

CHAMPION

The magma of your soul burns with a mighty flame, a shining beacon leading you and yours to glorious victory!

- *Bonus Feat:* Lionheart Basics (Adventure Companion p. 125) [1 pt]
- *Encouragement:* Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene. [1 pt]
- *Heroism:* You gain a +1 bonus with all attacks and skill checks you make during a Dramatic scene. [1 pt]
- *Glory-Bound:* You may purchase Heroic Renown for 20 Reputation per rank. [2 pts]
- *Tenacious Spirit:* You gain 1 additional vitality point at each Career Level [2 pts]

DANCER

Your fancy footwork was learned on the stage, but it comes in handy for more dangerous pursuits as well.

- *Bonus Feat:* Mobility Basics [1 pt]
- *Agile defense:* Your Defense improves by 1 [1 pt]
- *Attribute training:* The lower of your Dex or Cha scores increases by 1. [1 pt]
- *Fend:* You gain the Fend trick (AC p. 140). [1 pt]
- *Natural elegance:* Your Appearance bonus improves by 1 [1 pt]
- *Paired skills:* Each time you gain ranks in the Impress skill, you gain equal ranks in the Acrobatics skill. This may not increase your Acrobatics skill beyond its maximum rank. [2 pts]

DANDY

You live and sleep in front of a mirror.

- *Bonus Feat:* Fan Service [1pt]
- *Style Expert:* You're considered to have 2 additional Style feats for any ability based on the number of Style feats you have. [1 pt]
- *Charming:* Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. [1 pt]
- *Celebrated:* Your Legend increases by 2. [2 pts]
- *Flashy:* Your Panache increases by 2. [2 pts]

DILETTANTE

A little of this, a little of that...life's too short to pin yourself down to just one thing.

- *Bonus Feat:* Well-Rounded I
- *Inquisitive Mind:* You gain two additional Interests. [1 pt]
- *Mix-Up:* You gain the Mix-Up trick. [1 pt]
- *Origin Skills:* You gain two additional Origin skills. [2 pts]
- *Flashy:* Your Panache rises by 2. [2 pts]

EXORCIST

Evil spirits, begone!

- *Bonus Feat:* Iron Will [1 pt]
- *Attribute training:* The lower of your Wis or Cha scores increases by 1. [1 pt]
- *Unbreakable:* Each time you suffer attribute impairment, it decreases by 1 (minimum 0). [1 pt]
- *Practiced Sense Motive:* If you spend an action die to boost a Sense Motive check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them. [2 pts]
- *Turning:* Choose a Type from the following list: elemental, fey, horror, outsider, spirit, or undead. Once per combat you may Turn characters of this Type (see FC, page 223). [2 pts]

SHEPHERD

Though generally considered a humble trade, a shepherd's job is nonetheless to guide and guard, skills that translate well to more adventurous pursuits.

- *Bonus Feat:* Pathfinder Basics (Plains) [1 pt]
- *Animal Empathy:* The Dispositions of non-adversary animals increase by 5 [1 pt]
- *Blunt Proficiency:* You gain the Blunt weapon proficiency. [1 pt]
- *Decisive:* You gain a +5 bonus with Initiative. [2 pts]
- *Paired Skills:* Each time you gain ranks in the Survival skill, you gain equal ranks in the Notice skill. This may not increase your Notice skill beyond its maximum rank. [2 pts]

SURVIVOR

You've been through a lot, and come out the stronger for it.

- *Bonus Feat:* Guts [1 pt]
- *Agile Defense:* Your base Defense increases by 1. [1 pt]
- *Attribute Training:* The lower of your Con or Wis scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent. [1 pt]
- *Paired Skills:* Each time you gain ranks in the Resolve skill, you gain equal ranks in the Survival skill. This may not increase your Survival skill beyond its maximum rank. [2 pts]
- *Tenacious Spirit:* You gain one additional Vitality per level. [2 pts]