

THE **OTHERWORLDER**

A BOLD NEW ANCESTRY FOR PATHFINDER 2ND EDITION!



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OTHERWORLDER

A NEW ANCESTRY FOR PATHFINDER 2ND EDITION

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OTHERWORLDER

Born in a world far from our own otherworlders are strange heroes prophesied to save or destroy our own. Called from across space and time they are always fated to be adventurers with a great destiny.

An otherworlder comes from Earth, or something like it. They arrive having lived mundane lives in other realms before being thrust into the world of your campaign setting. They possess knowledge far in excess of what anyone should have, though that knowledge of modernity isn't always useful in a world so wildly different from the one the otherworlder is from. While knowing generally how the atomic bomb works, it isn't exactly practical knowledge that a farmer could use and a lack of understanding of things like magic, survival skills, and political issues of the day often hinder otherworlders. Many otherworlders see their new existence as a reflection of a game, book, or movie and treat it as "less important" or "less real" than the world they originally inhabited (often to their detriment).



OTHERS PROBABLY...

- Don't understand what "Netflix" is or who "Joe Dimaggio" was and that upsets you.
- Are in awe of your knowledge of the viral theory of medicine but don't get your fascination with "stats".
- Get tired of having to teach you basic life skills that you lack despite your vast knowledge of other, more esoteric, topics.

SIDEBAR: MODERN LORE

This is a special category of Lore that pertains to modern-day Earth and covers everything from pop culture to basic knowledge on scientific topics. This lore is unique; non-otherworlders can never be more than Trained in Modern Lore and must learn it from an otherworlder or something from the "other world" (like a laptop). Modern Lore is not exceptionally deep but is very broad; it covers what your average high school student would know on a topic. Deeper knowledge should be taken as a separate Lore skill (an otherworlder nurse might take Medicine while a cop from New York might take Police Lore).

INSPIRATIONS

The Chronicles of Narnia, A Connecticut Yankee in King Arthur's Court, Isekai series (anime), Spirited Away, Starlord (Guardians of the Galaxy)

YOU MIGHT...

- Believe you got sucked into a game.
- Be glad you escaped your soul-crushing 9-5 customer service job.
- Struggle to deal with the loss of the life you once knew and all that was familiar to you.

PHYSICAL DESCRIPTION

You resemble a human in every way except you may have a better diet and medical history so you're probably a few inches taller and have softer look to you.

SOCIETY

Otherworlders are either categorical loners, a person lost in time and space, or they arrive in a group and are bound together from that point on. Otherworlders who arrive together see each other as their only point of contact with others from their world and realize that they are the only people they share common ground with. Solitary otherworlders collect a group of close-knit allies very quickly and are quite reliant on them to teach them about the world they find themselves in.

ALIGNMENT AND RELIGION



An otherworlder's alignment is as varied as their purpose and often correlates to it. A dark cult might summon a serial killer from Earth to do their dark bidding and they'd have an evil alignment, while if an ancient prophecy summons "just your average high school student" they'd probably have a Neutral or Good alignment. Religion is a touchy subject with otherworlders and they often descend into theological horror when they try to come to terms with their own expression of religious faith in a new reality where there are very literal gods. Most keep their faith if they had it before, but many just become very confused and have a complex relationship with divinities.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Two free ability boosts

Languages

Common (all seem to know it)

One language from Earth that no one understands here. Additional languages equal to your Intelligence modifier -1 (if this would be a positive value). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Human

Humanoid

Modernity

You have a basic understanding of scientific principles, even through basic education, that is hundreds of years ahead of people's understanding in the world you find yourself in. You begin play Trained in Modern Lore.

NAMES

The name of an otherworlder is largely dependent on where and when they are from, though some adopt new names or titles upon arriving to show their separation from their old lives. (Most players will use their own names if they are playing themselves.)

OTHERWORLDER ADVENTURERS

It is fate that every single otherworlder becomes an adventurer. Not all of them manage to survive very long but those that do have a dramatic impact on the world. They are often called across space and time for a specific purpose or as a result of some dramatic event.

OTHERWORLDER HERITAGES

Otherworlders come from a variety of places and times and each has a unique story. Choose one of the following Otherworlder heritages at 1st level.

ORDER OF THE MATHLETE

There is nothing wrong with being on both the football and debate teams; you've managed to balance between the worlds of educational excellence and physical prowess. You gain a +3 status bonus once per day that you can apply to any one Lore or Athletics check, though you must decide this before you roll. One of your free boosts must be in a physical ability score and your other in a mental ability score.

ORDER OF THE NERD

While you may not be able to fight like a professional boxer you do have an encyclopedic knowledge of Star Trek ship registries, an unhealthy obsession with harem anime, a deep-seated loathing for the executives who canceled Firefly, and a Funko Pop collection that is rivaled only by your absurd knowledge of pop culture references. You begin play as an Expert in Modern Lore. One of your free boosts must be in Intelligence or Wisdom.

ORDER OF THE SOLDIER

You have a military, paramilitary, or combat-related job or background. You're trained to use firearms and other military systems. Finding yourself in a fantasy world brings up your training and you're ready for anything. You begin play Trained in a martial weapon of your choice.

ORDER OF THE STUDENT

You've got a lot of learning under your belt and probably have an advanced degree or two. Alternatively maybe you're a teacher, a researcher, or someone who works in a very cerebral field. You begin play Trained in one Lore skill relevant to your field of study. One of your free boosts must be in Intelligence.

ORDER OF THE TECHNICIAN

You are technically inclined - maybe an engineer, a maker, a cosplay prop maker, or just a DIY kind of person. You begin play Trained in Crafting. One of your free boosts must be in Wisdom.

ORDER OF THE URCHIN

You grew up rough and never had enough. This life has toughened you up in a way that others haven't: mentally, emotionally, and physically. You know it's a dog-eat-dog world out there and you're quick to strike rather than wait to see how bad things get. You gain the Urchin's Survival reaction.

URCHIN'S SURVIVAL

Trigger: You attempt a saving throw, but haven't rolled yet.

Frequency: Once per day

You gain a +2 circumstance bonus on the triggering saving throw.

ORDER OF THE WAGE SLAVE

In the life you left behind you had to deal with customers every day, bosses you couldn't stand, bills you couldn't pay, and deadlines you couldn't meet. That means you've seen the worst and come out on top, you gain a +2 circumstance bonus on saves against emotion effects.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an otherworlder, you select from among the following ancestry feats.

1ST LEVEL

GAME THEORY (FEAT I)

[Otherworlder]

You're pretty sure this world is a game... or maybe it's based on a game. While your knowledge of video games and roleplaying games doesn't 100% relate to the world you find yourself in, it does give you some special insights at times. You gain a +4 circumstance bonus on checks to Aid.

SCIENTIFIC PROGRESS (FEAT I)

[Otherworlder]

You may not be a world class theoretical physicist (unless you are) but you know, in the general sense, where science was and where it will be down the road. You can use this knowledge to give you an edge in crafting weapons and knowledge from the future. When attempting an Aid check on a Crafting and (other) Lore checks you can use your Modern Lore in place of Crafting or the relevant Lore check to make the attempt (aka, you can Aid Crafting and Lore checks with Modern Lore instead of the relevant skill).

MODERN GADGET (FEAT 1)

[Otherworlder]

Through fate, dumb luck, or magic you've managed to retain a working version of a useful and critical piece of (non-combat) technology. Maybe your cell phone still works and gets very weak and spotty reception across dimensions (though the roaming fees are insane), your laptop somehow survived the transition and its battery can be charged by magic, or you've ridden your motorcycle across universes and have converted it to run on alchemist's fire.

When you select this feat, you gain an object that is both relevant to your background and approved by your GM. It functions as it does in the real world and its implementation is largely up to you. Objects obtained by this method cannot be sold and if they become lost, broken, or stolen you should be given a reasonable and achievable means by which you can find, repair, and/or recover your modern gadget. Think of this more as a "feat" than a "object".

CHOSEN ONE ◆ (FEAT 1)

[Auditory] [Otherworlder]

Frequency: Once per day.

You are the chosen one and your prophesied rise to prominence ensures fate is on your side. By loudly invoking your destiny, the next action you take is all but assured; roll the dice for the action twice and take the better result.

OTHERWORLDLY MAGNETISM (FEAT 1)

[Otherworlder]

Your otherworldly nature attracts others to you like flies to honey. You gain a +2 circumstance bonus on attempt to Make an Impression.

MODERN MEDICINE (FEAT 1)

[Otherworlder]

You have the benefit of a proper diet, modern medicine, vitamins, and other medical advancements like vaccines. You gain a +2 circumstance bonus on all Fortitude saves against diseases and poisons.

5TH LEVEL

FATE'S CHOSEN (FEAT 5)

[Otherworlder]

Prerequisites: Chosen One

You can use your Chosen One feat once per hour rather than once per day.

SYNTHESIZE KNOWLEDGE ◆ (FEAT 5)

[Otherworlder]

Frequency: Once per minute.

The experiences you've had in this world have become more familiar and you can now find ways to combine what you knew and were good at in your world with what you've learned here to find exciting new ways to overcome challenges. You can jury-rig some alchemical ingredients to work like a powerful electromagnet, scare off a goblin with a Walkman, or use your cell phone to identify a spell via an application you just wrote. After jury-rigging a solution, the next action you take can use your Modern Lore in place of any other Intelligence, Wisdom, or Charisma-based skill.

9TH LEVEL

PARTY LEADER (FEAT 9)

[Otherworlder]

Prerequisites: Otherworldly Magnetism

You've honed your Otherworldly Magnetism into real leadership skills. People are always curious about an outsider and you seem to appear wild and charismatic. When you succeed on an attempt to Make an Impression you instead critically succeed.

MASTER OF MODERNITY (FEAT 9)

[Otherworlder]

Prerequisites: Synthesize Knowledge.

You can use your Synthesize Knowledge feat once per turn rather than once per minute.

13TH LEVEL

DESTINED HERO (FEAT 13)

[Otherworlder]

Prerequisites: Fate's Chosen.

You can use your Chosen One feat once per minute rather than once per day.

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VERSION 1.0A

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