

SPECIES AND TALENT DESIGN

Each species or talent is built on seven (7) design points. Just getting the total to seven is not necessarily the goal in and of itself, as both game balance and staying true to the vision of the species or talent are also important. Therefore, try to use the minimum amount and power level of benefits required to give the sense of the concept you are representing. Remember, each benefit that you add is one more thing the player will have to keep track of.

If an Origin will include drawbacks, it's often a good idea to choose them BEFORE selecting benefits – this allows you to gage the total value of benefits that you can add, rather than trying to add drawbacks to pay off an often bloated benefit list.

Talents (representing humans) work within a slightly narrower band of options than Species do. Strongly avoid constructing Talents with attribute modifiers more extreme than +2 or -2. Human movement modes also tend to be restricted to base speed only and should not exceed 40.

Species or Talents may also have Requirements, such as an Alignment, Era or Campaign Quality. Requirements have no point value, and a variable requirement such as an Alignment or Interest MUST be fulfilled upon coming to the appropriate point during character creation.

Species and Talents ALWAYS give the character his size, type, attribute modifiers, and speed. All of this information is listed as the type in the following manner, except Attribute and Speed which always start the bulleted list of racial abilities.

Type: **SIZE (FOOTPRINT HERE IF NOT 1x1) biped*** **TYPE** with a Reach of X (see *Fantasy Craft*, page 227). Your maximum wounds equal your Constitution score + **(SIZE MULTIPLIER)**.

- **Attributes:** ???
- **Base Speed:** **XX** ft.

**Correct biped if needed*

SIZE, TYPE, AND SPEED POINT VALUES

-3.0 POINTS:

Size: Fine (1x1), Reach 1, Con × 1/4 (rounded up)

-2.5 POINTS:

Size: Diminutive (1x1), Reach 1, Con × 1/3 (rounded up)

-2.0 POINTS:

Size: Tiny (1x1), Reach 1, Con × 1/2 (rounded up)

Type: Beast

- **Base Speed:** 0ft. You are Immobile

-1.0 POINTS

- **Base Speed:** 10 ft.

-0.5 POINTS

- **Base Speed:** 20 ft.

0 POINTS:

Requirement: **ANY**

Size: Medium (1x1), Reach 1, Wounds = Con

Size: Small (1x1), Reach 1, Con × 2/3 (rounded up)

Type: Fey

Type: Folk

Type: Outsider

- **Base Speed:** 30 ft.

1.0 POINT:

Size: Large (1x1; 1x2; 2x2; 2x3), Reach 1, Con × 1.5 (rounded down)

Type: Ooze

- **Base Speed:** 40 ft.

2.0 POINTS:

Size: Large (1x2; 2x2; 2x3), Reach , Con × 1.5 (rounded down)

- **Base Speed:** 50 ft.
- **Winged Flight:** You may fly with a Speed of 30 ft. (beast)

2.5 POINTS

- **Base Speed:** 60 ft.
- **Winged Flight:** You may fly with a Speed of 40 ft. (non-beast)
- **Winged Flight:** You may fly with a Speed of 50 ft. (beast)

3.0 POINTS:

Type: Plant

- **Base Speed:** **XX** ft.
- **Base Speed:** **XX** ft.
- **Winged Flight:** You may fly with a Speed of 50 ft. (non-beast)
- **Winged Flight:** You may fly with a Speed of 60 ft. (beast)

8.0 POINTS:

Type: Construct

ATTRIBUTE MODIFIER POINT VALUES

-1.0 POINTS:

- Attributes: -2 (A)

0 POINTS:

- Attributes: No modifiers
- Attributes: +2 (A), -4 (B)
- Attributes: +2 (A), -2 (B), -2 (C)
- Attributes: +2 to lowest attribute, then -2 to highest attribute

0.5 POINTS:

- Attributes: +1 (A), -1 (B)
- Attributes: +2 to lower of (A), or (B), -2 (C)
- Attributes: +1 (A), +1 (B), -2 (C)

1.0 POINTS:

- Attributes: +1 to lowest attribute
- Attributes: +1 to lower of (A) or (B)
- Attributes: +1 (A)
- Attributes: +2 (A), -2 (B)
- Attributes: +1 (A), +1 (B), -1 (C)
- Attributes: +3 to lower of (A) or (B), -3 (C)

1.5 POINTS:

- Attributes: +1 to lowest attribute, then +1 to lowest attribute
- Attributes: +2 to lowest attribute
- Attributes: +4 (A), -6 (B)

2.0 POINTS:

- Attributes: +1 to highest attribute, then +1 to lowest attribute
- Attributes: +2 to lower of (A) or (B)
- Attributes: +1 to lowest attribute, then +1 to lowest attribute, then +1 to lowest attribute
- Attributes: +1 (A), +1 (B)
- Attributes: +2 (A), +2 (B), -4 (C)
- Attributes: +3 (A), -3 (B)
- Attributes: +3 (A), -1 (B), -1 (C), -1 (D)
- Attributes: +4 (A), -2 (B), -2 (C), -2 (D)
- Attributes: +2 (A), +2 (B), -2 (C), -2 (D)
- Attributes: +3 to lower of (A), or (B), -1 (C)

2.5 POINTS:

- Attributes: +2 (A)
- Attributes: +3 to lowest attribute
- Attributes: +6 to lower of (A) or (B), -4 (C), -4 (D)
- Attributes: +4 (A), -4 (B)

3.0 POINTS:

- Attributes: +1 (A), +1 (B), +1 (C)
- Attributes: +3 to lower of (A) or (B)
- Attributes: +3 (A), -1 (B)
- Attributes: +4 to lower of (A) or (B), -2 (C)
- Attributes: +4 (A), -2 (B), -2 (C)
- Attributes: +2 (A), +2 (B), -2 (C)
- Attributes: +2 (A), +2 (B), +2 (C), -2 (D), -2 (E), -2 (F)

3.5 POINTS:

- Attributes: +3 (A), +3 (B), -3 (C), -3 (D)
- Attributes: +4 (A), -2 (B)
- Attributes: +5 (A), -5 (B)
- Attributes: +6 (A), -4 (B), -4 (C)
- Attributes: +2 (A), +2 (B), +2 (C), -2 (D), -2 (E)

4.0 POINTS:

- Attributes: +1 (A), +1 (B), +1 (C), +1 (D)
- Attributes: +3 (A)
- Attributes: +4 to lower of (A) or (B)
- Attributes: +2 (A), +2 (B)
- Attributes: +6 (A), -6 (B)
- Attributes: +2 (A), +2 (B), +2 (C), -2 (D)
- Attributes: +4 (A), +2 (B), -2 (C), -2 (D)
- Attributes: +3 (A), +3 (B), -3 (C)

This list presents a range of default combinations. To avoid redundant or awkward combinations all bonuses/penalties in a package must be odd or all bonuses/penalties in a package must be even. In all cases where there is a tie, the player chooses which attribute is adjusted.

There are three modifiers you can apply to the packages listed here:

- At no cost:** Substitute a choice of 2 attributes for a single (X).
- For an additional +0.5:** Change specific attributes (one, some, or all) to grant choice of any, or a list of 3, 4 or 5 attributes.
- Reduce the cost by -0.5:** Specify that the largest penalty must be applied to the largest attribute that does not receive a bonus.

SPECIES AND TALENT
BENEFITS

0.5 POINTS

- *Bleeding Immunity*: You are immune to bleeding (see *Fantasy Craft*, page 212).
- *Cat Fall*: You suffer 1 less die of damage from falling.
- *Lean Season*: You require only 1 common meal per day.
- *Fearless I*: You gain a +4 bonus with Morale checks.
- *Inscrutable*: The error range of all Sense Motive checks targeting you increases by 2.
- *Light Sleeper*: Sleeping is never a Terminal Situation for you.
- *Sterner Stuff*: The *keen* quality of each attack made against you decreases by 4.

1 POINT

- *Adaptable Diet*: You gain a +4 bonus to Forage checks for yourself or others with adaptable diet.
- *Agile Defense*: Your base Defense increases by 1.
- *Broad Learning*: You gain 2 additional studies (see *Fantasy Craft*, page 61).
- *Calling*: You may gain levels as a (**EXPERT CLASS A**) or (**EXPERT CLASS B**) beginning at Career Level 4 if you meet all other prerequisites for that class.
- *Charming*: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Crunch!*: Your Strength-based damage rolls inflict 1 additional damage.
- *Darkvision I*: You ignore the effects of dim and faint light.
- *Encouragement*: Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Enlightened (SKILL)*: Your maximum (**SKILL**) rank increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Enlightened Skill*: Choose one skill from Chapter 2 of the *Fantasy Craft* rulebook. Your maximum rank in that skill increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Free Hint*: Once per session, you may request a free hint from the GM. If he refuses you gain 1 bonus action die.
- *Hearty Appetite*: You benefit from the first 2 food and 2 drink you consume in each day.
- *Heroism*: You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.
- *Higher Calling*: Characters with opposing Alignments suffer a -1 penalty with skill checks targeting or opposed by you.

- *Improved Stability*: You're considered 1 Size category larger for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- *Inquisitive Mind*: You gain 2 additional interests.
- *Iron Gut*: You gain a +2 insight bonus with saves against disease and poisons.
- *Linguist*: You gain 2 additional languages (see *Fantasy Craft*, page 61).
- *Multi-Armed*: You may simultaneously hold and arm up to four 1-handed, two 1-handed and one 2-handed, or two 2-handed weapons or objects. You also gain a +1 bonus with skill checks made as part of a Grapple action if two or more of your hands that are free. If you gain the Many-Armed feat you lose these benefits and the lower of your Strength or Dexterity rises by 1.
- *Mixed Blood*: You are considered both a (**RACE A**) and a (**RACE B**).
- *Natural Attack*: You gain the (**NATURAL ATTACK**) I natural attack (see *Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).
- *Natural Elegance*: Your Appearance bonus increases by +1.
- *Origin Skill*: Choose one additional origin skill.
- *Sure-footed*: Your encumbrance loads are increased by 50% and when you run, your move multiplier is increased by 1 (typically to × 5).
- *Thick Hide 2*: You are considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).
- (**TRICK**): You gain the (**TRICK**) trick.
- *Unbreakable*: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).
- (**WEAPON GROUP**) Proficiency: You gain the (**WEAPON GROUP**) Weapon Proficiency.

1.5 POINTS

- *Darkvision II*: You gain the Darkvision II NPC quality.
- *Grueling Combatant*: Each time an adjacent opponent attacks you and misses, he suffers 2 points of subdual damage.
- *Harrowing Combatant*: Each time an adjacent opponent attacks you and misses, he suffers 2 points of stress damage.
- *Iron Mind*: You gain a +2 insight bonus with saves against spells and psionic powers.
- *Undaunted*: Any morale penalties to your attributes, attack checks, skill checks, or saves are reduced by 2.



2 POINTS

- *Always Ready:* You may always act during surprise rounds.
- *Bloodhound:* Your base scent range is equal to your Wisdom score $\times$ 10 ft. Also, you gain a +6 bonus with Tracking checks.
- *Brains Over Brawn:* Each time you gain a class level that grants 9 or 12 vitality (+Con) you must permanently give up 3 vitality to gain 2 skill points. Each additional time you would gain this vitality-to-skill points effect from another source, you instead gain 4 interests. ****TALENT ONLY – NOT FOR SPECIES.****
- *Brawn Over Brains:* Each time you gain a class level that grants 6 or 8 skill points (+Int) you must permanently give up 2 skill points to gain 3 vitality. Each additional time you would gain this skill points-to-vitality effect from another source, you instead gain 2 weapon proficiencies. ****TALENT ONLY – NOT FOR SPECIES.****
- *Camouflage:* Choose a terrain: aquatic, arctic, caverns/mountains, desert, forest/jungle, indoors/settled, plains, or swamp. You gain a +5 gear bonus with Blend checks while in that terrain.
- *Celebrated:* Your Legend increases by 2.
- *Heirloom:* You gain a (ITEM) with a total value no greater than 800s including any combination of (UPGRADES AND/OR FITTINGS). This (ITEM) may include 1 or 2 essences of your choice with a combined value not to exceed 12 Reputation. You may increase the silver value of this (ITEM) by paying 5 times the normal cost for the changes. This (ITEM) is a prize and if lost or destroyed may be replaced at the end of any adventure or downtime greater than 1 month by paying the current silver value of the (ITEM) (the Essences are considered the result of your own personal modifications). This (ITEM) takes up a prize slot; if sold, traded or abandoned, it can only be replaced by paying both the silver and Reputation value. ****THIS BENEFIT SHOULD ONLY BE USED IF THE RACE/CULTURE HAS LEGACY OBJECTS AS A UBIQUOUS FEATURE, SUCH AS AN ANCESTRAL SWORD OR SUCH!****
- *If I Recall...:* You gain a +5 bonus with Knowledge checks (see *Fantasy Craft*, page 66).
- *Keen Sight:* Your visual range increments are equal to your Wisdom score $\times$ 50 ft. You also ignore range penalties from the 2nd and 4th range increments while you're aiming.
- *Last Chance:* You may spend and roll 2 action dice to boost any save.
- *Natural Camouflage:* Choose (TERRAIN A) or (TERRAIN B). You gain a +5 gear bonus with Blend checks while in that terrain.
- *No Pain:* You may ignore the first fatigued or shaken condition you gain each scene.
- *Origin Skills:* Choose 2 additional origin skills.
- *Sharp Mind:* You gain 1 additional skill point per level.
- *Sharp Hearing:* Your hearing range increments are equal to your Wisdom score $\times$ 10 ft. Further, you may always act during a surprise round unless deafened.

- *Skirmishing:* If you are wearing no armor or partial armor, your base defense increases by 2.
- *Slow and Steady:* The cost to activate your Downtime errors and those of your teammates increases by 2 action dice.
- *Split Decision:* As a full action, you may simultaneously take 2 Ready actions, each with separate triggers and reactions. After the first trigger occurs the other Ready action is lost.
- *Step In:* Once per combat you may choose to receive all of 1 attack's damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.
- *Tenacious Spirit:* You gain 1 additional vitality point at each career level.
- *Thick Hide 3:* You are considered to be wearing partial armor that provides Damage Reduction 3. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).

2.5 POINTS

- *Breath Weapon:* Once per round as a full action you may breathe fire in a 20-ft. line, inflicting 2d6 + your Con modifier in fire damage. Make a single ranged attack against all characters and objects in the path; each character hit may make a Reflex Save (DC 10 + the number of Species feats you have + your Con modifier) to suffer only 1/2 damage (rounded down).
- *Double Boost:* You may spend and roll 2 action dice to boost (ATTRIBUTE)-based skill checks.
- *Sneak Attack:* Your attacks gain 1 die of sneak attack damage.

3 POINTS

- (BONUS FEAT): You gain the (BONUS FEAT) Feat.
- *Engaging Diversion:* You may Distract up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.
- *Favored Classes:* Choose either (BASE CLASS A) or (BASE CLASS B). If you have at least 1 level in that class, you gain the next level's class abilities. You gain no other benefits from the next level such as skill points, vitality, base attack bonus, saves, etc. If you reach level 20 in your chosen class, you instead gain a bonus feat from any tree.
- *Grace under Pressure:* You gain a +2 bonus with any roll you boost with an Action Die.
- *Mark of [PATH NAME]:* You take the first step on the Path of [PATH NAME]. After Career Level 1, each time you would gain a feat from your Career Level, you may instead take another step along this path. Your Caster Level is considered equal to your Career Level for any benefits from these steps. ****THIS LAST SENTENCE MAY BE OMITTED IF THE PATH HAS NO SPELLCASTING ABILITIES OR CASTING LEVEL-BASED BENEFITS.****



- *Sickly*: You suffer a –2 penalty with all Fortitude saves and roll twice for saves against disease and poisons, keeping the lower roll.
- *Tantrum Prone*: You suffer a –2 penalty with all Will saves and become *Enraged* in addition to any other critical miss effect for any activated error.

- *Achilles Heel ((DAMAGE TYPE))*: When you suffer (TYPE) damage, you also suffer an equal amount of lethal damage.

- **Burden of Ages:** Your will to live has been worn down by long ages of struggle and you find it difficult to express the fire of the younger species. Any effect that cures or restores your vitality has only 1/2 the normal effect (rounded up).

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blah, blah.

Common Physical Traits: Blah, blah, blah, blah, and blah.
List at least 5.

Splinter Race Feats: Blah (common name), Blah (common name), and Blah (common name). Unless you choose one of these, you're a 'BASE RACE COMMON NAME'.

- *Attributes: ???*
- *Base Speed: ?? ft.*
-

QUADPUTER

Common Personality Traits: Quadputer personalities are as varied as humans. However, the personality traits that they exhibit are generally more extreme – those that are arrogant are overbearingly so, those that are sarcastic rarely sound sincere, and so on.

Example Names: Doctor Theopolis, Councilor Apol, Ambassador Devronin.

Type: Diminutive Beast Construct with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal to your Constitution score x 1/3 (rounded up).

- *Attributes:* No modifiers
- *Base Speed:* None. You are *immobile*.
- *Banned Actions:* You have no limbs and can perform no physical action requiring movement on your own.
- *Banned Saves:* You have no limbs and can perform no Reflex saves on your own.
- *Encouragement:* Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Enlightened Skill:* Choose one skill from Chapter 2 of the Fantasy Craft rulebook. Your maximum rank in that skill increases to your Career Level + 5. Only the highest bonus from any enlightened ability may apply to each skill.
- *Free Hint:* Once per session, you may request a free hint from the GM. If he refuses you gain 1 bonus action die.
- *If I Recall...:* You gain a +5 bonus with Knowledge checks (see *Fantasy Craft*, page 66).
- *Inquisitive Mind:* You gain 2 additional interests.
- *Inscrutable:* The error range of all Sense Motive checks targeting you increases by 2.
- *Limited Proficiencies:* You begin with 2 fewer proficiencies (minimum 0).
- *Personal Lieutenant:* You gain the Personal Lieutenant Feat.

SPECIALTY DESIGN

Specialties are best thought of as the character's job, in a certain sense. This is different than most D20 based RPGs where the character's class is used to fulfill this role. In Master Craft games, though it's best to think of the Specialty as the job, and class as how the character does that job.

Each specialty is built on seven (7) design points. Just getting the total to seven is not necessarily the goal in and of itself, as both game balance and staying true to the vision of the specialty is also important. Therefore, try to use the minimum amount and power level of benefits required to give the sense of the concept you are representing. Remember, each benefit that you add is one more thing the player will have to keep track of.

Specialties MUST include EXACTLY ONE bonus feat.

Specialties may also have Requirements, such as an Alignment, Era or Campaign Quality. Requirements have no point value, and a variable requirement such as an Alignment or Interest MUST be fulfilled upon coming to the appropriate point during character creation.

SPECIALTY BONUS FEAT POINT VALUES

Specialties MUST include EXACTLY ONE bonus feat.

1 POINT

- Bonus Feat: Any 1 (FEAT TREE BESIDES SPECIES) feat
- Bonus Feat: (SPECIFIC FEAT FROM ANY TREE)

2 POINTS

- Bonus Feat: (SPECIFIC FEAT WITH "LEVEL ONE ONLY" REQUIREMENT BESIDES "The Gift")
- Bonus Feat: ANY 1 SPECIES FEAT

SPECIALTY BENEFIT POINT VALUES

1 POINT

- *Agile Defense*: Your base Defense increases by 1.
- *Attribute Training*: The lower of your (ATTRIBUTE A) or (ATTRIBUTE B) scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

- (FEAT TREE) *Expert*: You're considered to have 2 additional (FEAT TREE) feats for any ability based on the number of (FEAT TREE) feats you have.
- *Bow Hunter*: You inflict 2 additional damage on standard characters with a bow.
- *Broad Learning*: You gain 2 additional Studies (see *Fantasy Craft*, page 61).
- *Charming*: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- *Crunch!*: Your Strength-based damage rolls inflict 1 additional damage.
- *Devotee*: You gain 1 Alignment and a study related to that Alignment. You may not have more than 1 Alignment.
- *Encouragement*: Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.
- *Extra Proficiency*: You gain 1 additional proficiency or trick.
- *Favored Enemy (TYPE)*: Your threat range increases by 2 when attacking and making Notice, Sense Motive and Survival checks targeting standard characters of the (PICK ONE: animal, beast, construct, elemental, fey, folk, horror, ooze, outsider, plant, spirit, or undead) type.
- *Free Hint*: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.
- *Heroism*: You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.
- *Inquisitive Mind*: You gain 2 additional Interests.
- (PERMANENT KIT i.e. *Field Medicine*): You are always considered to have a (KIT NAME i.e. *doctor's bag*) (see *Fantasy Craft*, page 159).
- *Linguist*: You gain 2 additional Languages (see *Fantasy Craft*, page 61).
- (NAMED) *Proficiency*: You gain the (NAMED) proficiency.
- (NAMED TRICK): You gain the (NAMED TRICK) trick (see *Fantasy Craft*, page [220-something]).
- *Natural Agility*: You gain 1 rank in Acrobatics and a +1 morale bonus to all Acrobatics checks. Apply this bonus rank before spending skill points.
- *Natural Alertness*: You gain 1 rank in Notice and a +1 morale bonus to all Notice checks. Apply this bonus rank before spending skill points.
- *Natural Confidence*: You gain 1 rank in Blend and a +1 morale bonus to all Blend checks. Apply this bonus rank before spending skill points.
- *Natural Determination*: You gain 1 rank in Resolve and a +1 morale bonus to all Resolve checks. Apply this bonus rank before spending skill points.
- *Natural Elegance*: Your Appearance bonus increases by +1.
- *Natural Eloquence*: You gain 1 rank in Impress and a +1 morale bonus to all Impress checks. Apply this bonus rank before spending skill points.

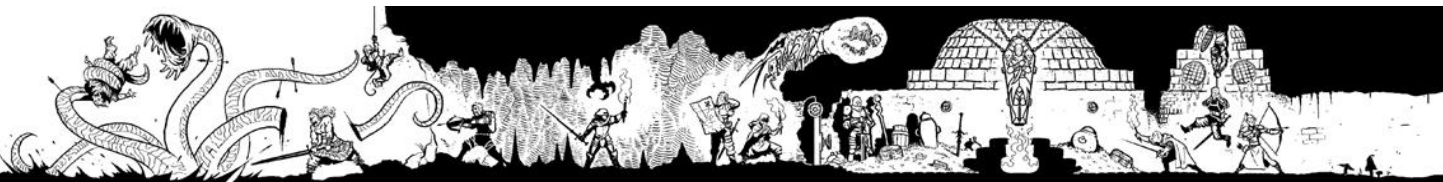


- *Natural Fitness*: You gain 1 rank in Athletics and a +1 morale bonus to all Athletics checks. Apply this bonus rank before spending skill points.
- *Natural Handling*: You gain 1 rank in Ride and a +1 morale bonus to all Ride checks. Apply this bonus rank before spending skill points.
- *Natural Ingenuity*: You gain 1 rank in Crafting and a +1 morale bonus to all Crafting checks. Apply this bonus rank before spending skill points.
- *Natural Insight*: You gain 1 rank in Sense Motive and a +1 morale bonus to all Sense Motive checks. Apply this bonus rank before spending skill points.
- *Natural Instinct*: You gain 1 rank in Investigate and a +1 morale bonus to all Investigate checks. Apply this bonus rank before spending skill points.
- *Natural Intuition*: You gain 1 rank in Search and a +1 morale bonus to all Search checks. Apply this bonus rank before spending skill points.
- *Natural Liar*: You gain 1 rank in Bluff and a +1 morale bonus to all Bluff checks. Apply this bonus rank before spending skill points.
- *Natural Mimicry*: You gain 1 rank in Disguise and a +1 morale bonus to all Disguise checks. Apply this bonus rank before spending skill points.
- *Natural Menace*: You gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. Apply this bonus rank before spending skill points.
- *Natural Misdirection*: You gain 1 rank in Prestidigitation and a +1 morale bonus to all Prestidigitation checks. Apply this bonus rank before spending skill points.
- *Natural Persuasiveness*: You gain 1 rank in Haggles and a +1 morale bonus to all Haggles checks. Apply this bonus rank before spending skill points.
- *Natural Stealth*: You gain 1 rank in Sneak and a +1 morale bonus to all Sneak checks. Apply this bonus rank before spending skill points.
- *Natural Strategist*: You gain 1 rank in Tactics and a +1 morale bonus to all Tactics checks. Apply this bonus rank before spending skill points.
- *Natural Sympathy*: You gain 1 rank in Medicine and a +1 morale bonus to all Medicine checks. Apply this bonus rank before spending skill points.
- *Natural Survivor*: You gain 1 rank in Survival and a +1 morale bonus to all Survival checks. Apply this bonus rank before spending skill points.
- *Odd Jobs*: You gain a +4 morale bonus with Downtime checks made to earn income (see *Fantasy Craft*, page 68).
- *Origin Skill*: Choose one additional Origin skill.
- *Push it to the Limit*: You take exactly 1 point per die when suffering subdual damage from any Athletics/Push Limit check (no roll is required).
- *Seasoned*: Your lowest attribute score rises by 2, and your highest attribute score decreases by 2.

- *(SPECIFIC SKILL Crafting or Ride) Focus*: You gain 1 *(SPECIFIC SKILL – Crafting or Ride)* skill focus.
- *(SPECIFIC FOCUS) Focus*: You gain the *(SPECIFIC SKILL)* skill's *(SPECIFIC FOCUS)* focus.
- *Thick Hide 2*: You're considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).
- *Trackless Step*: The DCs of Tracking checks to follow your trail increase by 10.
- *(TYPE) Empathy*: The Dispositions of non-adversary *(TYPE)* increase by 5.
- *Unbreakable*: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

2 POINTS

- *Beguiling*: When you successfully Taunt a character, you may decline the standard result to have your target become fixated on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
- *Brains Over Brawn*: Each time you gain a class level that grants 9 or 12 vitality (+Con) you must permanently give up 3 vitality to gain 2 skill points. Each additional time you would gain this vitality-to-skill points effect from another source, you instead gain 4 interests.
- *Brawn Over Brains*: Each time you gain a class level that grants 6 or 8 skill points (+Int) you must permanently give up 2 skill points to gain 3 vitality. Each additional time you would gain this skill points-to-vitality effect from another source, you instead gain 2 weapon proficiencies.
- *Camouflage*: Choose a terrain: aquatic, arctic, caverns/mountains, desert, forest/jungle, indoors/settled, plains, or swamp. You gain a +5 gear bonus with Blend checks while in that terrain.
- *(CATEGORY i.e. Game or Demon) Hunter*: You inflict 2 additional damage on standard *(TYPE As)* and *(TYPE Bs)*. (animals and beasts for Game Hunter; horrors and outsiders for Demon Hunter)
- *Celebrated*: Your Legend increases by 2.
- *Commissioned*: You may purchase military renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).
- *Contagion Sense*: You may roll twice when making Fortitude saves prompted by disease and poison, keeping the result you prefer.
- *Decisive*: You gain a +5 bonus with Initiative.
- *Fast*: Your *(GROUND, FLIGHT, OR SWIM – PICK ONLY ONE)* speed increases by 10 ft.



- *Flashy*: Your Panache increases by 2.
- *Glory-Bound*: You may purchase Heroic Renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).
- *Harsh Beating*: The Fortitude save DCs of subdual damage you inflict increase by 4.
- *Noble Blood*: You may purchase Noble Renown for 20 Reputation per Rank (see *Fantasy Craft*, page 187).
- *No Pain*: You may ignore the first fatigued or shaken condition you gain each scene.
- *(ONE SPECIFIC ABILITY, FEAT, TRICK ETC.) Synergy*: Your *(FEAT TREE X)* feats count as *(FEAT TREE Y)* feats for *(ONE SPECIFIC ABILITY, FEAT, TRICK ETC.)*. ****[SEE THE CAPTAIN'S RIGHT-HAND MAN ABILITY FOR AN EXAMPLE.]****
- *Paired Skills*: Each time you gain 1 or more ranks in the *(SKILL X)* skill, you gain equal ranks in the *(SKILL Y)* skill. This may not increase your *(SKILL Y)* skill beyond its maximum rank.
- *Practiced (SPECIFIC SKILL)*: If you spend an action die to boost a *(SPECIFIC SKILL)* check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.
- *Sharp Mind*: You gain 1 additional skill point per level.
- *Skirmishing*: If you are wearing no armor or partial armor, your base defense increases by 2.
- *Stand Together*: You gain +2 morale bonus to Defense and all saves when at least 2 adjacent characters share your Species.
- *Tenacious Spirit*: You gain 1 additional vitality per level.
- *Terrifying Look*: The Will save DCs of stress damage you inflict increase by 4.
- *Thrifty*: Your *Prudence* increases by 2.
- *Turning*: Choose a Type from the following list: animal, beast, construct, elemental, fey, horror, ooze, outsider, plant, spirit, or undead. Once per combat you may Turn characters of this Type (see *Fantasy Craft*, page 223).
- *(TYPE) Kindred*: The Disposition of characters who possess the *(TYPE)* type increases by 5.

3 POINTS

- *Favored Foes*: Choose 2 Types: animal, beast, construct, elemental, fey, folk, horror, ooze, outsider, plant, spirit, or undead. Your threat range increases by 2 when attacking and making Notice, Sense Motive and Survival checks targeting standard characters of the chosen Types. You may choose an additional Type at Career Levels 6, 11 and 16.
- *(FEAT TREE X/FEAT TREE Y) Synergy*: Your *(FEAT TREE X)* feats count as *(FEAT TREE Y)* feats for any ability based on the number of *(FEAT TREE Y)* feats you have.
- *Mark of [PATH NAME]*: You take the first step on the Path of *[PATH NAME]*. When you gain a feat from your Career Level you may instead take another step along this path if after selecting class abilities your step will be no greater than one-half your Career Level, rounded up. Your Caster Level is

considered equal to your Career Level for any benefits from these steps. ****[THIS LAST SENTENCE MAY BE OMITTED IF THE PATH HAS NO SPELLCASTING ABILITIES OR CASTING LEVEL-BASED BENEFITS.]****

- *More than Luck*: You gain 1 additional starting Action Die.
- *Multi-Dexterous*: If you are not wearing full armor, you ignore the penalty from the Two-Weapon Fighting feat and the penalty from the Two-Weapon Style feat is reduced to a -2.
- *Step In*: Once per combat you may choose to receive all of 1 attack's damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.
- *Trap Sense*: You may roll twice when making reflex saves prompted by security devices and traps, keeping the result you prefer.

SPECIALTY TITLE

Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah. Blah, blah, blah.

- *Bonus Feat*: Blah