

BASIC CHARACTER RULES

Hello, and welcome to the Artesia D20 rules *extreme* beta version! These rules are woefully incomplete, and so aren't really play-testable yet, but I believe that there is enough here to at least begin to give you an idea of what I'd like the rules to look like when they're done, and hopefully you will be able to get a sense of whether or not you think they are workable in actual play. Most of what is written here should therefore be described as "subject to change or revision." I have included a fair amount of material published by Wizards of the Coast outside of the Open Game Content of the SRD and which I would like to incorporate, but until they give their permission to do so it should be assumed that all of that material might have to be replaced or rewritten.

The basics of characters are generally as described in the *Player's Handbook* and *Epic Level Handbook*; the Artesia D20 game is intended to include Epic Levels. There will be new classes to replace or modify the standard d20 classes, which will include both basic and Epic Level progressions. Other primary changes include:

HIT POINTS

Characters in the Known World will have two statistics to measure physical health and damage: **Body Points**, which measure actual physical health and damage, and **Vigor Points**, which measures fatigue and physical energy. Body Points are equal to your Constitution, and do not change based upon level advancement, though feats or class abilities may increase your Body Points. Vigor Points are based on your class, level, and Constitution modifier. Each class provides a different base Vigor die, and each time you gain a level you gain a number of Vigor points equal to your random die roll plus your Constitution modifier.

As with the *Star Wars* d20 game, damage is first done to your Vigor Points. When you reach 0 Vigor Points, you are fatigued and damage is then taken from your Body Points. When you reach 0 Body Points, you are unconscious and dying. You lose one Body Point per minute until a Fortitude save is made, at which time you are stabilized. If you reach negative Body Points equal to your Body Point stat (your "Body Death Threshold"), you die. Critical hits in the Known World do not do multiples of damage, but rather bypass Vigor Points and do damage to Body Points directly.

MAGIC, MEMORY, AND MAGIC POINTS

Casting magic in the Known World is different from standard d20 magic rules. Most hermetic magic spells and divine prayers and rituals are either memorized or read from spell or prayer books. Any character may memorize or cast divine prayers. Only characters with training (in the Hermetic Lore skill, equivalent to Knowledge [Arcane]) may memorize or cast

hermetic spells. In addition, characters may commit other things to memory, primarily the contents of Great Books. A memorized Book generally gives a bonus to skill or Lore checks.

A character has base **Memory Points** equal to their Intelligence modifier. This is the number of individual spells, prayers, rituals, or Books that the character may commit to memory. Some classes and feats allow a character to gain more Memory Points. While the class descriptions are still under development, the Magician, Witch, Shaman, Priest, and Sage classes (and magic-based prestige classes) will all allow characters to gain at least one Memory Point per level. Most standard spells, prayers, rituals, and even Books will take a single Memory Point to learn; more complicated spells and rituals, and Great Books of length, may require more.

Unlike in standard d20 rules, you do not forget a spell upon using it. Memorized spells remain in your memory until you choose to forget them, or unless your mind is affected adversely, perhaps by magic or some form of amnesia or mental illness. Unlike in standard d20 rules, characters are not limited to the power of the spells or rituals they may memorize; access to powerful spells is largely controlled by social access, not by limits of understanding, except in the case of hermetic magic, where a Hermetic Lore skill roll is necessary to understand a new spell. However, all spells, rituals, and prayers require the expenditure of Magic Points.

All characters have two statistics to measure spiritual health and energy: **Spirit Points**, which measure the actual strength of a character's spirit or soul, and **Magic Points**, which measure magical energy and spiritual vitality. These correspond to Body Points and Vigor Points, respectively, but measure spiritual health. Spirit Points are equal to your Wisdom, and do not change based upon level advancement, though feats or class abilities may increase your Spirit Points. Magic Points are based upon your class, level, and Wisdom modifier. Each class provides a different base Magic die, and each time you gain a level you gain a number of Magic Points equal to your random die roll plus your Wisdom modifier.

Once again, specific classes are still under development, but the best Magic die will be for classes that traffic heavily in hermetic and divine magic (Magician, Witch, Shaman, and Priest) and the lowest for classes that are oriented towards combat and the physical world (i.e., more or less the opposite of Hit Point die distribution for classes).

When casting a spell, prayer, or ritual, a character must expend some of their Magic Points. A spell, prayer, or ritual costs a base amount of Magic Points to cast, generally between 1 and 9 Magic Points; more Magic Points may be expended to extend the range, duration, or target numbers of the spell, prayer, or ritual. If you drop below 0 Magic Points, you are fatigued and can no longer cast magic. If you drop below 0 Spirit Points, you fall unconscious and are dying; you must make a Will save or

continue to lose one Spirit Point per round. Making the Will save stabilizes you. If you reach negative Spirit Points equal to your Spirit Point stat (your "Spirit Death Threshold"), you die. Some magic and supernatural attacks will target Spirit and Magic Points directly, draining a character of spiritual strength and energy.

Whether you can cast a spell, prayer, or ritual depends on whether or not you have enough available Magic Points. Lists of spells, prayers, and rituals are not ready yet, but a shorthand method of converting standard d20 spells to Known World spells is to assume that the level of the spell is the base Magic Point cost. Please note, however, that many spells in standard d20 (particularly flashy spells -- for example, fireball, dimension door, etc.) are unsuitable for the Known World. So, for example, the spell *Illusory Script*, a suitably low-key bard 3/wizard 3 spell, would be considered a 3-point hermetic spell in the Known World. As a fairly standard spell it would take up one Memory Point. If you were a magician with the spell memorized, it would cost 3 Magic Points to cast, and you could cast it as often as your current allotment of Magic Points allowed.

Hermetic spells will be easiest to handle, as for the most part it's just a matter of adapting the standard D20 spells to the SP/MP system and toning down their flashier elements. I'm less sure about divine prayers, as I've been thinking of something that would revolve around offerings and sacrifices made to gain specific benefits, rather than the more generic divine spell and domain spell lists. And as a way of preventing characters from going around accumulating patron deities to gain Arcana links and new prayers, there'll probably be a rule involving MP or SP sacrifice to devote oneself to a deity (i.e., giving up some of your Magic or Spirit Points to establish a connection to a god or hero).

Nevertheless, basic spell descriptions might run as follows:

Aid

Enchantment (Compulsion) [Mind-Affecting]

Common Divine Prayer

Base MP Cost: 2

Memory Cost: 1

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Extended Duration: 1MP/minute

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains a morale bonus of +1 on attack rolls, a morale bonus of +1 on saving throws against fear effects, and gains 1d8 temporary Vigor points.

Alter Self

Transmutation

Uncommon Hermetic Spell

Base MP cost: 2

Memory Cost: 1

Learn DC: 20

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Extended Duration: 1MP/10 minutes

The character can alter the character's appearance and form--including clothing and equipment--to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to the character's normal form.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the character's Disguise check.

Magic-using characters might have to gain feats in order to be able to extend a spell's Duration or Range. There will also be differences in the methods and feats involved in the creation of magic items and the inscribing of Runes, and I'm not sure if magic will fall into the same Schools as in standard D20. The creation of magic items will involve different Item Creation feats, plus the permanent expenditure of Magic Points.

FEATS

In addition to a list of general feats (which follows later), there will also be Cultural feats available based upon the Culture that you grow up in.

At first level, all characters may choose one general feat and one Cultural feat (this Cultural feat replaces the bonus feat that humans get in the basic D20 rules as a racial bonus). Rather than a general feat, you may choose a second Cultural feat from your cultural Culture if you so choose (but not vice versa). Any time a character gains a general feat, they may choose a Cultural feat instead; this Cultural feat must come from either the available list for their home Culture, or from a Culture in which they have acquired at least 2 points of Local Lore (the equivalent of Knowledge [Local]).

In addition, feats or abilities may be gained as part of your cultural and family background.

ARCANA FEATS

In addition to the benefits as described in the *Player's Handbook* and *Epic Level Handbook*, characters in the Known World gain access to **Arcana Feats** as they increase in level.

Arcana Feats represent the degree to which a character has become identified with one of the Arcana, the great archetypes, principles, and symbols that underlie the Known World. As characters gain in level, they may develop affinities with the

paths of the different Arcana, gaining more powerful feats as they increase their understanding of the workings of the World.

Arcana feats may be gained at the same time as Ability Increases. Beginning at 4th level, whenever you take an Ability Increase, you may also gain an Arcana feat from an Arcana to which you are linked if you have taken an Ability Increase in one of the abilities that is also associated with that Arcana. Each Arcana will be associated with an Ability, which reflect the concerns of the Arcana. Every character can gain affiliations with Arcana based upon their birth signs, their classes, and the gods that they worship. If you take an Ability Increase in an Ability to which

you have no Arcana affiliations, you may not take an Arcana feat at that time.

In addition, some character classes, particularly those that deal with magic, will allow characters to gain additional Arcana feats as they progress in level. Arcana feats are in effect Magic feats; they generally allow characters to use their Magic Points to create magical and supernatural effects, but without the necessity of memorizing or casting spells and prayers. The Magician, Witch, Shaman, and Priest classes, along with magically oriented prestige classes, will all include bonus Arcana feat progressions.

TABLE: EXPERIENCE AND LEVEL-DEPENDENT BENEFITS, MODIFIED

Character Level	XP	Feats	Ability Increases, and Possible Arcana Feats
1	0	1 st	--
2	1,000	--	--
3	3,000	2 nd	--
4	6,000	--	1 st 2
5	10,000	--	--
6	15,000	3 rd	--
7	21,000	--	--
8	28,000	--	2 nd 2
9	36,000	4 th	--
10	45,000	--	--
11	55,000	--	--
12	66,000	5 th	3 rd 2
13	78,000	--	--
14	91,000	--	--
15	105,000	6 th	--
16	120,000	--	4 th 2
17	136,000	--	--
18	153,000	7 th	--
19	171,000	--	--
20	190,000	--	5 th 2

EPIC LEVEL BENEFITS, MODIFIED

Character Level	XP	Feats	Ability Increases, and Possible Arcana Feats
21	210,000	8 th *	--
22	231,000	--	--
23	253,000	--	--
24	276,000	9 th *	6 th 2
25	300,000	--	--
26	325,000	--	--
27	351,000	10 th *	--
28	378,000	--	7 th 2
29	406,000	--	--
30	435,000	11 th *	--
+1	+1,000 x current level	+1 * per 3	+12 per 4

* You can choose an epic feat or a nonepic feat.

2 You may choose an Arcana feat if the Ability you increased is associated with an Arcana to which you have established a link, either through class, birth, or divine cult

CHARACTER BACKGROUND

Each character will have a **Culture**, a **Home**, some sort of **Social Class**, and a **Lineage** as part of their background. A Culture may be selected from the **Culture Table** that follows, and represents the cultural milieu in which you were raised. Your culture determines your initial options for Cultural Feats and bonus Languages.

Each Culture has corresponding **Home** and **Social Class Background Tables**; the Home Table determines the regional or geographic origin of your character, and the Social Class Tables determine in more detail the political, social, and economic circumstance of your upbringing (including your starting equipment and moneys, and available classes to choose from). These Tables may vary widely in detail from Culture to Culture, as different Cultures have different social and familial organizations. Each Culture and Home presents your character with different possible Lineages, which may be found on the corresponding **Lineage Tables**. The Lineage Tables and Sub-Tables help determine the heritage of your character, and what benefits or penalties may be gained from your ancestry.

Finally, every character is also born under a Star Sign, and their birth may have been accompanied by Omens. A **Birth Sign Table** and **Omen Table** finish the Character Background portion of this text.

The Cultures of the Known World are briefly outlined in the table that follows; fuller descriptions, plus complete Home, Social Class, and Lineage Tables for each, will have to wait for later. This table includes the following info:

Culture: The name of the culture as it is generally known throughout the Known World; the Culture does not always correspond directly to a political entity. Further information on these Cultures may be gleaned from the essays in the *Artesia* series and the Tour of the Known World from *Annual* #2.

Amoran: The ancient sun-drenched culture of modern Amora-and-Meretia, a mix of ancient Düréan palace culture and the worship of the Divine King, bound together by the ancestor-god Illiki Helios.

Appalitaner: The peoples of the Palatian mountains and border regions have a distinct culture, adventurous and rough. Many of Palatia's greatest generals come from the Haralian Highlands and not Palatia proper.

Aurian: The Aurian peoples conquered what is now the eastern Middle Kingdoms, and still maintain cultural differences from their Danian neighbors.

Califan: The great empires of the West have an ancient and educated culture, centered on their Courts, Schools, and Magicians.

Cavalonian: A throwback culture to the ancient ways of Hemispian Kings, a rural and pastoral world threatened on all

sides by the more modern world of the League cities.

Ceraic: The rough and daring world of the horse nomads of the Great Midlands. Horse races are the favorite entertainments in this unforgiving region.

Danian: The peoples of the western Middle Kingdoms maintain a culture distinct from their Aurian neighbors.

Daradjan: A crossroads culture; the ways of the peoples of the mountains and Highlands of Daradja are inherited from ancient traditions and many settlers, including some from Düréa.

Dawn Islander: The peoples of the Isles of the Far East on the edge of the World live in enchanted and isolated splendor.

Déskédran: The ancient cities of the Déskédran coast are well known for their licentious liberality; their traditions are rooted in Düréan palace culture and their patron goddess, Dieva the Evening Star.

Ennenite: The nomads of the Ulik desert maintain a fierce and independent culture, traveling in great caravans from oasis to oasis.

Galian: An ancient culture of seafaring merchants who are the modern descendants of the ancient kingdoms of Agall, still distinct from the Imperial culture of the Empire.

Grand Sekereti: The educated, urbane, and sophisticated culture of the cities and peoples of the Gola, still distinct from the Imperial culture of the Empire.

Hemapoline: The modern culture of the city-states of Hemispia, jaded, independent, and mercantile.

Kessite: The ways of the horse nomads of the West, now overlords to disparate subjects.

Khaelite: The matriarchal culture of the Isle of Khael, where the Oracle Queen rules, has its roots in ancient Düréa.

Lycinian: The culture of the Lurgheride Kingdoms of the Palatian provinces, a mix of northern traditions and Palatian ways.

Maecite: The barbarian Watchtower Kings of the Middle Kingdoms hold to their own ways and traditions.

Maelite: The cursed barbarians of the western Éduins maintain cruel and violent traditions under the eye of their *Isliklidae* and Düméghal overlords.

Metic: The peoples of the high western plateaus beyond the Metras have an ancient and proud culture.

Palatian: The city-state of Palatia and its allies have an urban and matriarchal culture of townhouses and plazas paralleled by villas and vineyards in the countryside.

Panaghian: The northern peoples beyond the Panoch Sea are fierce sailors and woodsmen, at home in nature.

Pfalkite: The isolated people of the mountains of Pfalk have bloody traditions, and are said to produce the best assassins in the Known World.

Ramorite: The peoples of the jungles of the Rejaz live a rough and simple life, for the most part, but with surprising urban centers.

Sabutan: The matriarchal culture of the great South, beyond the Ulik Desert, is a holdover from the days of great Düréa.

Samarappan: The Celestial Court is long gone, but remains in the culture of the ancient cities of the Persamas Valley and sensuous traditions devoted to improving the mind and body.

Setiner: The rough uplands of the Gola have produced a fierce culture dominated by shamans and animal totems.

T'goon: The modern culture of the Thulamite lords who settled the path to Necropolis and became allies of Palatia.

Thalyaran: The modern culture of the Thalyars, a freewheeling people of the north who became a Palatian province after fleeing their homelands.

Thessidian: The dominant culture of the Thessid-Golan Empire, centered on the Phoenix Court and Emperor in Avella, urban and sophisticated.

Thessurite: The relaxed and sensuous culture of the Empire's port cities on the Great Southern Sea, historically free of the wars and troubles of the rest of the Empire.

Thulamite: The ancient matriarchal culture of the descendants of Thula and the barbarian tribes of the Great Midlands, who stole the secrets of civilization from the Düréans and became the greatest stoneworkers in the Known World.

Vanimorian: The ancient peoples of the eastern plateaus beyond the Metras, who live in what remains of Geteema's Gardens.

Cultural Feats: The cultural feats available to characters from the region, and to characters that have gained at least 2 skill ranks in the Local Lore of that culture. One cultural feat must be taken at 1st level, and a cultural feat may be taken whenever a character gains a new general feat. Some cultures have more available feats than others; sedate, homogenous, isolated, or relatively new cultures will tend to have fewer feats than older, complex, and adventurous cultures. The feats as listed are largely taken from previously published lists of regional feats from official D&D products; as such, they are technically copyrighted materials and are here reproduced without permission. The folks over at Wizards of the Coast have indicated to me that they think many of these feats will eventually wind up in the SRD as Open Game Content, and so these feats are included here in that hope, but be aware these feats may have to be rewritten.

Cultural Skills: The skills listed here are always considered class skills for a character from that culture. At 1st level, a character receives 4 extra skill points that they may put towards one of their cultural skills; these points are in addition to any normally gained at 1st level.

Cultural Languages: A language listed in italics is considered the home language of a character from that culture; most cultures will only have a single language as their home language, but some will have two. Additional bonus languages due to high Int (ref. the *Player's Handbook*) must be selected from amongst those on the cultural list. Obscure or forgotten languages are not listed here.

Agalian: ancient and modern language of Galia.

Amoran: modern language of Amora-and-Meretia.

Butani: ancient and modern language of the Sabutans.

Califan: ancient and modern language of the Far West.

Ceraic: ancient and modern language of the Ceraics.

Dawn Tongue: ancient and modern language of the Dawn

Islanders.

Déskédran: ancient and modern language of the cities of the Déskédran coast.

Eastern Tongue: modern language of eastern Sun Court lands (Illia, Hemispia, Cavalonia, and Amora).

Ennenite: ancient and modern language of the nomads of the Ulik desert.

Haralian: ancient and modern language of Appalitane, Haralia, and the Palatian Highlands.

Kessite: modern language of the Kessite Kingdoms.

Khaelite: modern language of the Isle of Khaal.

Lycinian: modern language of the Lycinian Provinces of Palatia.

Maelite: modern language of the Mael Kings.

Metic: modern language of Metea, Thelea, and Pfalk.

Middle Tongue: modern language of the Middle Kingdoms and the Daradjan Highlands.

Old Aurian: ancient language of the Aurians.

Old Daedekine: ancient language of the peoples of the Gola, created by Daedekamani.

Old Éduinan: ancient language of the Danians, Daradjans, and Maelites.

Old Emmetic: ancient language of Düréa, still spoken and read throughout its former colonies.

Old Ghali: ancient language of the Ghals, spoken today by the Düméghal servants of the Isliklidae.

Old Golan: ancient language of the people of the Gola, and the modern language of the kingdom of Setine.

Old Hemispian: ancient language of Hemispia.

Old Héskédran: ancient language of Palatia and Appalitane.

Old Illian: ancient language of Illia, and the official religious language of the Sun Court.

Old Metic: ancient language of the Metics.

Old Morian: ancient language of the Vanimorians.

Old Panagh: ancient language of the Panaghians.

Old Rajiki: ancient language of the western Rajiks.

Palatian: modern language of the city-state of Palatia and its empire.

Old Téthédran: ancient language of the Thulamites and other inhabitants of the Great Midlands.

Ramorite: ancient and modern language of Ramoristan.

Rappani: ancient and modern language of Mahalia.

Samarappan: ancient and modern language of Samarappa.

Samarite: ancient and modern language of the cities of the Persamas Valley in Samarappa.

Sea Panagh: modern language of the Panaghians, and the common tongue of the northern Known World.

Sekereti: modern language of Grand Sekeret.

T'goon: modern language of the T'goonai Provinces of Palatia.

Thalyaran: modern language of the Thalyar Provinces of Palatia.

Thessidian: ancient and modern language of Thessidia and Thessure, and official language of the Phoenix Court.

Thulamite: ancient and modern language of the Thulamites.

Vanimorian: modern language of Vanimoria.

Wood Panagh: modern language of the Panaghians.

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Culture	Cultural Feats	Cultural Skills	Cultural Languages
Amoran	Artist, Education, Living History, Sea Legs, Silver Palm, Theatrical Ways	Appraise, Diplomacy, Heal, Perform	<i>Amoran</i> , Old Emmetic, Eastern Tongue, Sekereti, Old Illian
Appalitaner	Ariahavé's Blessings, Disciplined, Fearless, Gifted General, Highlander, Living History, Luck of Heroes, Mercantile Background, Saddleback, Sea Legs, Theatrical Ways, Thug	Climb, Craft, Handle Animal, Jump	<i>Palatian</i> , <i>Haralian</i> , <i>Khaelite</i> , T'goon, <i>Lycinian</i> , <i>Thalyar</i> , Old Héskédran, Sea Tongue
Aurian	Courtly Ways, Education, Gifted General, Luck of Heroes, Mercantile Background, Militia, Street Smart, Thug	Appraise, Gather Info, Innuendo, Search	<i>Middle Tongue</i> , Eastern Tongue, Old Aurian, Old Illian
Califan	Ariahavé's Blessings, Artist, Courtly Ways, Education, Enchanted Ways, Living History	Alchemy, Craft, Diplomacy, Scry	<i>Califan</i> , <i>Kessite</i> , Old Ghali
Cavalonian	Fearless, Forester, Gifted General, Militia, Saddleback	Climb, Handle Animal, Ride, Search	<i>Eastern Tongue</i> , Old Hemispian, Old Illian
Ceraic	Blooded, Fearsome, Gambler, Horse Nomad, Living History, Saddleback, Strong Spirit, Survivor, Thug	Bluff, Handle Animal, Ride, Sense Motive	<i>Ceraic</i> , <i>Thulamite</i> , Old Emmetic, Old Téthédran
Danian	Courtly Ways, Disciplined, Education, Enchanted Ways, Forester, Militia, Sea Legs, Sharp-Eyed, Street Smart	Diplomacy, Search, Spot, Swim	<i>Middle Tongue</i> , Eastern Tongue, Old Éduinan, Old Emmetic, Old Illian, Old Aurian
Daradjan	Ariahavé's Blessings, Blooded, Duelist, Enchanted Ways, Fearless, Gifted General, Highlander, Living History, Luck of Heroes, Militia, Strong Spirit	Climb, Intimidate, Listen, Sense Motive	<i>Middle Tongue</i> , Old Éduinan, Old Emmetic, <i>Maelite</i>
Dawn Islander	Artist, Enchanted Ways, Living History, Sea Legs, Seductive, Theatrical Ways	Diplomacy, Heal, Perform, Swim	<i>Dawn Tongue</i> , Old Emmetic, <i>Palatian</i>
Déskédran	Cosmopolitan, Living History, Sea Legs, Seductive, Silver Palm, Smooth Talk, Street Smart, Theatrical Ways	Diplomacy, Perform, Sense Motive, Swim	<i>Déskédran</i> , <i>Palatian</i> , <i>Thulamite</i> , T'goon, Old Emmetic
Ennenite	Blooded, Horse Nomad, Living History, Saddleback, Sharp-Eyed, Stealthy, Survivor	Handle Animal, Ride, Spot, Wilderness Lore	<i>Ennenite</i> , <i>Sekereti</i> , Old Daedekine, Old Golan
Galian	Gambler, Mercantile Background, Sea Legs, Sharp-Eyed, Smooth Talk	Craft, Profession, Spot, Swim	<i>Agalian</i> , <i>Thessidian</i> , Old Daedekine
Grand Sekereti	Artist, Cosmopolitan, Courtly Ways, Education, Enchanted Ways, Silver Palm, Smooth Talk, Street Smart	Alchemy, Appraise, Diplomacy, Profession	<i>Sekereti</i> , <i>Thessidian</i> , <i>Agalian</i> , Old Daedekine, Old Golan, Old Illian
Hemapoline	Cosmopolitan, Courtly Ways, Disciplined, Education, Gambler, Mercantile Background, Militia, Silver Palm, Street Smart	Appraise, Bluff, Innuendo, Profession	<i>Eastern Tongue</i> , Old Illian, Old Hemispian
Kessite	Blooded, Duelist, Fearless, Fearsome, Gifted General, Horse Nomad, Saddleback, Silver Palm, Stealthy, Survivor	Appraise, Handle Animal, Ride, Wilderness Lore	<i>Kessite</i> , <i>Samarappan</i> , <i>Palatian</i> , Old Rajiki, Old Ghali
Khaelite	Ariahavé's Blessings, Artist, Cosmopolitan, Enchanted Ways, Gambler, Living History, Sea Legs, Smooth Talk, Strong Spirit, Theatrical Ways	Craft, Diplomacy, Profession, Sense Motive	<i>Khaelite</i> , <i>Palatian</i> , Old Emmetic
Lycinian	Blooded, Forester, Mercantile Background, Militia, Sea Legs, Silver Palm, Thug	Appraise, Climb, Spot, Swim	<i>Lycinian</i> , <i>Palatian</i> , <i>Thalyaran</i> , Sea Panagh
Maecite	Blooded, Disciplined, Fearless, Gifted General, Living History, Luck of Heroes, Sea Legs, Silver Palm	Listen, Search, Sense Motive, Spot	<i>Middle Tongue</i> , <i>Maelite</i> , Eastern Tongue, Old Illian, Old Éduinan

ARTESIA D20

Culture	Cultural Feats	Cultural Skills	Cultural Languages
Maelite	Blooded, Duelist, Fearsome, Gifted General, Highlander, Living History, Stealthy, Strong Spirit, Survivor, Thug	Climb, Hide, Intimidate, Move Silently	<i>Maelite</i> , Middle Tongue, Old Éduinan, Old Metic, Old Ghali
Metic	Disciplined, Duelist, Living History, Silver Palm, Strong Spirit, Theatrical Ways, Thug	Handle Animal, Heal, Perform, Spot	<i>Metic</i> , Thessidian, Vanimorian, Old Metic, Old Morian, Old Ghali
Palatian	Ariahavé's Blessings, Artist, Cosmopolitan, Courtly Ways, Disciplined, Duelist, Education, Fearless, Gambler, Living History, Luck of Heroes, Mercantile Background, Sea Legs, Seductive, Smooth Talk, Street Smart, Theatrical Ways	Appraise, Craft, Perform, Profession	<i>Palatian</i> , Haralian, Khaelite, T'goon, Thulamite, Déskédran, Old Emmetic, Old Héskédran, Lycinian, Thalyar, Sea Panagh
Panaghian	Ariahavé's Blessings, Blooded, Enchanted Ways, Fearsome, Forester, Luck of Heroes, Sea Legs, Thug	Climb, Craft, Handle Animal, Swim	<i>Sea Panagh</i> , <i>Wood Panagh</i> , Lycinian, Thalyaran, Old Panagh, Old Aurian
Pfalkite	Blooded, Duelist, Highlander, Living History, Stealthy, Survivor, Thug	Balance, Climb, Move Silently, Tumble	<i>Metic</i> , Vanimorian, Thessidian, Old Metic
Ramorite	Enchanted Ways, Fearsome, Forester, Highlander, Survivor, Thug	Climb, Handle Animal, Jump, Wilderness Lore	<i>Ramorite</i> , Thessidian, Samarappan, Rappani Old Ghali
Sabutan	Enchanted Ways, Fearsome, Forester, Highlander, Living History, Strong Spirit	Alchemy, Heal, Scry, Wilderness Lore	<i>Butani</i> , Old Emmetic, Old Daedekine
Samarappan	Ariahavé's Blessings, Artist, Cosmopolitan, Courtly Ways, Education, Enchanted Ways, Living History, Sea Legs, Seductive, Smooth Talk, Theatrical Ways	Craft, Diplomacy, Perform, Profession	<i>Samarappan</i> , Kessite, Ramorite, Rappani, Samarite, Old Ghali
Setiner	Blooded, Enchanted Ways, Living History, Sharp-Eyed, Stealthy, Survivor	Alchemy, Bluff, Spot, Wilderness Lore	<i>Old Golan</i> , Sekereti, Old Daedekine, Thessidian
T'goonai	Ariahavé's Blessings, Duelist, Fearless, Living History, Luck of Heroes, Militia, Saddleback, Sharp-Eyed, Silver Palm, Strong Spirit, Theatrical Ways	Craft, Diplomacy, Perform, Ride	<i>T'goon</i> , <i>Palatian</i> , Thulamite, Ceraic, Déskédran, Old Emmetic, Haralian
Thalyaran	Artist, Blooded, Gambler, Militia, Saddleback, Silver Palm	Bluff, Perform, Ride, Sense Motive	<i>Thalyaran</i> , Lycinian, Sea Panagh, Palatian
Thessidian	Artist, Cosmopolitan, Courtly Ways, Education, Gifted General, Luck of Heroes, Saddleback, Street Smart	Diplomacy, Gather Info, Innuendo, Profession	<i>Thessidian</i> , Sekereti, Old Daedekine, Old Golan, Vanimorian, Agalian, Old Illian
Thessurite	Ariahavé's Blessings, Artist, Duelist, Mercantile Background, Sea Legs, Seductive, Silver Palm	Bluff, Craft, Diplomacy, Swim	<i>Thessidian</i> , Sekereti, Old Daedekine, Old Golan
Thulamite	Ariahavé's Blessings, Blooded, Duelist, Fearless, Fearsome, Gifted General, Living History, Luck of Heroes, Saddleback, Seductive, Sharp-Eyed, Silver Palm, Smooth Talk, Stealthy, Strong Spirit, Thug	Craft, Perform, Ride, Wilderness Lore	<i>Thulamite</i> , T'goon, Ceraic, Palatian, Déskédran, Old Téthédran, Old Emmetic
Vanimorian	Fearless, Gifted General, Highlander, Living History, Luck of Heroes, Sharp-Eyed, Strong Spirit, Theatrical Ways	Climb, Intimidate, Perform, Spot	<i>Vanimorian</i> , <i>Thessidian</i> , Agalian, Metic, Old Morian, Old Metic

CULTURAL FEATS

FEAT DESCRIPTOR BLOCKS

Here is the format for feat descriptions.

Feat Name [Type of feat]

Prerequisites: Some feats have prerequisites, a minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat.

This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if the character has lost a prerequisite.

Cultures: Cultural feats may only be selected if the character has a specified Culture as a homeland, or has become familiar enough with the culture of that Culture as reflected in their Local Lore skills. Cultures of the Known World are Amoran, Appalitaner, Aurian, Califan, Cavalonian, Ceraic, Danian, Daradjan, Dawn Islander, Déskédran, Ennenite, Galian, Grand Sekereti, Hemapoline, Kessite, Khaelite, Lycinian, Maecite, Maelite, Metic, Palatian, Panaghian, Pfalkite, Ramorite, Sabutan, Samarappan, Setiner, T'goon, Thalyaran, Thessidian, Thessurite, Thulamite, and Vanimorian.

Benefit: What the feat enables the character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat.

FEAT DESCRIPTIONS

ARIAHAVÉ'S BLESSINGS

Your culture is renowned for the beauty of its crafts, buildings, and material objects, and places great emphasis on the creation and appreciation of beautiful things.

Cultures: Appalitaner, Califan, Daradjan, Déskédran, Khaelite, Palatian, Panaghian, Samarappan, T'goon, Thessurite, Thulamite.

Benefit: You gain a +2 bonus on the checks of any one Craft skill of your choice, a +2 bonus on Architecture Lore checks, and a +2 bonus on Appraise checks. Based on *Great Crafter* from *Oriental Adventures*.

ARTIST

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Cultures: Amoran, Califan, Dawn Islander, Déskédran, Grand Sekereti, Khaelite, Palatian, Samarappan, Thalyaran, Thessidian, Thessurite.

Benefit: You gain a +2 bonus on all Perform checks and a +2 bonus on checks for one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or embroidery. From *Forgotten Realms*.

BLOODED

You know what it means to fight for your life, and the value of a quick wit and even quicker reactions when blades are bared and deadly spells chanted. Enemies find it hard to catch you off guard.

Cultures: Ceraic, Daradjan, Ennenite, Kessite, Lycinian, Maecite, Maelite, Panaghian, Pfalkite, Setiner, Thalyaran, Thulamite.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks. From *Forgotten Realms*.

COSMOPOLITAN

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would have never uncovered.

Cultures: Déskédran, Grand Sekereti, Hemapoline, Khaelite, Palatian, Samarappan, Thessidian.

Benefit: Choose a nonexclusive skill you do not have as a class skill. You gain a +2 on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effect does not stack. Each time you take the feat, it applies to a new skill. From *Forgotten Realms*.

COURTLY WAYS

Your land is the center of the well-ordered courts of powerful nobles and royalty, and your culture produces people well versed in the ins and outs of courtly life.

Cultures: Aurian, Califan, Cavalonian, Danian, Grand Sekereti, Hemapoline, Palatian, Samarappan, Thessidian.

Benefit: You gain a +2 bonus on all Diplomacy checks, and a +1 bonus on History Lore and Royal Lore checks. Based on *Magistrate's Mind* from *Oriental Adventures*.

DISCIPLINED

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

Cultures: Appalitaner, Danian, Hemapoline, Maecite, Metic, Palatian.

Benefit: You gain a +2 bonus on all Concentration checks and a +1 bonus on Will saves. From *Forgotten Realms*.

DUELIST

Among your people, bloody duels and vendettas are a common way of settling disputes or avenging insults. You have had to develop a quick wit, a quick knife, or both in order to survive.

Cultures: Daradjan, Kessite, Maelite, Metic, Palatian, Pfalkite, T'goon, Thessurite, Thulamite.

Benefit: You gain a +2 bonus on Diplomacy checks and a +2 bonus to Initiative. From *Wheel of Time*.

EDUCATION

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling, either at a University or Great School, or tutored by hired scholars or temple priests.

Cultures: Amoran, Aurian, Califan, Danian, Grand Sekereti, Hemapoline, Palatian, Samarappan, Thessidian.

Benefit: All Lore skills are class skills for you. You get a +1 bonus on all skill checks with any two Lores of your choosing.

Special: You may only take this feat as a 1st level character. From *Forgotten Realms*.

ENCHANTED WAYS

You were raised in a land where magicians, witches, shamans, oracles, or enchanters are common and sometimes even order affairs. Where such powerful spellcasters can be found in society, cautious courtesy is the norm, and many people have a grasp of the magic realm.

Cultures: Califan, Danian, Daradjan, Dawn Islander, Grand Sekereti, Khaelite, Panaghian, Ramorite, Sabutan, Samarappan, Setiner.

Benefit: You receive a +2 bonus on all Diplomacy and Spellcraft checks. Based on *Courteous Magocracy* from *Forgotten Realms*.

FEARLESS

Your kind is particularly known for their bravery in the face of fear. You scoff at danger, and can act without hesitation.

Cultures: Appalitaner, Cavalonian, Daradjan, Kessite, Maecite, Maelite, Palatian, T'goon, Thulamite, Vanimorian.

Benefit: You receive a +1 bonus on Will saves against fear effects, and a +2 bonus on Initiative. If you adopt a character class or have an Arcana feat that allows for an aura of courage, all allies within range gain an additional +1 bonus on their saving throws against fear. Based on *Fearsome & Fearless* from *Oriental Adventures*.

FEARSOME

Your kind is known for their terrible cruelty and for being relentless and ruthless. You strike fear into your enemies.

Cultures: Ceraic, Kessite, Maelite, Panaghian, Ramorite, Sabutan, Thulamite.

Benefit: You receive a +1 bonus on Will saves against fear and a +2 bonus on Intimidate checks. The Difficulty Class of any fear or despair effect you create (through spell, feat, class or other ability) is increased by 1. Based on *Fearsome & Fearless* from *Oriental Adventures*.

FORESTER

You are knowledgeable about the secrets of the forest and wise in its ways.

Cultures: Cavalonian, Danian, Lycinian, Panaghian, Ramorite, Sabutan.

Benefit: You receive a +2 bonus on all Heal checks and a +2 bonus on all Wilderness Lore checks. From *Forgotten Realms*.

GAMBLER

Dice, cards, or horse races – whatever the game of chance is, your people have a love and a knack for it.

Cultures: Ceraic, Galian, Hemapoline, Khaelite, Palatian, Thalyaran.

Benefit: Profession (gambler) is a class skill for you. You gain a

+2 bonus on Profession (gambler) checks and a +2 bonus on Sense Motive checks. From *Wheel of Time*.

GIFTED GENERAL

Your people are known for their military acumen, and for producing tacticians and strategists without peer.

Cultures: Appalitaner, Aurian, Cavalonian, Daradjan, Kessite, Maecite, Maelite, Thessidian, Thulamite, Vanimorian.

Benefit: You gain a +2 bonus on Initiative checks, and a +2 bonus on all War Lore checks. Based on *Gifted General* from *Oriental Adventures*.

HIGHLANDER

Your people are at home in the mountains and in high places, daring heights that would paralyze other folk in abject terror.

Cultures: Appalitaner, Daradjan, Maelite, Pfalkite, Ramorite, Sabutan, Vanimorian.

Benefit: You get a +2 bonus on all Climb and Balance checks. You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing. Based on *Treetopper* from *Forgotten Realms*.

HORSE NOMAD

You have been raised in a culture that relies upon riding and shooting for survival.

Cultures: Ceraic, Ennenite, Kessite.

Benefit: You get Martial Weapon Proficiency (composite shortbow) and a +2 bonus on all Ride checks. From *Forgotten Realms*.

LIVING HISTORY

The past is not merely a collection of stories to your people, but through ancestor worship it is a part of the present, a lesson you carry with you in everything you do.

Cultures: Appalitaner, Amoran, Califan, Ceraic, Daradjan, Dawn Islander, Déskédran, Ennenites, Khaelite, Maecite, Maelite, Metic, Palatian, Pfalkite, Sabutan, Samarappan, Setiner, T'goon, Thulamite, Vanimorian.

Benefit: You receive a +2 bonus on all Lore checks. From *Wheel of Time*.

LUCK OF HEROES

Your land is known for producing heroes. Through resilience, determination, and pluck, your people survive when no one expects them to come through.

Cultures: Appalitaner, Aurian, Daradjan, Maecite, Palatian, Panaghian, T'goon, Thessidian, Thulamite, Vanimorian.

Benefit: You gain a +1 luck bonus on all saving throws. From *Forgotten Realms*.

MERCANTILE BACKGROUND

Powerful trading houses and craft guilds control the wealth and commerce of your home. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Cultures: Appalitaner, Aurian, Galian, Hemapoline, Lycinian,

Palatian, Thessurite.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice. From *Forgotten Realms*.

MILITIA

You served in a local militia, training with weapons suitable for use on the battlefield.

Cultures: Aurian, Cavalonian, Danian, Daradjan, Hemapoline, Lycinian, T'goon, Thalyaran.

Benefit: You gain two Martial Weapon Proficiencies, generally a ranged weapon and a melee weapon, according to the Culture in which you belonged to a militia. From *Forgotten Realms*.

Special: The specific Martial Weapon Proficiencies gained depends on the Culture where the feat was acquired:

Aurian: Longbow, longspear.

Cavalonian: Pike, short sword.

Danian: Longbow, longspear.

Daradjan: Composite longbow, pike or halberd.

Hemapoline: Pike, short sword.

Lycinian: Longbow, glaive.

T'goon: Composite shortbow, ranseur.

Thalyar: Shortbow, longspear.

SADDLEBACK

You are as comfortable riding as walking.

Cultures: Appalitaner, Cavalonian, Ceraic, Ennenite, Kessite, T'goon, Thalyaran, Thessidian, Thulamite.

Benefit: You gain a +3 bonus on all Ride checks. From *Forgotten Realms*.

SEA LEGS

Your culture is a sea-going one, and the heaving decks of a ship are like your second home. You are as comfortable on or in the water as others are on land.

Cultures: Appalitaner, Amoran, Danian, Dawn Islander, Déskédran, Galian, Khaelite, Lycinian, Maecite, Palatian, Panaghian, Samarappan, Thessurite.

Benefit: You gain a +2 bonus on all Balance, Swim, and Profession (sailor) checks. Based on *Sea Legs* from *Wheel of Time*.

SEDUCTIVE

The people of your land are skilled at applying sensual suggestion to turn negotiations to their favor.

Cultures: Dawn Islander, Déskédran, Palatian, Samarappan, Thessurite, Thulamite.

Benefit: You gain a +3 bonus on Bluff and Diplomacy checks when dealing with members of the opposite sex, or anyone who might be sexually attracted to you. From *Wheel of Time*.

SHARP-EYED

Your people are known for their sharp observations of people and things. You are comfortable dealing with minutiae, and have a keen mind and eye for small details.

Cultures: Danian, Ennenite, Galian, Setiner, T'goon,

Thulamite, Vanimorian.

Benefit: You gain a +2 bonus on Sense Motive and Spot checks. Based on *Attention to Detail* from *Oriental Adventures*.

SILVER PALM

Your culture is based on haggling and the art of the deal.

Cultures: Amoran, Déskédran, Grand Sekereti, Hemapoline, Kessite, Lycinian, Maecite, Metic, T'goon, Thalyaran, Thessurite, Thulamite.

Benefit: You get a +2 bonus on all Appraise and Bluff checks. From *Forgotten Realms*.

SMOOTH TALK

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Cultures: Déskédran, Galian, Grand Sekereti, Khaelite, Palatian, Samarappan, Thulamite.

Benefit: You get a +2 bonus on all Diplomacy and Sense Motive checks. From *Forgotten Realms*.

STEALTHY

Your people are known for their sneakiness.

Cultures: Ennenite, Kessite, Maelite, Pfalkite, Setiner, Thulamite.

Benefit: You gain a +2 bonus on Hide and Move Silently checks. From *Forgotten Realms*.

STREET SMART

You have learned how to keep informed, ask questions, and interact with the criminal underworld without raising suspicions.

Cultures: Aurian, Danian, Déskédran, Grand Sekereti, Hemapoline, Palatian, Thessidian.

Benefit: You get a +2 bonus on all Bluff and Gather Information checks. From *Forgotten Realms*.

STRONG SPIRIT

The spirits of your people are hard to separate from their bodies.

Cultures: Ceraic, Daradjan, Khaelite, Maelite, Metic, Sabutan, T'goon, Thulamite, Vanimorian.

Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects. From *Forgotten Realms*.

SURVIVOR

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Cultures: Ceraic, Ennenite, Kessite, Maelite, Pfalkite, Ramorite, Setiner.

Benefit: You get a +1 bonus on Fortitude saves and a +2 bonus on Wilderness Lore checks. From *Forgotten Realms*.

THEATRICAL WAYS

Your culture emphasizes the theater and the theatrical, even in everyday life; entire communities will participate in masked festivals such as the Twelve Days Festival, often donning

elaborate costumes. Life is a performance.

Cultures: Amoran, Appalitaner, Dawn Islander, Déskédran, Khaelite, Palatian, Metic, Samarappan, T'goon, Vanimorian.

Benefit: You gain a +2 bonus on Disguise and Perform checks. Based on *Many Masks*, from *Oriental Adventures*.

THUG

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Cultures: Appalitaner, Aurian, Ceraic, Lycinian, Maelite, Panaghian, Pfalkite, Ramorite, Metic, Thulamite.

Benefit: You get a +2 bonus on Initiative, and a +2 bonus on Intimidate checks. From *Forgotten Realms*.

HOME & LINEAGE

After determining the general Culture to which your character belongs, you would then consult the **Home** and **Social Class Background Tables** and **Lineage Tables** appropriate to that Culture. The Home Table determines the specific region, kingdom, or even city that you come from, which would give you modifiers for the Social Class and Lineage tables that follow. Some Cultures will have a variety of tables for either Social Class or Lineage, depending on the complexity of the Culture.

A sample Home Background Table might look like:

<i>d20 roll</i>	<i>Home</i>	<i>Social Class modifier</i>	<i>Lineages modifier</i>
1 – 2	Kingdom A	+/- modifier	+/- modifier
3 – 5	Kingdom B	+/- modifier	+/- modifier
6 – 8	City-State A	+/- modifier	+/- modifier
9 – 10	City-State B	+/- modifier	+/- modifier

A sample Social Class Background Table might look like this, and you would apply your Social Class modifier from the Home Table:

<i>d20 roll</i>	<i>Social Class</i>	<i>equipment/money</i>	<i>classes</i>
1 – 10	most common	starting equipment, money in gp	available classes
11 – 14	next higher	starting equipment, money in gp	available classes
15 – 18	next higher	starting equipment, money in gp	available classes
19 – 20	highest	starting equipment, money in gp	available classes

Next would come a Lineage Table, which might look like this, and you would apply your Lineage modifier from the Home Table:

<i>d10 roll</i>	<i>Lineage Sub-Table</i>
1	rare Lineage
2 – 6	cultural minority Lineage
7 – 10	culturally dominant Lineage

A sample Lineage Sub-Table might look like this, and wouldn't normally get modifiers:

<i>d20 roll</i>	<i>Lineage</i>	<i>2nd d20 roll</i>	<i>line, benefit</i>
1 – 2	divine lineage:	1 – 2	god 1: benefit
		3 – 6	god 2: benefit
		7 – 12	god 3: benefit
		13 – 20	god 4: benefit
3 – 6	heroic lineage:	1 – 2	hero 1: benefit
		3 – 6	hero 2: benefit
		7 – 12	hero 3: benefit
		13 – 20	hero 4: benefit
7 – 17	normal lineage	benefit	
18 – 19	cursed lineage	go to Cursed Lineage Table	
20	special	benefit	

For example, a **Home Background table for the Aurians** might look like:

<i>d20 roll</i>	<i>Home</i>	<i>Social Class modifier</i>	<i>Lineage Table modifier</i>
1 – 4	Kingdom of Atallica	+2	+2
5 – 9	Kingdom of Auria	+1	+2
10 – 12	Kingdom of Dainphalia	+1	+2
13 – 15	Kingdom of Huel	--	+1
16 – 18	City of Therapoli Magni	+2	+1
19 – 20	Atallica's Baronies of Athair*	--	-1

* includes Bainwell, Dyn Cail, Whitebridge, Truse, Collwyn, An-Andria, An-Ogruth, Misal Ruth, Tauria, Vesslos, and Araswell.

You would then roll on (or choose from) a Social Background Table, applying the Social Class modifier from the Home Table. For example, on the following Aurian Social Class Table, characters from Atallica and the city of Therapoli proper will apply a +2 modifier, making them more likely to come from the merchant, knight, or noble classes.

A possible Aurian Social Class Background Table:

d20 roll	Social Class	equipment/money	classes
1 – 10	commoner	peasant's outfit, 1d20gp	any except noble, soldier, or priest
11 – 14	merchant	courtier's outfit, 2d100gp	any except commoner, noble, soldier, or shaman
15 – 18	knight	courtier's outfit, heavy warhorse, longsword, squire*, medium armor, heraldic shield, 1d100 gp	fighter, priest, expert
19 – 20	noble	noble's outfit, light horse, longsword, d3 servants ² , medium armor, heraldic shield, 5d100gp	any except commoner, warrior, soldier, or shaman

*a squire is a 1st level fighter

² servants are 1st level experts

Many cultures actually include a variety of Lineages that run through its adherents. Aurian Culture includes people of Aurian, Danian, and Athairi lineages, so you would first have to roll on a general Lineage Table while applying the modifier from your Home Background Table to determine your actual Lineage. You would then roll on the specific Lineage Sub-Table indicated. Applying your Home modifiers, for example, would mean no character except those from Athairi Baronies would have a chance to have an Athairi lineage, while characters from Athairi Baronies would have a 2 in 10 chance of having Athairi blood.

A possible Aurian Lineage Table would begin with:

d10 roll	Lineage Sub-Table
1	Athairi
2 – 6	Danian
7 – 10	Aurian

Then a specific Aurian Lineage Sub-Table might look like:

d20 roll	Lineage	2 nd roll	line, benefit
1 – 2	Divine Lineage:	1 – 2	Heth the Sea King: +d6 Con, +d4 Swim skill points
		3 – 6	Agave the White Lady: +d4 Con
		7 – 10	Ammon Agdah: +d4 Str, +d4 Animal Empathy skill points
3 – 6	Heroic Lineage:	1 – 2	Fortias the Brave: +d3 Wis, +2 on Will saving throws vs. fear
		3 – 6	Dragon King ancestor: +d2 Str, <i>Iron Will</i> feat
		7 – 12	major Aurian hero: +d3 random Stat (roll d6 to determine which)
		13 – 20	minor Aurian hero: +d2 random Stat (roll d6 to determine which)
7 – 17	normal lineage	Aurian: no benefit	
18 – 19	Cursed Lineage	go to Cursed Lineage Table	
20	special	mermaid ancestor: +d3 Cha, +4 Swim points	

Any skill gained as a result of a Lineage or Background Table would be considered a class skill for your character. Additional feats gained from your Lineage do not count against your Cultural or general 1st level feats, but are bonus feats gained in addition to your usual feats.

Different cultures will be organized differently, and will have different kinds of Background tables and charts. For example, the Palatians organize their culture around your affiliation to a House, whose heads form the Palatian House of Princes. main body of the High Court. The Houses will usually be have a home city as a base, but will have economic and social outposts in other cities, so that you might be born and raised in one City-State but come from a House formally headquartered in another City-State. The Houses compete with each other for places in the social order, with the Great Houses, founded by the daughters of Archaia, at the top of the food chain. The constituents of each House also have their own internal House Standing, based on their relation to the Ruling Clan of the House.

So you would first roll on a Palatian Home Background Table that might look something like this:

d10 roll	Home	House Background modifier	Lineage modifier
1 – 2	Palatia Archaia	+2	+2
3 – 5	Major Allied City-State*	+1	+1
6 – 9	Minor Allied City-State ²	--	--
10	Allied Düréan City-State ³	+1	-2

* includes Savaris, Poratis, Thuria, Pavaris, and Bergen

² includes Hirassa, Fergusia, Porcine, Infill, Fenna, Hedura, Nacine, Bazinia, Veruca Crusa, Ostalia, Scarris, and Palimax

³ includes Labira, Varcina, and Herescryx

Then rather than on a Social Class Table, you would then roll on a **Palatian House Background Table**:

<i>d20 roll</i>	<i>affiliation</i>	<i>Lineage Modifier</i>
1 – 2	unaligned	-1
3 – 6	Sea House*	-1
7 – 14	Allied City House	--
15 – 18	Palatian House	+3
19 – 20	Great House	+5

* You also gain 4 skill points in Profession (sailor) and it is always considered a class skill for you.

A Palatian House is made up of an extended Ruling Clan (from which the House usually derives its name), and then allied Clans and families, bonded servants, and slaves. Slaves in Palatian society may purchase or earn their freedom.

A character's background place in the House would be determined by a **House Standing Table**, which might look as follows:

<i>d20 roll</i>	<i>House Standing</i>	<i>equipment/money</i>	<i>classes</i>
1 – 8	Slave	artisan's outfit, 1d100gp	any except soldier or noble
9 – 14	Bonded Clan	courtier's outfit, dagger, 3d100gp	any except commoner, shaman, or noble
15 – 18	Allied Clan	noble's outfit, light horse, weapon of choice, dagger 1 bonded servant or slave*, 5d100 gp	any except commoner or shaman
19 – 20	Ruling Clan	royal outfit, light horse, weapon of choice, dagger, d3 bonded servants or slaves*, 10d100gp	any except commoner or shaman

* a bonded servant or slave is a 1st level expert

A separate Standing Table would exist for the unaligned in Palatian society. You would roll next on the **Palatian Lineage Table**, adding the modifiers from your Home and House background to determine which Sub-Table you consult; hence, characters from one of the three Great Houses in Palatia Archaiate would add +7 to their Lineage Table roll, giving them an excellent chance of having an Archaiate Lineage, while characters from Düréan Sea Houses are most likely to have an actual Düréan Lineage and cannot have Archaiate Lineages. I may add a further bonus to the Lineage Table based upon your House Standing, as it makes sense that members of the ruling clans are more likely to have Archaiate bloodlines. Also, slaves in the Houses would roll to see if they rolled on the Palatian Lineage Table, or on a separate Slave Lineage Table.

A possible general **Palatian Lineage Table** might look like:

<i>d10 roll</i>	<i>Lineage Sub-Table</i>
1	Düréan
2 – 5	Héskédran
6 – 9	Palatian
10	Archaiate

A sample **Archaiate Lineage Sub-Table**:

<i>d20 roll</i>	<i>Lineage</i>	<i>benefit</i>
1	direct line of Archaiate	+d6 Cha, +4 Diplomacy skill points, Arcana links to Great Priestess, Empress, and Minstrel Arcana, one free Arcana feat if qualified.
2 – 3	indirect line of Archaiate	+d4 Cha, +4 Sense Motive skill points
4 – 6	major House hero	+d6 random Stat (roll d6 to determine or by House), +d4 general skill points (apply as you wish)
7 – 10	minor House hero	+d4 random Stat (roll d6 to determine or by House), + d2 general skill points (apply as you wish)
11 – 17	Archaiate lineage	+1 Cha, +d4 Craft skill points
18 – 19	Cursed Lineage	go to Cursed Lineage Table
20	special	* if female, reroll lineage (ignoring rolls of 20) then in addition Fostered with the Companions of Adjia the Huntress: +2 Cha, +2 Dex, +2 Wis, Arcana links to The Moon and The Sword, and free Arcana feat from either Arcana if qualified. * if male, reroll lineage (ignoring rolls of 20) then in addition Favored of Achre: +2 Str, +2 Dex, +2 Cha, Arcana link to The Empress Arcana, free Empress Arcana feat if qualified.

Each House might have its own list of House heroes, or they might simply be determined at random. For example, the House of Baséa gave rise to Audra the Voyager, the infamous last Black Arrow Queen and first Copper Queen, so she would be listed as a Major House Hero of the House of Baséa. Arcana feats often have prerequisites, so in cases where a free Arcana feat is available "if qualified", then that means a feat may only be taken if you meet the prerequisites for a feat from that Arcana.

Obviously, with 33 different Cultures to choose from this could wind up being very complicated, but I believe in the end it will enhance the experience of play by giving players a detailed sense of place and origin in the Known World (as well as give Game Masters a system for

generating a wide variety of NPCs). I will probably wind up organizing the Cultures and Cultural feats section in one chapter; the Home, Social Class, and general Lineage Tables in another chapter; and then group the Lineage Sub-Tables in yet another chapter, as different lineages can appear in different Cultures (Danian bloodlines, for example, can be found in the Aurian, Danian, Daradjan, and Maccite Cultures).

As a final step in determining a character's starting background, all characters would roll on the **Birth Tables**, to determine when the character was born during the turning of the Celestial Path. This is essentially the Known World's version of the Zodiac; it should be noted that the Celestial calendar is not the same calendar in use in all parts of the world (see the essay in *Artesia* #3), so after determining their Celestial birth date that might have to be reconciled with the character's cultural calendar. There are two parts to the Birth Tables: a table to determine the character's Star Sign, and then a second table to determine omens, etc., that might have occurred at the character's birth. A character receives the benefits of star signs and omens even if their culture does not believe in them, or even if they themselves are unaware of them. Having a Star Sign also gives a character their first link to an Arcana, from which they may later gain Arcana feats if they choose an Ability Increase in an ability associated with that Arcana. A simplified astrology system of divination (along with an astrologer prestige class) will probably also be included in the final rules.

It has occurred to me that perhaps each Star Sign should come with both a benefit *and* a penalty, but at the moment this Table presumes that your Star Sign provides only benefits.

Birth Star Sign Table:

<i>d12 roll</i>	<i>Star Sign</i>	<i>benefit</i>	<i>Arcana link</i>
1	Agdah the Ram	+1 Con	The Minstrel
2	Illiki the Sun Bull	+1 Str	The Emperor
3	The Sky Twins	+1 Dex	The Lovers
4	The Scarab	+1 Int	The Empress
5	Hathhalla the Sun Lion	+1 Wis	The Sun
6	Urige the Maiden	+1 Cha	The Judgment
7	The Scales	+1 Wis	Justice
8	The Sphinx	+1 Int	The Sphinx
9	Hannath the Archer	+1 Dex	The Hanged Man
10	The Dragon	+1 Con	The Moon
11	The Star-Child	+1 Cha	The Stars
12	The Serpent	+1 Str	The Circle

Birth Omen Table:

<i>d20 roll</i>	<i>Omen</i>	<i>2nd roll</i>	<i>omen: benefit</i>
1 – 4	Good Omen	1 – 2	Great Star appears: +1 Wis
		3 – 6	Herald Star appears: +1 Int, +4 Diplomacy skill points
		7 – 10	Midnight Star appears: +1 on all saving throws
		11 – 13	Morning Star appears: +1 Cha
		14 – 17	white stag spotted: +1 Con
		18 – 20	rainbow appears: +2d6 general skill points
5 – 6	Ill Omen	1 – 2	Eye of Ishraha appears: +4 Bluff skill points, +4 Sense Motive skill points
		3 – 5	War Herald appears: <i>Improved Initiative</i> feat
		6 – 9	Conqueror Star appears: +4 Intimidate skill points
		10 – 12	Evening Star appears: +1 Cha
		13 – 14	born with a caul: +2d6 Magic Points, free Metamagic feat
		15 – 18	a great storm during birth: <i>Combat Reflexes</i> feat
7 – 17	no Omens	19 – 20	wolves and ravens appear: <i>Alertness</i> feat, +4 Animal Empathy skill points
		no benefits	
18 – 19	Disastrous Omen	1 – 3	comet appears: -1d3 Str, +1d3 Wis
		4 – 7	monster sighted: -1d3 Int, +1d3 Str
		8 – 10	Sun Eater dragon attacks Sun: -1d3 Con, +1d3 Cha
20	Great Destiny!	You had 3d+1 omens attend your birth. For each omen, roll d6: on a roll of 1-3, roll on the good omen section, on 4-5, roll on the ill omen section, on a 6 roll on the disastrous omen section.	

As before, any skills gained through your Omens are class skills for you, and the feats are bonus feats in addition to your standard 1st level feats. The Birth Tables should be taken as samples, but little further alteration is expected at this point; the Birth Sign Table is essentially fixed, though more omens may be added later to the Omen Table.

NEW GENERAL FEATS

Most of the standard feats from the *Player's Handbook* (chapter 5) can also be found in the Known World, with the exception of Metamagic and Item Creation feats, which will have to be adapted to the new SP/MP-based magic system. One altered feat to reflect the new BP/VP system is the Toughness feat:

TOUGHNESS

You are tougher than normal.

Benefit: You gain +3 Body Points.

Special: A character may gain this feat multiple times.

A new general feat to correspond with it is Great Spirit:

GREAT SPIRIT

Your spirit is stronger than normal.

Benefit: You gain +3 Spirit Points.

Special: A character may gain this feat multiple times.

A new sample General Feat is:

GREAT LOVER

You have a reputation as someone skilled in the secrets and arts of the bedchamber.

Prerequisite: Cha 15, character level 6+.

Benefit: You gain a +2 bonus on all Bluff, Diplomacy, Gather Information, and Sense Motive checks when dealing with members of the opposite sex or with members of your own gender who might be sexually attracted to you. You gain a +4 bonus to any attempt at seduction, and a +2 bonus on any skill or endurance checks required in the performance of same.

Special: This feat can occasionally cause problems, as it may awaken jealousies in potential rivals and spawn rumors in your wake. Game Masters may apply a –2 penalty to your social interactions with rivals or the easily scandalized.

In addition, the following general feats culled from the various official supplements would be considered appropriate for the Known World. I am listing them here for the convenience of play-testers who may not own all of the Wizards products from which these are culled, once again without permission from Wizards of the Coast; I will seek permission from them to use these feats once the rules are in better shape, but they may have to be rewritten, replaced, or ignored should Wizards deny permission for their use. Most of these feats revolve around personality and combat; magic-oriented feats will have to be added once the magic system is more fully fleshed out. Some of them might be considered appropriate Cultural Feats, but seemed available to sufficient enough portions of the Known World to be considered general feats instead.

ACROBATIC

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump and Tumble checks. From *Song and Silence*.

ALLURING

Others have an inexplicable urge to believe your every word.

Prerequisites: Persuasive, Trustworthy

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the Difficulty Class of the saves of your mind-affecting, language-dependent spells and abilities. From *Song and Silence*.

ATHLETIC

You're physically fit and adept at outdoor activities.

Benefit: You get a +2 bonus on all Climb and Swim checks.

From *Song and Silence*.

CHARLATAN

You're adept at fooling people. You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks. From *Song and Silence*.

CHINK IN THE ARMOR

You are an expert at slipping a weapon between armor plates or into seams.

Prerequisites: Expertise

Benefit: If you take a standard action to study your opponent, you can ignore half of her armor bonus (rounded down) during your next single attack. Only bonuses from actual armor (including natural armor) are halved, not those from shields, enhancement bonuses to armor, or magic items that provide an armor bonus. From *Song and Silence*.

CLOSE-QUARTERS FIGHTING

You are skilled at fighting at close range and resisting grapple attacks.

Prerequisites: Base attack bonus +3.

Benefit: When an opponent attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking opponent has the Improved Grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's Improved Grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity, and if you hit and score damage, you may add that damage to your grapple check to resist the grapple attempt. From *Sword and Fist*.

DASH

You move faster than normal.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is five feet faster than it would normally be. From *Song and Silence*.

DEATH BLOW

You waste no time in dealing with downed foes.

Prerequisites: Base attack bonus +2, Improved Initiative.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Performing a coup de grace is a full-round action. From *Sword and Fist*.

DIRTY FIGHTING

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional 1d4 points of damage. This feat requires the full attack action. From *Sword and Fist*.

EXPERT TACTICIAN

Your tactics work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2 or higher, Combat Reflexes

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe that is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them. From *Song and Silence*.

EXPERT TEAMWORK

Your combat teamwork makes you a dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2. From *Sword and Fist*.

EYES IN THE BACK OF YOUR HEAD

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Base attack bonus +3, Wis 19+.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed.

Normal: When you are flanked, the flanking opponents receive a +2 attack roll bonus against you. From *Sword and Fist*.

FASTER HEALING

You physically recover faster than others do.

Prerequisites: Base Fort save bonus +5 or higher.

Benefit: You recover lost Vigor, Body, Magic, and Spirit points and ability score points faster than you normally would, according to the following tables:

Vigor & Magic Points Recovered Per Level Per Hour

	With Faster Healing	With Faster Healing + Heal Check
Strenuous Activity	1	2
Light Activity	1.5	3
Full Bed Rest	2	4

Body & Spirit Points Recovered Per Level Per Day

	With Faster Healing	With Faster Healing + Heal Check
Strenuous Activity	1	2
Light Activity	1.5	3
Full Bed Rest	2	4

Ability Score Points Recovered Per Day

	With Faster Healing	With Faster Healing + Heal Check
Strenuous Activity	2	3
Light Activity	2	3
Full Bed Rest	2	3

Normal: You regain Vigor & Magic Points at a rate of one per level per hour, doubled a successful heal check. You regain Body, Spirit, and Ability Score Points at a rate of one per day, doubled with a successful heal check. Based on Faster Healing from *Masters of the Wild*.

FISTS OF IRON

You have learned how to imbue your unarmed attacks with extra force.

Prerequisite: Base attack bonus of +2 or higher, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to three + your Wisdom modifier. From *Oriental Adventures*.

FLEET OF FOOT

You run so nimbly that you can turn corners without losing momentum.

Prerequisites: Dex 15+, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or if you're carrying a load heavier than light.

Normal: Without this feat you can run or charge only in a straight line. From *Song and Silence*.

FLICK OF THE WRIST

With a single motion, you can draw a small weapon and make a devastating attack.

Prerequisites: Dex 17+, Quick Draw.

Benefit: If you draw a small weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). This feat works only once per combat. From *Song and Silence*.

GREATER TWO-WEAPON FIGHTING

You are a master of fighting with weapons in each hand.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty. From *Masters of the Wild*.

HAMSTRING

You can wound an opponent's legs, hampering her movement.

Prerequisites: Base attack +4 or higher, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +2d6 of your sneak attack damage to reduce your opponent's land speed by half. Other forms of movement (fly, burrow, and so forth) are not affected. The speed reduction ends when the target receives healing (a successful Heal check, any cure spell, or other magical healing) or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than four legs. It takes two successful hamstring attacks to affect a quadruped. From *Song and Silence*.

IMPROVED GRAPPLE

You are skilled in fighting unarmed, in a way that emphasizes holds and throws.

Prerequisite: Improved Unarmed Strike

Benefit: If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage without grappling, rather than subdual damage, without suffering a penalty on your grapple check.

Normal: Characters without the feat make a melee touch attack to grab their opponents and provoke an attack of opportunity when doing so. They also suffer a –4 penalty on their grapple checks when trying to inflict normal damage in a grapple. From *Oriental Adventures*.

IMPROVED SHIELD BASH

You can push opponents back by bashing them with your shield.

Prerequisites: Shield Proficiency, Power Attack

Benefit: Any shield bash you make with a small or large shield also affects your opponents as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler. From *Defenders of the Faith*.

IMPROVED SUNDER

You are adept at placing your attacks precisely where you want

them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage. From *Sword and Fist*.

IMPROVED SWIMMING

You swim faster than you normally could.

Prerequisites: Swim 6 ranks.

Benefit: You swim at one-half of your land speed as a move-equivalent action or at three-quarters of your land speed as a full-round action.

Normal: You swim at one-quarter of your land speed as a move-equivalent action or at one-half of your land speed as a full-round action. From *Masters of the Wild*.

JACK OF ALL TRADES

You've picked up a smattering of even the most obscure skills.

Prerequisites: Character level 8th.

Benefit: You can use any skill untrained, even those that normally require training and that are exclusive to classes you don't have levels in. You cannot, however, gain ranks in a skill unless you are allowed to select it. From *Song and Silence*.

KNOCKDOWN

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target. From *Sword and Fist*.

MULTICULTURAL

You blend in well with people from other cultures and cultures.

Prerequisites: Speak Language (chosen culture or Culture).

Benefit: Choose any Culture other than your home Culture. Whenever you meet anyone from that Culture or culture, they are likely to treat you as one of your own. You gain a +4 bonus on Charisma or Diplomacy checks made to alter the attitude of people from that Culture (according to the NPC Attitudes section in Chapter 5 of the *Dungeon Masters Guide*). This feat may be taken multiple times. Its effects do not stack. Each time this feat is taken, a new culture or Culture must be selected to which its benefit applies. From *Song and Silence*.

OFF-HAND PARRY

You use your off-hand weapon to defend against melee attacks.

Prerequisites: Ambidexterity, Dex 13+, Two-Weapon Fighting, base attack bonus +3, proficiency with weapon.

Benefit: When fighting with two weapons and using the full attack option, you can on your action decide to attack normally or to sacrifice all your off-hand attacks for that round in exchange for a +2 dodge bonus to your AC. If you take this option, you also suffer penalties on your attacks as if you were fighting with two weapons. If you are also using a buckler, its AC bonus stacks with the dodge bonus. You can use only bladed or hafted weapons of a size category smaller than your own with this feat. From *Masters of the Wild*.

PERSUASIVE

You could sell a carrack to an Ennenite nomad.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks. From *Song and Silence*.

PIN SHIELD

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Base attack bonus +4, Two-Weapon Fighting.

Benefit: This feat can only be used against an opponent who is using a shield and who is within one size category of you. Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon (see the *Player's Handbook*, Chapter 8). If your attack roll is successful, you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus. Your foe gains no AC benefit from her shield for this attack. You cannot use this feat if you are fighting with only one weapon. From *Sword and Fist*.

POWER CRITICAL

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Improved Critical with weapon, base attack bonus +12, proficiency with weapon.

Benefit: Once per day, you can declare a single melee attack with your chosen kind of weapon to be an automatic threat before you make the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

Special: You can take this feat multiple times. Each time you do this, it applies to a new kind of weapon. You may use this ability only once per day per kind of weapon to which it applies. From *Masters of the Wild*.

POWER LUNGE

Your ferocious charge attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged. From *Sword and Fist*.

PRONE ATTACK

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Dex 15+, Lightning Reflexes.

Benefit: You can make an attack from the prone position and suffer no penalty to your attack roll. If your attack is successful, you may regain your feet immediately as a free action. From *Sword and Fist*.

PYRO

You are good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means

(alchemist's fire, for example), the flames do an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5.

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC15) extinguishes it. From *Song and Silence*.

QUICKER THAN THE EYE

Your hands can move so quickly that observers don't see what you're doing.

Prerequisites: Dex 19+.

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to Armor Class. From *Song and Silence*.

RAPID RELOAD

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action. From *Sword and Fist*.

REMAIN CONSCIOUS

You have a tenacity of will that supports you even when you are disabled or dying.

Prerequisites: Base attack bonus +2 or higher, Endurance, Iron Will, Toughness.

Benefit: When your Body Points are reduced to 0, you may take one partial action your turn every round until you reach your Death Threshold of Body Points, or your Body Point total returns to 0 or higher. If stabilized, you can continue to take partial actions, but the first partial action you take revokes the stabilization. If you pass your Death Threshold, you die. From *Oriental Adventures*.

RESIST DISEASE

You have developed a natural resistance to disease.

Benefit: You gain a +4 bonus on Fortitude saves against disease. From *Masters of the Wild*.

RESIST POISON:

Over the years you have carefully exposed yourself to poisons in controlled dosages in order to build up immunity to their effects.

Benefit: You get a +4 bonus on Fortitude saving throws against poison. From *Forgotten Realms*.

SHADOW

You are good at following someone surreptitiously.

Benefit: You gain a +2 competence bonus on Hide and Spot checks made while following a specific person. From *Song and Silence*.

SHARP SHOOTING

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Base attack bonus +3, Point Blank Shot, Precise Shot.

Benefit: You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This feat has no effect against foes with no cover or total cover. From *Sword and Fist*.

SHIELD CHARGE

You deal extra damage if you use your shield as a weapon when charging.

Prerequisites: Shield Proficiency, Power Attack, Improved Shield Bash.

Benefit: When you attack with your shield as part of a charge action, you inflict double normal damage. From *Defenders of the Faith*.

SHIELD EXPERT

You use a shield as an off-hand weapon while retaining its armor bonus.

Prerequisites: Base attack bonus +3, Shield Proficiency.

Benefit: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round.

Normal: Using a shield as a weapon prevents you from gaining its AC bonus for that round. From *Sword and Fist*.

SNATCH ARROWS

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectiles or thrown weapons.

Prerequisites: Base attack bonus +3, Deflect Arrows, Dex 15+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons such as spears, axes, or dagger can be thrown back at the original attacker as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow. From *Sword and Fist*.

SNATCH WEAPON

You can disarm an opponent and then pluck their weapon from midair.

Prerequisites: Improved Disarm.

Benefit: If you succeed in disarming an opponent and you have a free hand, you can grab the weapon yourself instead of letting it fall to the ground. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

Normal: After a successful disarm attempt, the weapon winds up

at the defenders' feet, unless you attempted the disarm attack while unarmed. From *Song and Silence*.

THROW ANYTHING

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Base attack bonus +2, Dex 15+.

Benefit: You can throw any weapon you can use, regardless of whether or not it is normally intended as a ranged weapon. The range increment if weapons used in conjunction with this feat is 10 feet. From *Sword and Fist*.

TRUSTWORTHY

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks. From *Song and Silence*.

TWIN SWORD STYLE

You have mastered a style of defense that others find frustrating.

Prerequisite: Two-weapon fighting.

Benefit: When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus. The benefits of this feat only apply if you are proficient in the weapons you are using. From *Forgotten Realms*.

EPIC FEATS

The following Epic Feats from the *Epic Level Handbook* would be considered appropriate for the Known World:

Blinding Speed
 Combat Archery
 Damage Reduction
 Dexterous Fortitude
 Dexterous Will
 Dire Charge
 Distant Shot
 Epic Dodge
 Epic Endurance
 Epic Fortitude
 Epic Prowess
 Epic Reflexes
 Epic Reputation
 Epic Skill Focus
 Epic Speed
 Epic Weapon Focus
 Epic Weapon Specialization
 Epic Will
 Exceptional Deflection
 Extended Life Span
 Fast Healing
 Great Charisma
 Great Constitution
 Great Dexterity
 Great Intelligence
 Great Strength
 Great Wisdom
 Improved Combat Casting
 Improved Combat Reflexes
 Improved Many Shot
 Improved Whirlwind Attack
 Legendary Climber
 Legendary Leaper
 Legendary Rider
 Legendary Tracker
 Legendary Wrestler
 Overwhelming Critical
 Penetrate Damage Reduction
 Perfect Health
 Perfect Two-Weapon Fighting
 Storm of Throws
 Superior Initiative
 Swarm of Arrows
 Trap Sense
 Two-Weapon Rend
 Uncanny Accuracy

Epic Level feats dealing with magic and religion will eventually be added, and as the Known World rules are finished, more Epic Level feats may be found to be appropriate and will be added to the list. Several new or altered Epic feats include:

EPIC SPIRIT

You have an incredibly strong spirit.

Benefit: You gain +10 Spirit Points.

Special: A character can gain this feat multiple times. Its effect stack.

EPIC TOUGHNESS

You have an incredibly strong body.

Benefit: You gain +10 Body Points.

Special: A character can gain this feat multiple times. Its effect stack.

LEGENDARY LOVER

You are renowned for your mastery of the secrets and arts of the bedchamber.

Prerequisite: Cha 25, Perform 25, Great Lover.

Benefit: You gain a +4 bonus on all Bluff, Diplomacy, Gather Information, and Sense Motive checks involving members of the opposite sex, or members of your own gender who might be sexually attracted to you. You gain a further +10 bonus on all attempts at seduction, and a +10 bonus on any skill or endurance checks involved in the performance of said seduction.

Special: This feat can be problematic, as it may awaken jealousies in potential rivals and spawn rumors in your wake. Game Masters may apply a –4 penalty to your social interactions with potential rivals or the easily scandalized.

THE ARCANA AND ARCANA FEATS

Characters may gain access to Arcana Feats in a number of ways. Most characters will gain them as they increase their abilities, as described on page 2; an Ability Increase in an ability that is affiliated with an Arcana with which you are linked entitles you to an Arcana Feat from that Arcana. Some characters may gain Arcana Feats as part of their birth lineage. And characters that have levels in magic-using classes (Magician, Shaman, Witch, Priest, and their associated prestige classes) may gain access to bonus Arcana Feats. The Arcana are symbols of the paths of life; they were born from the Book of Dooms, Yhera's great book in which she inscribed the secrets of the World. They are generally numbered and named as follows:

- I. The Minstrel or The Magician.
- II. The Great Priestess.
- III. The Empress.
- IV. The Emperor.
- V. The Great Priest.
- VI. The Lovers.
- VII. The Seeker or The Hermit or The Lover.
- VIII. The Sword or The Chariot.
- IX. Justice.
- X. The Wheel or The Fates.
- XI. Strength.
- XII. The Hanged Man.
- XIII. Death.
- XIV. The Circle or Temperance.
- XV. The Sphinx.
- XVI. The Riven Tower.
- XVII. The Stars.
- XVIII. The Moon.
- XIX. The Sun.
- XX. The Judgment or The Rose.
- XXI. The World.

And last and unnumbered, The Fool.

All of the Arcana may be accessed through class, religion, and lineage, except for The World, which may only be accessed through mastery of other Arcana, and The Fool, which may only be accessed through luck or lineage.

Example:

Aspara is a soldier (which provides Arcana links to The Sword), warlord (Sword, Empress, & Emperor links), and priestess (Great Priestess link) who makes sacrifices to Yhera Tredea (Great Priestess & Empress links), Yhera Anath (Sword & Riven Tower links) and Yhera Daradja (Empress link). She has links, therefore, to the Arcana of The Sword, The Great Priestess, The Empress, The Emperor, and The Riven Tower, and if she takes an ability increase in an ability associated with one of those Arcana (which are Dexterity, Wisdom, Charisma, Charisma, and Strength, respectively), she may also gain an Arcana Feat. The Empress and Emperor Arcana are both associated with Charisma, for example, so if Aspara increases her Charisma by a point she may then take either an Empress or an Emperor

Arcana Feat to go with it. But if she increases her Constitution, she would be unable to gain an Arcana feat as she is not linked to an Arcana with Constitution as an Associated Ability. As a priestess, she also gains a bonus Arcana feat for every 3[?] levels she gains in priestess, but those bonus Arcana are limited to either Great Priestess Feats or feats linked to her by religious sacrifice.

The Arcana Feat lists here are almost certainly incomplete, and more will almost certainly be added.

I. THE MINSTREL, also called The Magician, is the path of creation, creative power, the creative process, and the expressions of culture -- poetry, crafts, language, song and magic.

Associated Ability: Intelligence.

Minstrel Feats

Great Intelligence
Great Wisdom
Great Charisma
Great Inspiration
Epic Inspiration
Second Sight
Greater Second Sight
Intuitive Sight
True Second Sight
Intuitive Touch
Tongues
Minor Creation
Major Creation
True Creation
Brew Potion
Enchant Wondrous Item
Enchant Arms and Armor
Enchant Ring
Inscribe Magic
Inscribe Rune/Symbol

II. THE GREAT PRIESTESS symbolizes the Great Mother and is the path of wisdom, reflection, intuition, imagination, the mother, sanctuary, intolerance and the dissolution of the self.

Associated Ability: Wisdom

Great Priestess Feats

Great Intelligence
Great Wisdom
Great Charisma
Silver Tongue
Divine Grace of Spirit
Share Grace
Ward Body
Ward Spirit
Greater Ward
Ward Other
Ward Place
Aura of Fascination
Voice of Calm

III. **THE EMPRESS** is the path of sovereignty, majesty, beauty, the sweet Ideal, persuasion, patronage and protection, fealty outside the immediate family (to the tribe or the domain), majesty and generation in all the worlds of existence, vanity, and seduction.

Associated Ability: Charisma

Empress Feats

Great Wisdom
Great Charisma
Voice of Honey
Voice of Command
Aura of Fascination
Divine Grace of Body
 Greater Divine Grace of Body
 Share Grace
Oath-Binder
Ensnare
Silver Tongue

IV. **THE EMPEROR** is the path of power and majesty, permanence, splendor, glory, initiation, the paternal Law, domination, subjection and undue severity.

Associated Ability: Charisma

Emperor Feats

Great Strength
Great Charisma
Voice of Command
Domination
Initiate
Convert
Divine Might
Sense Loyalty

V. **THE GREAT PRIEST** is the path of intelligence, reason, tradition, moral law and the fabric of society, information, philosophy, organized (dogmatic) religion, duty, conscience; it symbolic of the concept of proof, tediousness, withdrawal from reality, and the loss of a sense of humor.

Associated Ability: Intelligence

Great Priest Feats

Great Intelligence
Enhanced Memory
Resistant to Charm
 Immunity to Charm
Resistant to Glamours
 Immunity to Glamours
Voice of Reason
Inscribe Magic

VI. **THE LOVERS** is the path of union, love, harmony, compassion and fellowship, enmeshment, the loss of the self,

antagonism, and vindictiveness.

In addition to the usual methods of gaining a link to an Arcana (through class or religious observance), any one who is in requited love (i.e., a love that is returned, as opposed to an unrequited love or infatuation) is also considered linked to the Lovers Arcana.

Associated Ability: Charisma

Lovers Feats

Great Charisma
Empathy
Emotion
Aura of Fascination
Voice of Honey
Ensnare
Love's Grace
 Share Grace
Bond of Love
 Ecstasy
 Thorns of Love
 True Love

VII. **THE SEEKER**, also called The Hermit or The Lover, is an allegory for the act of choosing as in and of itself a virtue; it is less concerned with the actual object of choice than it is with making a choice in the first place. The Seeker is the path of decisiveness, moral beauty, integrity, vocation, purpose and struggle, indecisiveness, uncertainty, temptation, passivity, and acquiescence to external pressure.

Associated Ability: Wisdom

Seeker Feats

Great Wisdom
Resistant to Charm
Resistant to Suggestion
Clear Sight
Voice of Influence
Divination
Sustenance
Find the Path
Slippery Mind
Lesser Geas
 Geas

VIII. **THE SWORD**, also called the Chariot, is the path of victory and triumph in the material world, skill, self-control, progress, valor, action, movement, and the weapon or tool as agent and device of power and success.

Associated Ability: Dexterity

Sword Feats

Great Dexterity
Great Strength
Great Speed

Free Movement
Great Courage
Great Fortitude
Voice of Command
Improved Skill Focus
Enchant Arms and Armor
Skill Mastery
True Strike

IX. JUSTICE is the path of judgment, balance, equilibrium, inner judgment and the psychological process of determining guilt, guidance, harmony, firmness and the upholding of (individual) behavioral codes, dissimulation, and extreme rigidity or restriction.

Associated Ability: Wisdom

Justice Feats

Great Intelligence
Great Wisdom
Voice of Compulsion
Clear Sight
Lesser Geas
Geas
Discern Lies
Punish the Guilty

X. THE WHEEL, also called The Wheel of Fortune or The Fates, symbolizes the persons of the three Fates. It is the path of the Celestial and Cosmic Wheel, fatefulness, irreversibility, equilibrium, mystery and discovery, and both the constructive and destructive potentialities of the future.

Associated Ability: Wisdom

Wheel Feats

Great Wisdom
Second Sight
Greater Second Sight
Intuitive Sight
True Second Sight
Prescient Sense
Dream Vision
Oracular Vision
See Fate
Alter Fate
Oath-Binder

XI. STRENGTH symbolizes the mastering and harnessing (but not the destruction) of the instincts, and it is the path of strength, vigor, mastery, command, fury, rage, insensibility and the loss of reason.

Associated Ability: Strength

Strength Feats

Great Strength

Great Constitution
Great Charisma
Berserker Rage
Greater Rage
[epic rages]
Voice of Fury
Voice of Compulsion

XII. THE HANGED MAN symbolizes the Trickster, the psychopomp (the magical spirit which guides and accompanies the spirits of the dead), and it is the path of self-sacrifice, mysticism, purification, magical illumination, and the mastery of the dream and otherworldly self.

Associated Ability: Wisdom

Hanged Man Feats

Great Wisdom
Second Sight
Greater Second Sight
True Second Sight
Purify Self
Purify Other
Purify Place
Dream-flight
Spirit-walking
Illumination
Resistant to Possession
Immune to Possession

XIII. DEATH is the path of transformation and liberation, resurrection and rebirth, domination and strength, evolution and necessity, decomposition, destruction, and the inevitable end of all determinate and specific things. It symbolizes the Earth (from which all things came, and to which all things return), the Underworld, and Geniché, the goddess who rules them both.

Associated Ability: Wisdom

Death Feats

Great Wisdom
Second Sight
Greater Second Sight
True Second Sight
Manteia: Mediumship
Speak with the Dead
Summon the Dead
Create Ghost
Spirit Rebirth
Resurrection
Decay
Dispel Magic

XIV. THE CIRCLE, also called Temperance, symbolizes the yearly cycle of the sun and seasonal change, and it is the path of time, fertility, both male and female generative powers, regeneration, purification, and the natural, worldly cycle of life,

death and rebirth.

Associated Ability: Constitution

Circle Feats

Great Constitution
Great Wisdom
Sense Weather
 Control Weather
Resistant to Disease
 Immune to Disease
Healing Touch
Purify Self
 Purify Other
 Purify Place
Great Fertility
Divine Wholeness

XV. THE SPHINX, also called The Dragon or The Devil, symbolizes magic in its darker, chthonic, and more mysterious aspects; it is the path of nightmares, the mastery of the elements, desire and perversion, the unfettered instincts, commerce, eloquence, regression and stagnation, the earth and the spirits of the Underworld.

Associated Ability: Intelligence

Sphinx Feats

Great Intelligence
Great Charisma
Evil Eye
Forked Tongue
Hex
 Binding
 Curse
Create Ghost
Resistant to Elements
 Immune to Elements
Nightmare
Know Desire
 Awaken Desire
Subvert

XVI. THE RIVEN TOWER is the path of disaster and weakness, sudden subversion, disease, the plague, horror, confusion and disorder, the dangers and results of overconfidence, the sin of pride, megalomania, and small-mindedness.

Associated Ability: Strength

Riven Tower Feats

Great Strength
Evil Eye
Resistant to Disease
 Immune to Disease
 Diseased Touch (Carrier)
Berserker Fury

Possession
Cause Madness
Confuse
Sudden Strike
 Arrow of Death
Sneak Attack
 Death Attack
 Improved Death Attack

XVII. THE STARS symbolizes the intercommunication of the various worlds, and in particular the influence of the celestial, heavenly realms upon the material world. It is the path of the spirit, guidance, movement, the night sky, inspiration and dream-illumination, for those who seek the pursuit and achievement of immortality (in any or all of its forms) and the gift of celestial power to material elements.

Associated Ability: Wisdom

Stars Feats

Great Wisdom
Great Dexterity
Divine Grace of Spirit
 Share Grace
Divine Grace of Body
 Eternal Body
 Extended Lifespan [epic]
Heavenly Spirit (magic points)
Dream-flight
Spirit-walking
Heavenly Enchantment

XVIII. THE MOON symbolizes the Moon and its rulership of material forms and the changing world of visible appearances. It is the path of intuition, imagination, water, the seas, symbolism, inspiration, the revelation of the changing nature of all things, illusions, error, rampant subjectivity, and over-imaginative fantasy.

Associated Ability: Wisdom

Moon Feats

Great Wisdom
Great Charisma
Second Sight
 Greater Second Sight
 True Second Sight
Minor Glamour
 Major Glamour
 Permanent Glamour
Veil Appearance
 Shape-shift
Dream-flight
Cause Madness
Breathe Water
Control Water

XIX. THE SUN symbolizes the summit of existence and the fires of Heaven and inspiration, and is the path of revelation, illumination, glory, spirituality, reason, objectivity and constancy, fire and light, vanity, unrealistic idealism, and willful blindness.

Associated Ability: Intelligence

Sun Feats

Great Intelligence
Eagle Eye
Clear Sight
Resistant to Glamour
 Pierce Glamour
Reveal Truth
Slippery Mind
 Clear Mind
Blind
Illumination
Divine Grace of Spirit
 Share Grace

XX. THE JUDGMENT, also called the Rose, is an allegory of the generative powers of the Earth. It is the path of growth, fecundity, regeneration, and the cycle of birth, death and rebirth, irrationality and the loss of humanity in rapturous ecstasy.

Associated Ability: Constitution

Judgment Feats

Great Constitution
Great Wisdom
Purify Food and Water
Bless Birth
Animal Friendship
 Speak with Animals
 Summon Animals
Healing Touch
 Cleansing Touch
Fast Healing
 Regenerate/Make Whole
Renew
Commune With Nature
 Ecstasy
Perfect Health [epic]

XXI. THE WORLD is the culmination of the Arcanas that have come before it, producing and describing in their interactions the sum total of the manifest world; it is the path of the macrocosm, the cosmic whole, and symbolic of the Elements, the body as the vehicle of transitory life, the senses as the means of receiving and interpreting that life, and the manifest realities of all the Known World.

No class or god gives direct access to the World Arcana; a character may only gain access to the World Arcana after 'mastering' another Arcana, by taking at least five different feats from that Arcana's feat list. Once they have done so, they may

also access World Arcana feats when they take an ability increase linked to the mastered Arcana.

Access to World Arcana feats will also be the first step on the road to the formation of your own hero cult and eventual deification.

Example:

Aspara, after gaining many levels, has mastered the Empress Arcana by taking five points of Charisma increases and five Empress Arcana Feats (Voice of Honey, Voice of Command, Divine Grace of Body, Share Grace, and Greater Divine Grace of Body). When she next is able to increase an ability score, if she again takes a point of Charisma she may either choose another Empress Arcana Feat or she may choose a World Arcana Feat instead.

World Feats

Sensory Mastery
Skill Mastery
Body Mastery
Create Feat
 Share Feat
Create Spell
Damage Resistance
Energy Resistance
Spell Resistance

(unnumbered). THE FOOL is paradoxically a symbolic representation of something that is technically outside of all symbolic systems; it is the path of the irrational, the instinctual, and the unconscious. A symbol of the microcosm and a companion to the Arcana of the World in its role as symbol of the macrocosm, the Fool symbolizes being outside: outside of or on the fringe of systems, orders, and even oneself. It is representative of multiplicity, incoherence, schizophrenia, paradox, and Man.

Access to Fool Arcana Feats can only be gained by birth or accident.

Fool Feats

Great Charisma
Fool's Luck
Duplicate Feat
Great Inspiration
 Epic Inspiration

ARCANA FEATS

FEAT DESCRIPTOR BLOCKS

Here is the format for feat descriptions.

Feat Name [Type of feat]

Arcana: Arcana Feats may only be selected by characters that have established a link, either through their choice of class, birth, or worship, to one of the Arcana to which the feat is associated. The 22 Arcana are The Minstrel, The Great Priestess, The Empress, The Emperor, The Great Priest, The Lovers, The Seeker, The Sword, Justice, The Wheel, Strength, The Hanged Man, Death, The Circle, The Sphinx, The Riven Tower, The Stars, The Moon, The Sun, The Judgment, The World, and The Fool.

Prerequisites: Some feats have prerequisites, a minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables the character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat.

AURA OF FASCINATION

Your mere presence, even mere proximity, can cause *fascination* in those that are near you.

Arcana: The Great Priestess, The Empress, The Lovers.

Prerequisites: positive Charisma modifier, character level 6+.

Benefit: This feat allows you to affect creatures in a way similar to the bardic *fascinate* ability described in the *Player's Handbook*, though with some differences. The subjects of your aura must be within 90 feet of you, and need not be able to see you or even hear you; you need not see all the possible subjects of your fascinating aura. After expending 5 magic points in a free action to activate the effect, every subject within range of you must make a Will Save against a DC equal to 10 plus your level plus your Charisma modifier. If the saving throw fails, the subject immediately becomes aware of your presence and will wait quietly for you to appear or speak. While *fascinated*, the subjects' Spot and Listen checks suffer a -4 penalty, and they receive a -4 penalty on skill checks and saving throws against any verbally-based skills, spells or abilities that you cast or use (such as a Sense Motive skill check opposed to your Bluff, your Voice of Honey, or a *suggestion* spell). Any obvious non-verbal threat (such as an ally moving behind them, or you drawing a weapon) allows the *fascinated* creature a second saving throw to break the fascination. Any actual threat (such as actually being attacked) automatically breaks the *fascination* effect. The *fascination* effect lasts for a number of rounds equal to your level, but may be

extended at a cost of 1 magic point per round per *fascinated* subject. This is a supernatural, mind-affecting ability.

DIVINE GRACE OF BODY

You gain a bonus to your AC when you wear no armor.

Arcana: The Empress.

Prerequisites: CHA 15+.

Benefit: When wearing no armor, you gain a bonus to your AC equal to your Charisma modifier.

DIVINE GRACE OF SPIRIT

You gain a bonus to your saves.

Arcana: The Great Priestess, The Stars, The Sun.

Prerequisites: CHA 15+.

Benefit: You gain a bonus to your saves equal to your Charisma modifier.

DIVINE MIGHT

Your martial attacks gain great power.

Arcana: The Emperor, Strength.

Prerequisites: CHA 15+.

Benefit: You gain a bonus to your melee attack rolls equal to your Charisma modifier.

EPIC INSPIRATION

Your gift with words puts you on par with the orators and poets of legend. Listeners hang onto your every word.

Arcana: The Minstrel.

Prerequisites: Great Inspiration, Epic Level character.

Benefit: You gain a +4 bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks. This is similar to the modified *Epic Reputation* feat from the *Epic Level Handbook* (q.v.), but does not require that the people you are interacting with recognize you in order for you to gain the benefits of this feat.

ENERGY RESISTANCE

You channel the forces of the world around you to resist a particular energy type (fire, cold, electricity, acid, or sonic).

Arcana: The World

Prerequisites: Base Fort Save bonus +8.

Benefit: Choose an energy form. You gain resistance 5 against that type of energy. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane or a magical source.

Special: You can take this feat multiple times. If you choose the same energy form two or more times, the effects stack. This resistance also stacks with that provided by spells, magical items, or other abilities or feats. Based on *Resistant to Energy* from *Masters of the Wild*.

ENHANCED MEMORY

You have a mind for memorizing.

Arcana: The Great Priest.

Prerequisites: positive Intelligence Modifier.

Benefit: Double your Intelligence modifier for purposes of determining how many base Memory Points you have.

Normal: Your base Memory is equal to your Intelligence modifier.

Special: You can take this feat multiple times. Its effect stacks, but remember the doubling rules in d20 (a second doubling is x3, etc.).

ENSNARE

You may cause someone to become infatuated with you.

Arcana: The Empress, The Lovers.

Prerequisites: positive Charisma modifier.

Benefit: By expending 3 magic points and attracting the attention of another character (by look, word, or touch), you awaken desire in them. The subject of your ensnare attempt may make a Will save against a DC of 10 plus your level plus your Charisma modifier. If they succeed, then they have avoided becoming infatuated with you. If they fail, then they are infatuated and ensnared by your beauty and personality. They immediately become helpful (see NPC Attitudes, DMG pg. 149), and will seek to gain your favor. You gain a +4 circumstance bonus on all interpersonal skill rolls such as Bluff, Gather Info, Diplomacy, Intimidate, and Sense Motive, and a +4 circumstance bonus on all attempts at magically or supernaturally influencing the behavior of the infatuated and ensnared character. Ensnared characters suffer a -4 circumstance penalty on any saves or skill checks they must make against your attempts at influencing them.

There is no limit to the number of characters you may have ensnared at any one time. Being ensnared is considered an enchanted state, and detects as such. Characters who are ensnared remain ensnared outside of your presence, and will remain so until someone attempts to intervene, either magically or through their own feats of reason or suggestion.

FORKED TONGUE

You may influence the actions of others with your voice.

Arcana: The Sphinx.

Prerequisites: positive Charisma modifier.

Benefit: You may use your voice to make *suggestions*, as per the spell described in the *Player's Handbook*. The subjects of this feat must be able to hear you and understand what you are saying, and you must be able to see them (though they need not be able to see you). This feat may be activated as a free action, and at a cost of 3 magic points plus 1 magic point for every targeted subject. You may make a short *suggestion* as per the spell, and the targets of your voice must make a Will saving throw against a Difficulty Class equal to 10 plus your level plus your Charisma modifier, or follow the *suggestion*. As with the spell, a reasonable-sounding suggestion causes the save to be made with a penalty at the discretion of the DM. This effect lasts until the suggested activity is completed or its effects are dispelled.

GREAT CHARISMA

Your powers of persuasion and leadership are greater than normal.

Arcana: The Minstrel, The Empress, The Emperor, The Lovers, The Sphinx, The Moon.

Benefit: Your Charisma increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Charisma* feat in the *Epic Level Handbook*.

GREAT CONSTITUTION

Your health and endurance are greater than normal.

Arcana: Strength, The Circle, The Judgment.

Benefit: Your Constitution increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Constitution* feat in the *Epic Level Handbook*.

GREAT DEXTERITY

Your agility and coordination are greater than normal.

Arcana: The Sword, The Stars.

Benefit: Your Dexterity increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Dexterity* feat in the *Epic Level Handbook*.

GREAT INSPIRATION

You are gifted with poetic inspiration, a true artist's touch with words and images.

Arcana: The Minstrel.

Prerequisites: positive Wisdom modifier.

Benefit: You gain a +2 bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

GREAT INTELLIGENCE

Your powers of reason and learning are greater than normal.

Arcana: The Minstrel, The Great Priestess, The Great Priest, Justice, The Sphinx, The Sun.

Benefit: Your Intelligence increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Intelligence* feat in the *Epic Level Handbook*.

GREAT STRENGTH

Your muscle and physical power are greater than normal.

Arcana: The Emperor, The Sword, Strength, The Riven Tower.

Benefit: Your Strength increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Strength* feat in the *Epic Level Handbook*.

GREAT WISDOM

Your willpower and insight are greater than normal.

Arcana: The Minstrel, The Great Priestess, The Empress, The Seeker, Justice, The Wheel, The Hanged Man, Death, The Circle, The Stars, The Moon, The Judgment.

Benefit: Your Wisdom increases by 1 point.

Special: You can gain this feat multiple times. Its effect stacks. As per the *Great Wisdom* feat in the *Epic Level Handbook*.

GREATER DIVINE GRACE OF BODY

You gain a bonus to your AC.

Arcana: The Great Priestess.

Prerequisites: Divine Grace of Body, CHA 15+.

Benefit: You gain a bonus to your AC equal to your Charisma modifier even when wearing armor.

GREATER SECOND SIGHT

In addition to enchantments, magical effects, and magic auras, you may also see into magical realms such as the Otherworld.

Arcana: The Minstrel, The Hanged Man, Death, The Moon.

Prerequisites: Second Sight, Wis 15+.

Benefit: As with Second Sight, you may see the magical auras of people, places, and objects in a way similar to the *Detect Magic* spell in the *Player's Handbook* (use the tables there to determine the auras revealed). You may also *Detect Scrying*, as per the spell in the *Player's Handbook*, while your Greater Second Sight lasts. You may also see into the Otherworld, seeing objects, landscapes and creatures in the Otherworld and the Spirit Plane as though they were actually present in the real world. You may target spells and abilities against any creature that you can see, but may not physically interact with them. Greater Second Sight may be activated as a free action for 4 magic points, and lasts as long as you concentrate plus a number of rounds equal to 10 plus your level afterwards.

GREATER WARD

You may protect yourself from both physical and magical harm.

Arcana: The Great Priestess.

Prerequisites: Ward Spirit, Ward Body, Wis 15+.

Benefit: You may activate a Great Ward against both physical and magical/spiritual attack as a free action at a cost of 10 magic points. You gain the benefits of both a physical ward as described in Ward Body and a magical ward as described in Ward Spirit. The Ward costs 2 magic points per round to maintain.

INTUITIVE SIGHT

You may determine basic facts about a person, place, or object, just by looking at them.

Arcana: The Minstrel, The Wheel.

Prerequisites: Second Sight, character level 12+.

Benefit: You may learn both basic and legendary facts about a person, place, or object that you are looking at in a way similar to that of a *legend lore* spell. Intuitive Sight costs 6 magic points to activate as a free action, and lasts as long as you concentrate. Each round, you may attempt to discern a basic or legendary fact about the subject of your gaze. Facts or legends about a place or object are easier to acquire or recall, and require only that you Concentrate long enough to discern something. Roll 2d6 to determine the number of rounds you must Concentrate in order to learn a relevant fact or legend. If studying a person, you must make a character level check (1d20 + character level) equal to or higher than their character level to be able to identify facts about them.

Basic facts that may be learned about a person, place, or object, include names, places of origin, and reputations. Legendary facts (available for characters level 11 or higher, and places or objects with legendary pasts) would include the great deeds and failures they are associated with, a character's personal possessions of importance, the places where a character

performed great deeds, and the Arcana with which they are associated (by birth, class, or worship).

INTUITIVE TOUCH

You may determine the basic magical properties of enchanted items that you touch.

Arcana: The Minstrel, The Wheel.

Prerequisites: Wis 15+.

Benefit: You may *identify*, as per the spell, the single basic function of a magic item by touching it and expending a single magic point. You may only do this once per item. You will be able to sense if there are other unidentified properties to the item, though you will require other spells or feats to further explore them.

OATH-BINDER

You may bind others to oaths.

Arcana: The Empress, the Wheel.

Prerequisites: Cha 15+, character level 6+.

Benefit: When someone swears a formal oath to you, they are bound by the Fates to uphold that oath, whether it is an oath of general loyalty, or an oath to do (or not do) a specific task. Anytime someone swears to you, you and the person to be bound by the oath must each expend at least 1 magic point. There is no limit to the magic points that may be expended in the initial ritual. An oath-bound character is perceived as enchanted, and the oath may be discerned using magical sight.

If the oath-bound breaks their oath, you become instantly aware that they have done so (but you are not aware of the details of how or why they have broken the oath unless somehow privy to such facts). The oath-bound also suffers 3d6 points of damage per day that they are in violation of their oath, as per the *geas/quest* spell in the *Player's Handbook*, and must make a Fortitude save with a Difficulty Class equal to 10 + your character level + Charisma modifier + the number of magic points that were expended in the initial ritual, or be sickened as there described.

You may release an oath-bound character from their oath at any time when in their presence. An oath may be broken if there are conditions to the oath which you fail to meet, or by hermetic spells such as *break enchantment* if cast by a character at least two caster levels higher than your character level.

SECOND SIGHT

You may see enchantments, magical effects, and magic auras.

Arcana: The Minstrel, The Hanged Man, Death, The Moon.

Prerequisites: positive Wisdom modifier.

Benefit: You may see the magical auras of people, places, and objects in a way similar to the *Detect Magic* spell in the *Player's Handbook* (use the tables there to determine the auras revealed). Second Sight may be activated as a free action for 1 magic point, and lasts as long as you concentrate plus 10 rounds afterwards.

SENSE LOYALTY

You may discern the loyalty of your followers and associates with a glance.

Arcana: The Emperor.

Prerequisites: Cha 15+, character level 6+.

Benefit: By concentrating as a full-round action and looking at your followers and associates, you may discern their loyalty to you. You must make either an opposed Wisdom check of a Sense Motive check against all of your followers and associates within 60'. Followers attempting to hide their disloyalty may attempt a Bluff check to oppose your Wisdom or Sense Motive check. You may determine, in a general way, the loyalty of anyone whose check you overcome. Such descriptions of loyalty should follow the NPC attitude categories in the *Dungeon Master's Guide* (i.e., hostile, unfriendly, indifferent, friendly, helpful, or fanatic as described in the *Epic Level Handbook*).

SHARE GRACE

You may share your grace with others.

Arcana: The Great Priestess, The Empress, The Lovers, The Stars, The Sun.

Prerequisites: Any Divine Grace feat.

Benefit: You may share the benefits of your Divine Graces with others around you. For every person within range (30' + 10' per level) that you wish to share your grace with, you may expend 1 magic point as a free action. They gain the same benefits of your Divine Graces, based on your CHA modifier.

Special: In the case of Divine Grace of Body, the grace protection is extended even if the recipient of your grace is wearing armor. You, however, may not be wearing armor to activate and share your Divine Grace of Body.

SILVER TONGUE

You are extraordinarily, almost divinely persuasive.

Arcana: The Great Priestess, The Empress.

Prerequisites: Epic Level character.

Benefit: You gain a +4 bonus on Diplomacy and Bluff skill checks.

TONGUES

You may speak and understand the language of anyone with whom you are conversing.

Arcana: The Minstrel.

Prerequisites: positive Intelligence modifier.

Benefit: You understand and speak any language that you hear as long as the feat is invoked. You can only speak one language at a time, although there is no limit to the number of languages you can understand at any given moment. This feat does not allow you to speak to creatures or people who do not speak or understand spoken language (most animals, or someone who is deaf, for instance), nor does it affect the disposition of those to whom you are speaking. Tongues requires 3 magic points to activate for 10 minutes, and its duration may be extended by expending 1 magic point per additional 10 minutes.

TRUE SECOND SIGHT

You may identify the spells and magical properties of a person, place, or thing by sight.

Arcana: The Minstrel, The Hanged Man, Death, The Moon.

Prerequisites: Second Sight, Greater Second Sight, Wis 15+.

Benefit: In addition to being able to *Detect Magic* and *Detect Scrying* as in the Greater Second Sight feat, you may also *Analyze Dweomer* as per the spell. True Second Sight is more taxing than Greater Second Sight; it costs 6 magic points to activate as a free action, and 1 magic point for every round that you concentrate on seeing with this power. One property, spell, or power of the person, place, or object that you are visually studying may be determined and identified per round, if you first make a Concentration check and then a character level check (1d20 + character level) that overcomes the spell's or power's caster level. If you fail your Concentration check, your True Second Sight fades and must be reactivated.

VOICE OF CALM

You may calm others with your voice.

Arcana: The Great Priestess, The Empress, The Seeker, The Stars.

Prerequisites: positive Charisma and Wisdom modifiers.

Benefit: You may use the mere sound of your voice to calm anyone or anything that can hear you. You may initiate this feat as a free action, and must speak for at least a full round to trigger its effects, during which time you may perform mundane (but not magical) actions. This feat costs 1 magic point to activate, plus 1 magic point for every subject it is intended to affect. Any person or animal within the sound of your voice that is designated as a subject of your voice must attempt a Will save with a Difficulty Class equal to 10 plus your level plus your Charisma modifier. Those that fail are affected as per the *Calm Animal* or *Calm Emotions* spells as described in the *Player's Handbook*. Each round that this effect lasts costs 1 magic point, and you must speak and concentrate each round in order to maintain its effects. If you fail your Concentration roll, the effect ends. This is a supernatural, mind-affecting ability.

VOICE OF CLARITY

You may talk people back to their senses, freeing them from enchantments and the mind-altering effects of drugs or magic.

Arcana: The Great Priest, The Sun.

Prerequisites: positive Charisma modifier.

Benefit: You may use the sound of your voice to counter mind-affecting magical effects and abilities. You must be able to speak to the subjects you are trying to affect, and can take only mundane actions (no magical actions) while doing so. They must be able to understand what you are saying. This feat may be activated as a free action with a cost of 3 magic points, plus 1 magic point for every subject you are trying to affect. You must speak for at least a full round in order for your voice to have its effect, and you may speak for longer than one round at a cost of 1 magic point per additional round. This feat has two effects: anyone who can hear the sound of your voice and is already under the influence of a mind-affecting magical effect or ability is entitled to a second saving throw against that effect or ability, but with your Charisma modifier as an additional bonus. They may attempt this new saving throw once per round that you speak until they are free of the effect or you stop using the feat.

Anyone who can hear the sound of your voice and is about to be affected by a mind-altering spell or ability (including yourself) gains a bonus on their initial saving throw equal to your Charisma modifier.

VOICE OF COMMAND

You may compel others to do or say things.

Arcana: The Emperor, Strength.

Prerequisites: positive Charisma modifier.

Benefit: You may command or compel the actions of other creatures through your orders. The subjects of this spell must be able to hear your voice and understand what you are saying, and you must be able to see them (though they need not be able to see you). This feat may be activated with a free action at which time you make an initial short (generally, five words or fewer) command, and costs 5 magic points plus 1 magic point per subject to be affected. Those targeted by your initial voice command must make a Will save with a Difficulty Class equal to 10 plus your level plus your Charisma modifier or be *commanded*. Affected subjects will obey your vocal commands to the best of their ability. Subjects resist this control, and those commanded to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action to which they were compelled. Subjects also receive a new saving throw the first time they leave your presence, but if they fail the saving throw they will continue to fulfill your last commands as long as the duration of the effect lasts or until given new commands. Obviously self-destructive orders break the enchantment. The effects of this feat last for a base duration of 1 day per level, and may be extended for a cost of 1 magic point per additional day per *commanded* subject. *Commanded* subjects will continue to act normally in most regard (they don't have to be reminded to eat or sleep, for example, and can carry on normal conversations). This is a supernatural, mind-affecting ability.

VOICE OF COURAGE

You may inspire courage in your companions, friends, and allies through your words and voice.

Arcana: The Minstrel, The Great Priestess.

Prerequisites: positive Charisma modifier.

Benefit: You may use this feat to bolster your allies against fear and improve their combat abilities. Your allies must be able to hear you speak for at least one full round as you expend at least 3 magic points plus 1 magic point for every ally to be affected, plus 1 magic point for every round that the effect it to last beyond the base duration, which is a number of rounds equal to your Charisma modifier. Affected allies that hear your words of exhortation and encouragement receive a +2 moral bonus to saving throws against fear effects, attack rolls, ability checks, skill checks, and weapon damage rolls. This is a supernatural, mind-affecting ability.

VOICE OF HONEY

You may charm listeners with your voice.

Arcana: The Empress, The Lovers, The Sphinx.

Prerequisites: positive Charisma modifier.

Benefit: You may charm listeners, as per the *charm person* spell as described in the *Player's Handbook*. This feat may be activated as a free action at a cost of 3 magic points plus 1 magic point per subject to be affected. The subjects of the feat must be able to hear your voice and understand what you are saying. You must speak for at least one full round, during which you may take mundane (but not magical) actions. Those hearing the sound of your voice that you have designated as subjects of your voice must make a Will save against a Difficulty Class equal to 10 plus your level plus your Charisma modifier or be *charmed* as per the spell. This effect lasts for a base duration of 1 day per level, and may be extended for a cost of 1 magic point per additional day per *charmed* subject. This is supernatural, mind-affecting ability.

VOICE OF INSPIRATION

You can direct your allies in their endeavors, helping them towards success with your inspiring words.

Arcana: The Minstrel, The Seeker.

Prerequisites: positive Charisma modifier.

Benefit: You may inspire competence in your allies. Activating this feat is a free action, and initially costs 3 magic points, plus 1 magic point per ally to be affected; there is an additional cost of 1 magic point per round it is used. The allies to be affected must be able to hear your voice and understand what you are saying, and you must be able to see them (though they need not be able to see you). By speaking encouragement and directing the actions of your allies, you grant them a competence bonus to their skill checks while they listen to you equal to your Charisma modifier. You must concentrate in order to continue using this feat (in addition to expending 1 magic point for every round it is in use), and if you fail your Concentration check you must stop using the feat. If you speak long enough (and expend the appropriate amount of magic points) your allies may be able to take 10 or 20 on their skill check. This is a supernatural, mind-affecting ability.

WARD BODY

You may protect yourself from either physical or magical harm.

Arcana: The Great Priestess.

Prerequisites: Wis 15+.

Benefit: You may activate a Body Ward as a free action at a cost of 6 magic points. The Body Ward may be maintained indefinitely at a cost of 1 magic point per round.

You gain a +2 deflection bonus to AC, a +2 resistance bonus to saves against physical harm, and a damage resistance of 10/+1. The damage reduction increases with your character level to 10/+2 at 5th level, 10/+3 at 10th level, 10/+4 at 15th level, and 10/+5 at 20th level.

WARD OTHER

You may extend your ward against physical or magical harm to others.

Arcana: The Great Priestess.

Prerequisites: either Ward Body or Ward Spirit or Greater Ward, Wis 15+.

Benefit: You may extend either a Body, Spirit, or Great Ward you create for yourself to one other person by expending an additional 3 magic points at the creation of the ward and an additional 1 magic point per round while the ward is maintained. The warded person gains the same benefits from your ward that you do.

WARD PLACE

You may extend your ward against physical or magical harm to include a physical place.

Arcana: The Great Priestess.

Prerequisites: Ward Other, either Ward Body, Ward Spirit, or Greater Ward, Wis 15+.

Benefit: You may extend either a physical or magical ward you create for yourself to include an entire area and everything and everyone within it at the time your ward is created. The area you may protect with your ward has a radius in all directions of up to 5' per level from where you are standing at the time of the creation of the ward. The area ward costs 1 magic point per 5' of radius at the time of creation in addition to the basic cost of the ward created (so that a Body Ward with a radius of 50' costs $10 + 6 = 16$ magic points to create), and an additional 1 magic point per round to maintain. Any character standing within the warded area at the time of its creation gains the same benefits from your ward that you do (regardless of whether or not you intend them to be warded), and by any physical objects within the warded space; hence, doors and walls may gain the benefit of the AC bonus and damage reduction of a physical ward.

The warded area does not travel with you, but remains in place centered upon the spot where you were standing at the time of its creation. The ward ends either when you cease spending magic points on maintaining it, or you leave the warded area. A warded character that leaves the warded area loses the benefit of the ward, and may not regain it upon reentering the warded area.

WARD SPIRIT

You may protect yourself from either physical or magical harm.

Arcana: The Great Priestess.

Prerequisites: Wis 15+.

Benefit: You may activate a Spirit Ward as a free action at a cost of 6 magic points. The Spirit Ward may be maintained indefinitely at a cost of 1 magic point per round.

You gain a +8 resistance bonus against spells and spell-like abilities, and are warded against the supernatural attacks of spirits and otherworldly creatures. You are immune to possession attacks from ghosts or spirits, and creatures and spirits from the Otherworlds may not physically touch you. The protection against spirits and Otherworldly creatures ends if you attempt to physically attack or grapple them. Spell resistance allows a creature to overcome your ward, with a DC of 10+ your character level.

GODS, RELIGION, AND THE ARCANAS

As previously noted, worshipping the gods is one way that characters gain links to the Arcana. While the basics of a system of religious magic are still in the planning stages, characters will be able to interact with the gods through prayers and rituals (i.e., sacred formulas, as opposed to the hermetic formulas of magic spells), offerings, and sacrifices. Each of the gods is represented in temples, shrines, and natural holy places that allow offerings and sacrifices to be made in exchange for some benefit. Each temple or shrine usually represents only one aspect of a god, as described in their epithets. For example, the goddess Yhera is a powerful goddess with many powers, but her temples generally only represent one aspect of her portfolio – for example, a temple dedicated to Yhera Anath (her war aspect) wouldn't offer the same benefits and Arcana links as a temple dedicated to Yhera Chthonia (her Earth aspect). A greater god or goddess such as Yhera will probably be allowed to have Great Temples that are dedicated to more than one epithet/aspect.

Characters may make offerings and participate in sacrifices at any temple or shrine, but to prevent characters from accumulating Arcana links too easily a deeper commitment will be necessary to gain Arcana links through a god. This will probably take the form of a ritual of devotion involving the permanent sacrifice of either a character's Magic or Spirit Points, after which the devotee gains access to Arcana through their god and perhaps gains the ability to receive more powerful benefits from prayers, offerings, and sacrifices. Any character may make offerings or participate in sacrifices, but only priests dedicated to the god will be allowed to lead and perform the ritual of sacrifice itself.

There will also be a distinction between Divine Cults centered on the gods, and Hero Cults that make offerings to mortals that have reached a divine status after death (apotheosis). At the moment, Heroes will not be able to receive the same kinds of sacrifices as most gods, so they will not be able to provide the same range of benefits and boons that a full god can. Characters may still devote themselves to a Hero as to a God, and receive Arcana links through them. Ancestral Heroes will typically provide Arcana links to The Great Priestess, The Great Priest, The Empress, or The Emperor; Warrior Heroes to The Sword or The Riven Tower; Culture Heroes to The Minstrel or The Sphinx. In addition, Great Spirits of the Earth such as Nymphs, Star Spirits, The Muses, or The Graces may be The Great Priestess, Judgment, The Minstrel, The Stars, or The Moon. Demons may be worshipped, but at the moment I assume they have no connection to the Arcana, but lie outside it.

The following table of Gods is fairly complete, though obscure deities from the edges of the Known World may yet make the final list. The table of Hero Cults only covers major Heroes from history that have well-known followings.

THE GODS AND THE ARCANA

God	Epithet	Arcana Links
Yhera Tredea	Queen of Heaven	The Great Priestess, The Empress
	Goddess of Night	The Great Priestess, The Stars
	Queen of the Deep	The Circle, The Moon
	Luna	The Moon
	The Creatrix	The Minstrel
	Cosmopeiia	The Stars
	Chthonia	The Judgment
	Anath	The Sword, The Riven Tower
	Invictus	The Sword, The Empress
	The Eternal	The Wheel, The Stars
	The Dread	The Riven Tower, The Sphinx
	Hegemone	The Empress
	Genetrix	The Circle, The Minstrel
	Parage	The Great Priestess
	Fortuna	The Wheel
	(place)	The Empress
Adjia	Luna	The Moon, The Stars, The Seeker
	The Huntress	The Moon, The Sword
	Queen of Beasts	The Judgment, The Empress
	The Archer	The Riven Tower, Death, The Sword
Djara	Luna	The Moon, The Stars
	Queen of Darkness	The Stars, The Riven Tower
	Queen of Enchantments	The Minstrel, The Great Priestess
	Ghost Queen	Death, The Sphinx, The Hanged Man
	Nightmare Queen	The Sphinx, The Riven Tower
Geniché	Queen of Earth/Chthonia	The Minstrel, The Empress, Judgment
	Queen of the Underworld	Death, The Hanged Man, The Stars
	Genetrix	The Minstrel, The Circle, Judgment).
Geteema	Queen of Earth/Chthonia	The Minstrel, The Empress, Judgment
	Queen of Splendor	The Sphinx, Empress
Agdah	Cosmopeiia	The Emperor, The Stars
	Helios	The Emperor, The Sun
	Anu/the Year God	The Circle
	Ammon Agdah	The Circle, Strength
Daedekamani	Prince of Magic/Thrice Great	The Minstrel, The Great Priest
	Prince of the Road	The Hanged Man, The Lover
	Prince of Coins	The Sphinx, The Seeker
Osired	Judge of the Dead	Justice, Death
	Guardian of the Dead	The Great Priestess, The Hanged Man
Illiki	Helios, the Sun Bull	The Sun, Strength
	The Spring Sun	The Sun, The Circle
	The Winter Sun	Death
	The Consort Defender	Strength, The Sword
Irré	The Bow Bearer	The Sword, The Riven Tower, Death
	The Black Sun	The Sun, Riven Tower
	The Black Goat	The Riven Tower, The Sphinx
	The Locust	The Riven Tower, The Sphinx
	The Last Defender	The Sword, Great Priestess
	Lykeios	The Sword, The Sphinx
Hathhalla	The Devourer	The Sun, Strength, The Riven Tower
	The Avenger	Justice, The Sword, Death
Ami & Dieva	The Dawn Maiden	The Lovers, The Sun
	The Dusk Maiden	The Lovers, The Empress, The Stars
	Areia	The Sword, The Stars
	The Singer	The Minstrel
The Gorgonae	Mogran the Riot Goddess	The Riven Tower
	Halé the Goddess of Slaughter	Strength
	Médüre the Cunning One	The Sword, The Sphinx

ARTESIA D20

God	Epithet	Arcana Links
Ariahavé	The Civiliser	The Minstrel
	Victorious	The Sword, The Empress
	Areia	The Sword
	The Wise	Justice, The Great Priestess
	Paragh	The Great Priestess
	Fortuna	The Wheel
Brage	The Smith	The Minstrel, The Sword
	The Fire King	The Sun, The Minstrel
Thula	The Snake Queen	The Sword, The Moon, The Empress
	The Fire Stealer	The Minstrel
	Mother of Heroes	The Great Priestess, The Stars
	Conqueror	The Emperor
Ceram	The Thunderer	The Circle, The Riven Tower
	The Storm King	The Circle, The Emperor
	The Hunter King	Justice, The Seeker
Vani	The Mountain King	The Empress, The Circle
	Earthshaker	The Riven Tower
Ligrid	The Temptress	The Empress, The Lovers, The Riven Tower
	Queen of Perversion	The Lovers, The Sphinx
Amaymon	The Whisperer	The Empress, The Sphinx
	The Prince of Intrigue	The Great Priest, The Sphinx
Ishraha	The Righteous	Justice, The Emperor
Heth	The Sea King	The Great Priestess, The Moon, The Emperor
	The Roar of the Deep	The Riven Tower
Cyrus	The Consort	The Lovers, Judgment

HERO CULTS AND THE ARCANA

Hero	Epithet	Arcana Links
Agall	The King	Strength, The Emperor
	Sacker of Cities	The Riven Tower, The Emperor
	The Witch Hunter	The Emperor, Justice
Dall & Pulma	The Hero Stars	The Empress, The Stars
	The Starlight Spears	The Sword, The Emperor
	The Way Stars	The Seeker
Urige	The Ivory Mother	The Empress, Judgment
Achre	Sharp-Speared	The Sword
	Untamable	The Empress, Strength
	Copper-Shielded	The Great Priestess, The Sword
	The Snake Bride	The Lovers, The Riven Tower
Archaia	The Defender	The Great Priestess
	The Gate Builder	The Minstrel, The Great Priestess, The Emperor
Audra	The Voyager	The Empress, The Lover
	Queen of Sails	The Sword
Nymarga	The Magician King	The Minstrel, The Empress, The Great Priest
	The Spirit Eater	The Sphinx
	The Worldly Tyrant	The Emperor
Surep	The Celestial King	The Emperor
Sarita	The Good Wife	The Empress, The Circle
	The Widow	The Hanged Man
Jala	The Good Prince	The Great Priest
Islik	The Divine King	The Emperor, The Sword
	Helios	The Sun, The Emperor
Cewert	The Dragon Slayer	The Sword, Death, The Stars
Dauban Hess	The Conqueror King	The Emperor, The Sword
Myrcalion	The Hero Wanderer	The Seeker, The Sword
Hamarat	The Night Fire	Justice, Death
Dara	The Great Queen	The Empress, The Sphinx
	The Mountain Queen	The Riven Tower

PUTTING IT ALL TOGETHER

I thought I would finish up this rules outline with a couple of examples of what characters might look like under these proposed rules changes. Let's take a character with stats of Str 16, Dex 15, Con 12, Int 16, Wis 11, and Cha 14 (actual stats I just rolled using the 4d6/discard worst die method). The high Str and Dex point towards a fighter-type, though the high Int might make a good magician or sage, but as the fighter class is more or less the same as it is in regular D20, let's say this is a fighter.

Example One: a guy from Auria.

Auria provides a number of interesting feats for a combat-oriented fighter, but before choosing I decided to roll his background to see what we get that way. On the Home Background Table for Auria, I roll a 12, meaning he comes from Dainphalia. As a Dainphalian he gets a +1 Social Class modifier and a +2 Lineage modifier, so I wind up with an $(18 + 1) 19$ on his Social Class roll and a $(5 + 2) 7$ on his initial Lineage roll, meaning he's from a noble family of Aurian Lineage. If he had been from Therapoli Magni, he would've been a noble (20) of Danian Lineage (6). I roll next on the Aurian Sub-Table, and get a 4: he comes from a Heroic Lineage, so I roll again and get a 20, resulting in a minor Aurian hero. His (currently) nameless ancestor provides him with (roll of 4) +2 (roll of 1) Str. Finally, I roll to get his Birth Sign, and get an 8, so he was born under the sign of the Sphinx and gains +1 Int and a link to the Sphinx Arcana. His Omen roll is a 17, meaning no particular omens accompanied his birth.

Now with stats of Str 18, Dex 15, Con 12, Int 17, Wis 11, and Cha 14, I am even more inclined to a combat bruiser, but he does come from a noble family and have a high Int (and that link to The Sphinx!), so I decide to take Education for his Aurian Cultural Feat, a second Cultural feat of Courtly Ways for his 1st level general feat, and Improved Initiative as his 1st level fighter feat. His cultural skills are Appraise, Gather Info, Innuendo, and Search, so I give him 4 points in Gather Info (all that time growing up at the University and the Court gave him some tips on how to get the skinny).

His Int of 17 gives him 3 bonus languages, so he gets everything listed under Aurian: he knows the Middle Tongue, the Eastern Tongue, Old Aurian, and Old Illian. His Int modifier also gives him 3 Memory Points that he could use to learn up to 3 prayers or memorize 3 books. His initial Arcana links are to The Sphinx through his Birth Sign, The Sword through the fighter class, and The Emperor and The Sword through his worship of Islik the Divine King. He's a well-educated nobleman who'll probably become a war leader with experience, but if he's not in line for a title he could also go for the Divine King priesthood, perhaps in one of the martial orders.

Let's say our Aurian adventures a bunch and one day reaches 12th level; for the sake of simplicity, let's say he remains a fighter and

doesn't become either a warlord or a templar. He would've gained a bunch of extra fighter feats, 4 more general feats (which could also be Cultural feats), and 3 Ability Increases. His Arcana links, to The Sphinx, The Sword, and The Emperor, have associated abilities of Int, Dex, and Cha, respectively. Let's say his first Ability Increase is in Dex, raising his Dex to 16 and giving him access to a Sword Arcana feat. He picks Voice of Command, giving him the ability to command others to action. With a taste of command and a noble background, the warlord prestige class seems an ever more appropriate choice for him and will probably be his next move, and he clearly feels the path of The Emperor calling, so his next two Ability Increases are in Charisma and he gains two Emperor Arcana feats. Having already gained Voice of Command through The Sword, he takes Divine Might and Great Strength, giving him a Str of 19.

Of course this then raises the interesting question of whether a feat shared by more than one Arcana (such as Voice of Command) can count as another Arcana's feat towards determining Arcana mastery if it was selected through a different link (i.e., can he claim to have 'three Emperor Arcana' instead of just two?). I'm inclined to say no, the link you used is how you determine which Arcana the feat belongs to.

His Con gives him 12 Body Points, which is a bit low for a guy who's in combat a lot, so I'd probably give him the Toughness feat somewhere along the line, but his Vigor Points would accumulate nicely. His Wis give him 11 Spirit Points, also a bit low, but as he's not doing a lot with magic that might not be as big a deal. As a fighter his MP die will be quite low (d4), so even at 12th level he will not have a lot of MP to use for prayers to Islik or for his Voice of Command.

Example Two: a girl from Palatia.

Using the same basic stats, this time I'll write up a woman from Palatia. Palatia has a much wider range of Cultural Feats than Auria, but once again I'll roll on the Background Tables first. For her Home, I get a 4, one of the Major Allied City-States of Palatia; I pick Veruca Crusa because I like the name. She gets a +1 House modifier and a +1 Lineage modifier. On the House Table, I get a $(14 + 1) 15$, a Palatian House, with a +3 Lineage modifier. Though her home is Veruca Crusa, her House is from Palatia proper (all Palatian Houses have economic interests and property throughout the other city-states). I pick the House of Golgos (see the House List from the Tour of the Known World in *Annual* #2), so she was born in the House Golgos townhouses in Veruca Crusa. Unfortunately, I roll a 1 on her House Standing roll, so she was born a slave, though we can probably assume she's gained her freedom (otherwise she wouldn't be adventuring). Let's say she rolls on the Palatian Lineage Table (as a slave she might have been brought in from outside Palatia and so have a foreign lineage, but since I haven't created that Table yet we'll say she's Palatian) with a total $(+3 + 1) +4$ modifier. I roll a 6, which is lucky as it coincidentally results, with modifier, in a 10: an Archaiate Lineage, which allows me to

roll on the Archaia Lineage Table, which actually exists. I roll a 3; she's descended indirectly (a non-matrilineal line, in Palatia) from Archaia herself, meaning that somewhere in her ancestry is some Great House blood! Not impossible, even for a (presumably former) slave, as dalliances are always possible, or her family may have been brought low by scandal. This gives her +2 Cha (after die roll) and 4 Sense Motive skill points. Her Birth Sign roll is an 11, meaning she was born under the Sign of the Star-Child, gains another +1 Cha, and has a link to The Stars Arcana. Her omen roll is a 5, meaning she had an ill-omened birth; a subsequent roll of 19 indicates that wolves prowled the city streets at her birth, and she gains a bonus Alertness feat and 4 points of a new class skill, Animal Empathy.

So her beginning stats are Str 16, Dex 15, Con 12, Int 16, Wis 11, and Cha 17, and she has a bonus Alertness feat and 4 points of Sense Motive and Animal Empathy. She's going to be a fighter like our Aurian to keep the class issues simple (I'm guessing she was picked out to be a House Guard or maybe a gladiator because of her strength and smarts), so I give her Duelist as her Cultural bonus feat, Seductive as her 1st level general feat (to go with that 17 Cha) and Improved Initiative as her 1st level fighter feat. She's got a good Cha, so I give her 4 points in Perform (singing and dancing, mostly) for her Cultural skill.

Her Int gives her 3 bonus languages, so in addition to Palatian she knows Haralian, Khaelite, and Lycinian; like our Aurian, she has 3 Memory Points, 12 Body Points, and 11 Spirit Points, and good die for Vigor Points and poor die for Magic Points. Her initial Arcana links are to The Stars from her birth sign, to The Sword from the fighter class, and to The Empress and The Sword through her worship of Untamable Achre (as befits a former slave and one of her descendants, through Archaia, to boot). Religion in Palatia is more varied than in Auria, so she could also potentially worship dozens of other gods or heroes, but for the moment I'll stick with Untamable Achre, the unconquerable aspect of Achre, the first Palatian.

Let's rejoin her at 12th level, as with our Aurian example. She's gained the fighter feats, the general/Cultural feats, and has 3 Ability Increases. With her high Cha, command once again seems likely, perhaps as House Guard Captain, a gladiator or mercenary captain, or a Legion auxiliary (standard Palatian legionaries would come from the soldier, not fighter, class). Her Arcana links to The Stars, The Sword, and The Empress have associated Abilities of Wis, Dex, and Cha, respectively, so I'll go with three increases in Cha (raising it to 20) and take the Arcana feats of Voice of Command, Divine Grace of Body, and Greater Divine Grace of Body. If she takes the warlord class next and gets another Ability Increase later, I'll probably take another point of Cha and the Share Grace feat so she can share her Cha bonus to AC with warriors under her command.

Note that in her case her low Magic Point die could prove to be a problem if she takes the Share Grace Feat, as her Magic Points

will limit how many of her fellows she can protect and how often.

So there you go: two fighters who started out with the same basic stats, but wind up looking very different even at 1st level. Though they're both on the path to command and the warlord prestige class somewhere beyond 12th level, they are still looking very different because of their backgrounds and Arcana links, even if they've taken all the same fighter feats.

A BRIEF CONCLUSION

Obviously, a great deal of work remains to be done, but hopefully this is enough to give you an idea of what I'd like the system to look like when it's finished up. The rest of the Arcana feats will have to be described, along with the magic systems for both hermetic and divine magic.

The final area of major D20 system change will be in the inclusion of a built-in system to handle mass battles, and feats, spells, and abilities to affect that system. This will not be a miniatures-based system a la Chainmail, but rather either a paper-based system or a counter-based one. The Leadership feat will need to be tweaked, primarily in making it possible to have more than one Cohort (sub-Captains and Lieutenants to whom you can delegate command responsibility, and through which you can expand the number of followers or troops you command). Though this could perhaps be affected by creating a skill or feat difference between the ability to command others (perhaps a "Captain" feat), and the ability to attract followers (the standard Leadership feat, more or less), with Leadership/Followers being a Feat on the path to getting your own Hero Cult.

Questions to ponder when looking over these rules: are the Arcana Feats too complicated and too powerful (as most are currently written with DCs based on character level; should that be half your character level)? Does the Culture, Home, Social Class, and Lineage system look like it will be too complicated? What should be added to the Arcana and Culture systems, if anything, or what should be taken away? Please post your comments to the D20 discussion group, or send them to me at artesiagram@earthlink.net.

Thanks,
Mark

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