chance of automatically disbelieving an illusion. (Does not have to be declared)



## Dispensation

Is the ability to effectively and quickly communicate large amounts of information with a high degree of brevity.

Dispensation is a measure of the average of Charisma, Intelligence and Wisdom (FRACTION ROUNDED UP).

The resulting score determines the Dispensation ability modifier.

**Distance Communication:** With this skill communication over a distance without words is possible as long as the receiver and the sender of the information can see each other. This is done by using inference, facial expressions and other body gestures

The level of communication and the detail to be sent determines the base task check.

In general the following task bases can be used:

Very Simple of somewhat obvious message / information = 8

Simple = 10

Moderate = 12

Complex = 14

Very complex = 16

Detailed = 20

If the task roll is made, the receiver must then pass a normal wisdom check to see if they understand the message. The Sender's Dispensation modifier is added to the receivers wisdom check along with the receiver's normal modifiers for wisdom checks.

**Messages:** Dispensation also allows for the leaving of precise messages using only meager codes that are specifically designed to be received by one person, or class, or race, or nationality.

The character using Dispensation in this way, can convey complex messages, using written or pictographic messages to a specific person or group using symbols, words and codes in such a way that only that person or a member of that group could understand it.

The level of complexity of the information works the same as **Distance Communication**. So the same task check base rolls apply.

½ The Dispensation modifier (FRACTION ROUNDED UP) may also be used 1 time per day to increase the chance of success in communication skills. These skills include: Diplomacy, Bluff, Intimidate, or Linguistics.

The DM may opt to allow the use of the Dispensation modifier to other communication based skills.

## Empathy

While nearly everyone experiences empathy at some point. Empathy as an ability is a measure of an extraordinary level of Empathy.

Empathy is the ability to connect with those around you on an emotional level. This ability doesn't always have to be a two way street however.

Empathy is a measure of the average of Wisdom and Charisma with the Constitution bonus added.

The modifier can be used 1 time per day per 4 levels to benefit rolls for perception, diplomacy, bluff, intimidate, bartering, seduction, or charm. The bonus can be used by the empathetic character to their own benefit, or use their powers of Empathetic projection to adversely affect the roll of another.

This can only be done on creatures / characters of equal or lesser hit dice with full effect. If attempted on creatures / characters of higher level, the target

creature or character gets plus 1 for every level they are greater than the empathetic Character.

Also if the target creature or character at least two alignments removed, there is an additional plus 1 to the creature's / Character's roll to their benefit.

Empathic characters that spend an entire round attempting to do so may attempt to remove the affects of fear, charm, confusion, hold person, sleep or the effects of seduction on one friendly target per day.

Additionally there is a minus 1 to their success role for every level the caster or causer of the effect was / is above them.

The base task check number for this ability is 15 minus 1 per 3 total class levels of the Empathetic character

### At 3 total class levels:

Empathy can be used to know alignment (1/day), on one target per level above 3<sup>rd</sup>

So at 4 total class levels an Empathetic Character can know alignment on 2 characters, 2 times per day.

### At 6 total class levels:

Empathetic characters can begin to read rudimentary thoughts of intention with successful checks.

This ability grows gradually more detailed as the Empathetic character grows in level to where at 12<sup>th</sup> level the ability is equivalent to ESP as the spell with the following caveats:

Reading Thoughts takes 1 round per total class level / hit dice of the intended target.



Additionally all mental protections the target has may be used in their defense as the Empathetic ability is NOT magical.

Only character's with Aura, ESP or Psionics will know that the attempt to read their thoughts has been attempted in the event of a fail, as no rituals, words or actions are required for the Empathetic Character to attempt the read.

The range for this ability is 10' plus 10' per total class level beyond 6 of the Empathetic character.

## Endurance

Every person has some level of endurance that ranges from pathetic to profound. However, a character that possess Endurance as a Subability has and does continually train in cardiovascular feats.

It also gives an additional well of physical determination to endure despite the odds or conditions. The desire to "press on" is always with them.

Endurance is a balance of Dexterity and Constitution: Both of which must be at least 14. It is then equal to their strength with their constitution modifier added.

Endurance is used to prolong the effects of any acrobatic, stealth, or strength check by making it unnecessary to make more than 1

per turn, no matter what they face during that turn. Once successful, they may use that success for a full turn with no need to check again.

All physical feats that use only non-magical physical feats may be so extended.

The character with Endurance may also add their Endurance Modifier to any roll that could result in fatigue.

Additionally a character with Endurance may also add  $\frac{1}{2}$  their Endurance modifier (FRACTION ROUNDED DOWN) to any roll that



could result in sleep, paralysis, entanglement, holding, nausea, or fear.

**At 5 total class levels:** A character with endurance is able to take one additional non-combat standard action per day for every 5 levels to a max equivalent to their Endurance Bonus.

The actions may never be used for combat actions (to directly attack physically or in any other way, unless setting a passive trap)

## Grace

Grace is fluidity in motion. Not all dexterous characters are also Graceful. Graceful is putting art into motion, and also is oddly a measure of economy of motion. While deliberately being graceful may seem to be anything but economical, the opposite is actually true because despite all of the additional deliberate artful nuance, a Graceful person is able to complete the same task in the same amount of time, but in an elaborate and artful way.

Grace is certainly Dexterity based, but is dependent upon both creativity and charm. Therefore a character must have a Wisdom score of 14 and a Charisma score of 13 as prerequisites. The Grace ability score is determined by averaging Wisdom and Grace, determining the modifier for that average and adding it to the Dexterity score.

The Grace modifier is applied to all Charisma based rolls (but only 1 per day for every class level)

The character may also elect to use the modifier to attempts to charm, beguile, or in any way influence (Seduce, Bluff, Diplomacy, Intimidated) another character / creature of equal or lesser level. The modifier is either added to the task check roll or applied against the creature's / character's save. Whichever is most applicable.



The base number for this check is 15 minus 1 for every 5 levels of the Graceful character. Minus 1 for every 2 levels the target is above the Graceful character.

**At 3 total class levels:** Graceful characters may attempt to “Dazzle” an opponent with a visual display or stunning movement.

If successful the target is temporarily transfixed. As a result they are forced to add 1d4 to their initiative roll. This can be attempted once a call for initiative has been declared by the DM.

It must be done BEFORE the Graceful character rolls initiative. The effect only lasts for 1 round, plus 1 for every 3 class levels of the Graceful character.

The range for this affect is 10’ plus 5’ per total class level above 3 total class levels of the Graceful character.

The base number for this check is 15 minus 1 for every 5 levels of the Graceful character. Minus 1 for every 2 levels the target is above the Graceful character.

**NOTE:** Failure to make this roll means the Graceful character must add 1d4 to their own initiative.

## Humor

Everyone knows that one person who is universally recognized as “funny”. Being funny is certainly a benefit in life normally, though it can have its negative effects if taken the wrong way.

Though generally speaking, being truly funny is almost always beneficial.

Humor is a measure of Charisma, Wisdom and Intelligence. But it isn’t that simple. All three scores must be at least 13.

Additionally the Wisdom score is the base with the Intelligence Modifier added.

They must not be less than Charisma or the character is not eligible for the Human ability. Also that final result must be at least 15.

Humor modifiers are applied to all rolls involving verbally or signal communication assuming a successful Humor task check at 15 is achieved.

The base number for this check is 15 minus 1 for every 3 levels of the Humorous character. The range is in within sight or sound of the Humorous character.

A successful task check means the humor modifier can be added to the verbal or signal communication roll.

A failed roll means that something was lost in translation.

That means that the Humor modifier applies AGAINST the communication attempt.

**At 3 total class levels:** a Humorous character may apply their bonus to any 1 communication roll without a task check. This can be done 1 time per day for every 3 levels after that for a total equaling their humor modifier.

**At 5 total class levels:** The Humorous character can apply their modifier to an

attempt to remove fear from any one friendly character within 5'. The range increase by 5' per level and the number of possible characters affected by the attempt to remove fear grows by one per level after 5<sup>th</sup> level.

The base number for this check is 15 minus 1 for every 5 levels of the Humorous character. Minus 1 for every 2 levels the target is above the Humorous character.

This is a standard action.

OR

The humorous character can essentially bless (as per spell) (1/day) as a standard action. The range is the same as the remove fear ability above.



## Math Savantism

Some people are blessed with the ability to quickly and accurately calculate numbers in their head. This can be useful in many ways that may or may not be readily apparent.

Savants must have a wisdom that is at least 3 points higher than their Intelligence and Charisma ability scores.

The Math Savantism ability is determined by using the Wisdom score and adding the dexterity bonus.

The Math Savantism modifier can be added to any gambling attempt that requires counting or calculation of odds.

Additionally, Math Savantism will aid the character in counting large numbers at a glance, determining odds, distances, dates, days of the week in a given year, counting the number of letters on a page of a book at a glance and other such mathematical feats.

The base task numbers are:

Easy = 6

Moderate = 8

Difficult = 10

Very Difficult = 12

Exceedingly difficult = 14

Virtually Impossible = 18

Impossible = 21

**NOTE:** People with Math Savantism cannot Bluff. They have no ability to exaggerate or blow out of proportions.

They can use their ability to enhance Perception, Diplomacy or Intimidate. This they may do only once total per day.

## Mental Dexterity

Mental Dexterity is the ability to shift from one mental challenge or reality to another, or from one topic to another with ease and speed not common to most people.

Multiclass characters especially benefit from Mental Dexterity as do casters.

Mental Dexterity is equal to the average of a character's Intelligence and Constitution plus their Dexterity bonus. (FRACTION ROUNDED DOWN)

## Mental Toughness

Multiclass Characters are able to mix and match their class abilities in the same round, and suffer no restrictions designated by class differences. In this way bonuses that are normally restricted from stacking, are allowed.

Also 1 time per day for every 4 total class levels, a character may turn any action into a standard action during that round. This includes combat actions and casting: Or vice versa

**At 4 total class levels:** A character may add their Mental Dexterity modifier to any 1 action per day for every 4 levels.

**NOTE:** This includes entirely physical actions as the mind does control the body. This also does include damage to a melee strike, but cannot be applied to both to hit and damage unless using two such instances of the use of the Mental Dexterity ability.

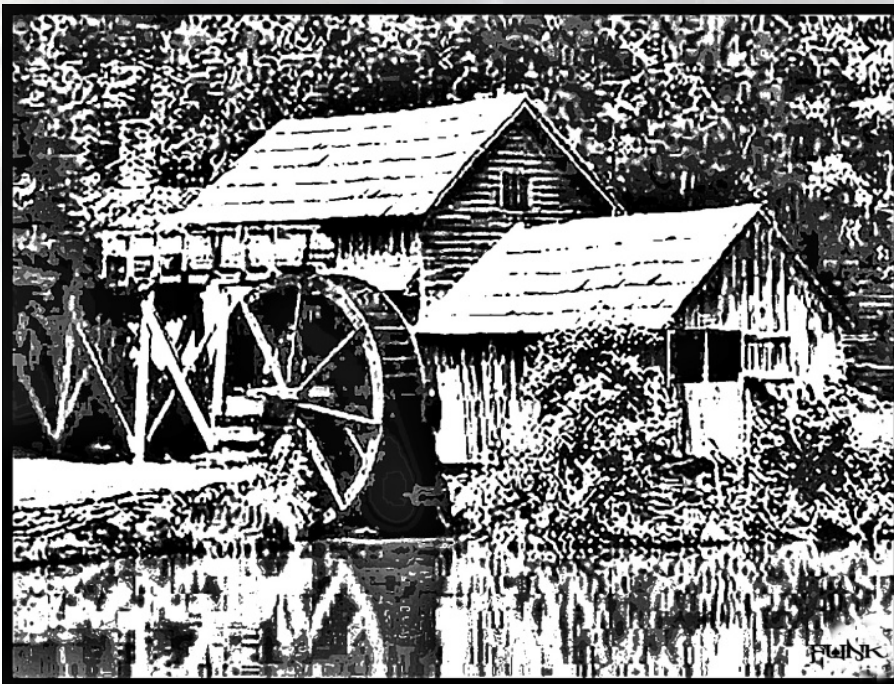
Mental Toughness is the ability of a character to respond to stressful situations.

Mental Toughness is the average of Constitution and the Higher of Wisdom or Intelligence. (FRACTION ROUNDED DOWN)

The resulting modifier can be applied to all mind effecting spell saves, and psionic defense rolls.

**Resist Bodily Harm:** In addition to the benefits mentioned above, a person with the Mental Toughness ability may reduce physical harm by subtracting damage after sustaining at least ten hit points.

A Character must have a minimum of 2 total class levels in fighter classes or 3 total class levels before they are eligible for Mental Toughness, as Mental Toughness must be proven through at least some level of experience.



Part of the damage all characters receive is the psychological effects of serious harm. A person with mental toughness has some ability to ignore this kind of damage for a time.

Mental Toughness gives a character a well of damage absorption that is

equal to their Constitution bonus plus their Mental Toughness modifier plus their level.

**Example:**

Given: A Constitution of 14 (bonus =2), a Mental Toughness Modifier of 4, and a Level 2

This second level character has a damage absorption well level of 8

So after the first 10 hit points are sustained (or half the total hit points, whichever is less), The Character can absorb UP TO 50% of the damage they take afterward until their Absorption Well is empty.

Example: Drax has suffered 14 hit points of damage. 4 hit points of damage are above the first 10. So 2 of those hit points of damage are absorbed leaving Drax with 7 of his original 9 well points left.

**NOTE:** It is possible for a character to go unconscious or even die before using all of their well points.

**At 3 total class levels:** a Character starts to become immune to fear and charm at 10% per 3 levels. So at 6 total class levels, a character has a 20% resistance to charm & fear. This resistance check is made before any saving throw.

### **Musical Acumen**

Some people are just musically inclined. Music as a language / art form just comes more naturally to them, than it does for others.

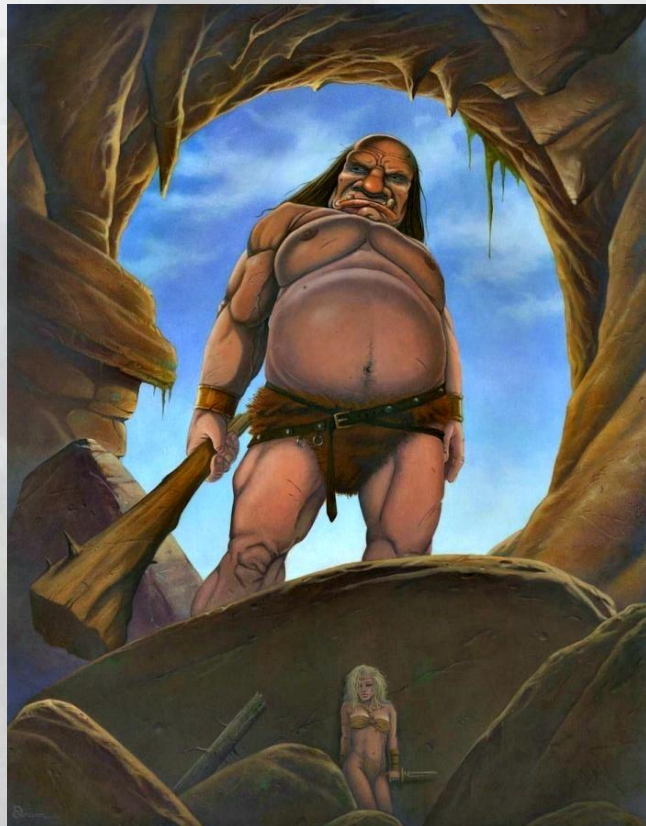
While most people appreciate, even love some form of music. Those with Musical Acumen are savants with the subject matter of music to some degree.

Musical Acumen is a measure of the higher of Wisdom or Intelligence and Charisma.( FRACTION ROUNDED UP)

The resulting Musical Acumen may be added to or subtracted from the saving throw of a target, of any musical die roll.

This can be done 1 per 3 levels of the character possessing Musical Acumen.

In addition any attempt to learn a new song or instrument may benefit from the Musical Acumen modifier 1 time per day per level.



### **Ocular Agility**

Ocular Agility is a measure of the ability of the eye to mind processing to quickly and accurately process and remember information.

Another way to think of this is speed reading with good retention.

Ocular Agility is a measure of Intelligence and Dexterity initially, but Constitution is the final value. Intelligence and Dexterity must both be at least 13. Then the Wisdom modifier is added to the Constitution. This is Ocular Agility.

Ocular Agility modifiers are used to determine the likelihood that something can be studied in faster than normal periods of time.

This aids in the study of new spells and or memorization speed.



The base number for this check is 15 minus 1 for every 4 levels of the Ocularly Agile character.

For memorization speed if the check is made by at least 1, the time required to memorize spells is reduced by 25%. If the check is made by 4 or more, the time is reduced by 50%.

Ocular Agility also gives a 5% better chance of success to learn, or transcribe spells per class level. Limited to the Ocular Agility Modifier (example a modifier of 3 gives a 15% better chance to learn a spell, or a plus 3 on a D20)

NOTE: There might come a circumstance where Ocular Agility roll can be used in different situations. The above task check formula can be used. (DM's option)

## Passion

Passion is something that every person possesses to varying degrees. Some people are far more passionate however. Some people are lead by and possibly even governed by their passions.

Passion is a measure of Wisdom or Intelligence (one of them must be at least 14). The constitution is also important as the commitment to Passion requires endurance. Passion is ultimately the Constitution plus the lower modifier of Intelligence or Wisdom.

Passionate people don't have to be compassionate, but they do have to have a

“Passion” They may have one Passion for every Modifier they have. They may claim on Passion for every 2 class levels that they can apply their Passion modifier to 1 time per day per 4 levels. (Max times per day is equal to their Passion modifier.)

An example of a Passion can be a “Knowledge” Skill, or “Profession” or another Skill like Disguise. It can also be applied to a specific weapon (not weapon type, but a specific weapon) where the modifier for Passion can be used to Hit or Damage but not both unless two Passion slots are used.

Once used, Passion slots are forever used for that Passion.

### Photographic Memory

This handy ability allows a character to quickly make a mental map of anything they can see.

Optionally, this may also instead be converted into Auditory Memory (though not both).

Auditory Memory and Photographic Memory are similar in every other way. The ability for both Auditory and Photographic memory is determined by adding the character’s dexterity bonus to the higher of their Intelligence or Wisdom abilities.

A successful task check means the character has made a mental map of the viewed or heard subject, and can thereafter recall it at will in its entirety.

The base task checks are:  
Easy = 6

Moderate = 8

Difficult = 10

Very Difficult = 12

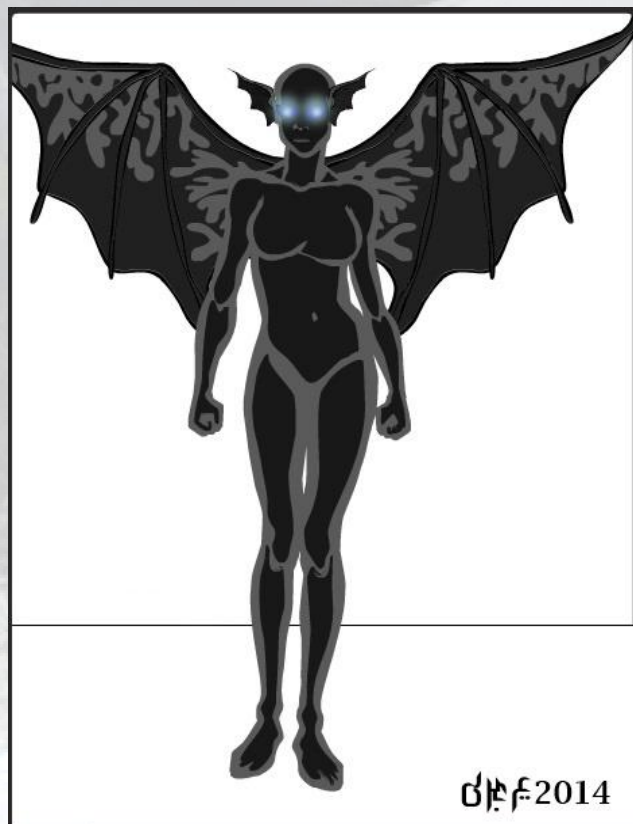
Exceedingly difficult = 14

Virtually Impossible = 18

Impossible = 21

There are other circumstances where this kind of memory might be useful: (only 1 of the following per day)

- 1) In task checks where the recollection of items seen, but not mapped is in dispute or needs to be recalled. In such cases a roll may be allowed to see if the information can be recalled.
- 2) When attempting to study or learn anything, like spells or other mentally challenging tasks. In this case, the photographic memory may be able to recall related information that makes learning new things or studying easier. For these rolls, use





½ the Photographic or Auditory Memory modifier (FRACTION ROUNDED UP), in addition to any other modifiers. 1 time per day.

- 3) Like #2 above, other mental skills like picking the same kind of locks or tracking the same kind of creature can benefit from ½ the modifier 1 time per day.



### Social Intelligence

Social intelligence is useful in many ways, as it helps a character navigate through all sorts of situations from the mundane and routine to the truly critical.

Social intelligence requires a minimum Intelligence and Wisdom score of 13 each.

It is determined by the average of the characters Intelligence and their Wisdom and adding their Charisma modifier (FRACTION ROUNDED DOWN)

Social Intelligence modifiers can be added to rolls for any communication skill (intimidate, bluff, charm) or any skill that requires the determination of social order, social

standings, etiquette, social honor, protocol, or customs of court. This can be done (1/day) per every 4 total class levels.

Additionally this skill is useful in **bartering**, and negotiating or **diplomacy** as often as those skills are attempted.

There are other ho may also use the Social Intelligence modifier to assist in **Disguise**, or **Seduce** as often as they are attempted.

### Spatial Relations

Is the ability to easily understand how machinery and devices work, even if only a portion of the machine or device is visible, or in some cases even if the purpose isn't full known or known at all.

This will of course assist in learning how to disable or prevent such items from working, and it will also aid in attempting to duplicate them.

The Spatial Relations ability is determined by averaging Intelligence and Wisdom, and by adding the lower of the two abilities modifier. (FRACTION ROUNDED UP)

Spatial Relation task checks are done using the following bases:

**Easy** (The entire devices inner workings are visible and can be studied) = 7

**Moderate** (The entire device is visible but there is little time, or substantial time but the device is partially Obscured) = 9

**Difficult** (There is little time and the device is at least partially obscured) =11

**Very Difficult** (there is less time or visible parts than a difficult attempt = 13

**Exceedingly difficult** (only a small part of the device is visible or there is almost no time at all to examine it) = 15

**Virtually Impossible** ( a quick glance at only a small part of the device) = 18

**Impossible** ( a drunk moron in a bar described the item to you or scribbled something about it on a napkin)= 21

### **☞ Spirit Sense**

Like it or not, there is something more to the world than meets the eye. Even when not seen, some people have the ability to sense the unseen. Charisma and Wisdom must both be at least 14, and the Wisdom score must be at least two higher than Intelligence.

The Spirit Sense modifier is the higher of Wisdom and Charisma, plus the modifier for the other score.

Spirit Sense can detect invisible entities, spirits, ghosts, poltergeists, Asteral, Ethereal, Shadow and other unseen spiritual entities (assuming they have a soul, even a condemned one)

Those with Spirit Sense automatically have a 10% chance plus 5% chance per level of detecting said entities.

Additionally, in the event that no such entity is detected automatically, they may always

attempt to scan for them, at a range of 10' per total class level, 1 time per day per total class level.

Any attacks by such creatures are reduced by the Spirit Sense Modifier, and any attack against such creatures by the character with



Spirit Sense is at a plus equal to the Spirit Sense modifier.

### **☞ Trivia Knowledge**

There are certain individuals who seem to be a cornucopia of useless information. That is of course until such previously regarded trivial information becomes useful.

Trivial knowledge is probably present in every mind to some degree. But to be considered a Trivia wiz, the character must have a minimum Intelligence of 14, and the character's Intelligence must be at least 2 higher than both their Wisdom and Charisma.

Because let's face it; a know-it-all is at lets a little annoying, and usually doesn't know when to shut up.

To determine the Trivia Knowledge modifier use the Intelligence score and add the Dexterity modifier.

The Trivia modifier can be added to any roll where additional information is needed.

You need to know what is the methane to nitrogen ratio in a pound of Red Dragon Dung?

You want to know the name of the King's cousin's dog?

Trivia Knowledge might get it done.  
The task bases are:

Routine information that there are professions for = 8

Unusual information that most people would not know = 10

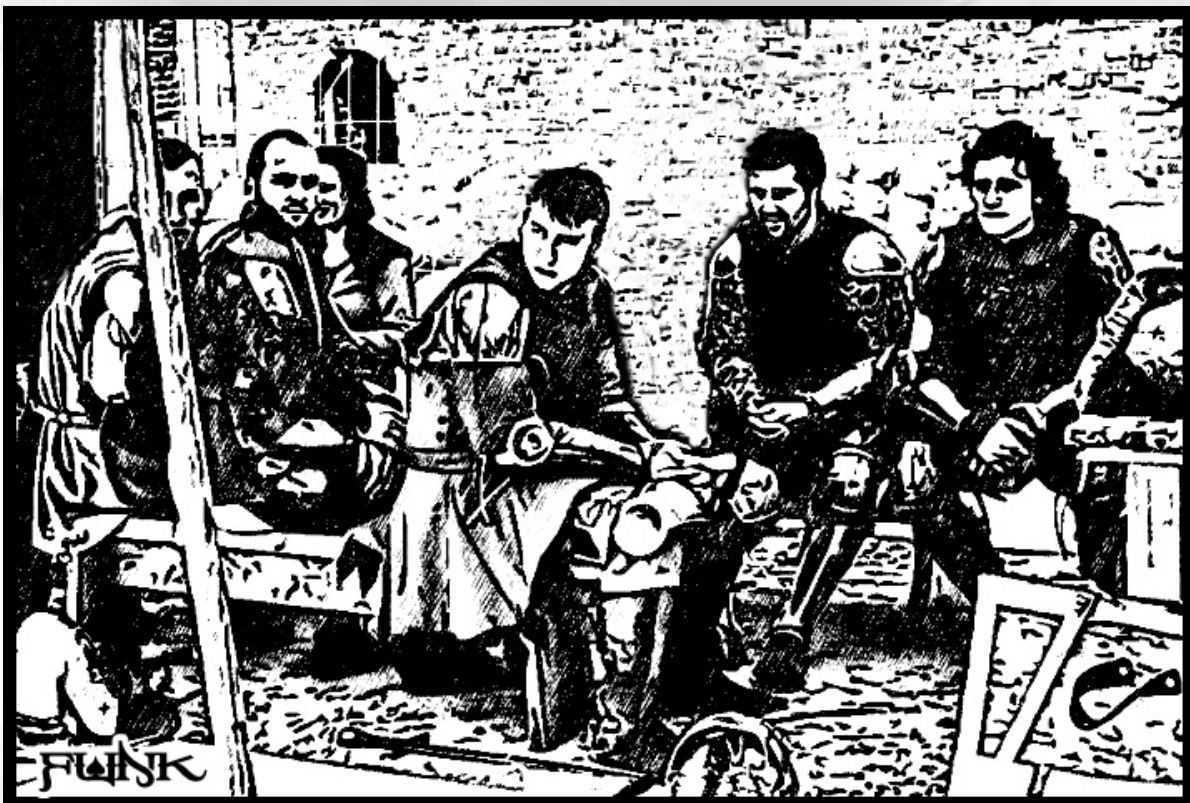
Obscure information that might only be found in an old book = 14

Completely absurd information that no one would know unless they were insane = 18

Information that no living person would know for any reason = 22

This ability can be used 1 time per day per level.

**NOTE:** This is the skill in the part that can be a great gap fill. However it can also backfire, as a person with this skill has a permanent -1 to all **diplomacy** and **seduction** rolls and all Charisma checks.



Look for the sequel to this book: **Liber Expertalis**

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