

FEATURES

Features are things that affect what your character can do. Features can be either permanent or transient, and are either beneficial or malign.

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BANE <i>level</i>	This is the default type for a flaw. Banes usually occur as the result of a background or event. Banes do no progress.
BLESSING <i>level</i>	These favours and are always magical, usually divine, and are granted by a deity or power.
BOON <i>level</i>	This is the default type for a favour. Boons usually occur as the result interaction with a contact or event. An inert or supressed boon is lost completely and can never progress again.
CORRUPTION <i>level</i>	A corruption is a magical deficiency or degradation. A corruption progresses by 1 level each time you gain a level.
CURSE <i>level</i>	These flaws are always magical, usually divine, and are imposed upon a victim by a deity or power. An inert, repressed, or suppressed intercession progresses in level if you act in a way that is anathema to the deity or power that imposed the flaw
EVOLUTION <i>level</i>	These favours always have a biological trait and are usually granted by an ancestry. Evolutions are usually static and do not change in level.
FEAT <i>level</i>	A selectable option to expand upon a character.
MALIGNANCY <i>level</i>	These flaws always have a biological trait and are usually imposed by an ancestry. A repressed or suppressed malignancy progresses by 1 level each time you gain a level. An inert genetic flaw increases to level 1 if you gain a level and fail a flat check with a DC equal to the maximum level of the flaw.
ACQUIRED	A flaw with this trait is not permanent and has been acquired as the result of an event or encounter.
AFFLICTION	A disease or infection.
ANCESTRY	The feat is normally only available to a specific ancestry and is tagged with either the trait for that ancestry, the traits for multiple ancestries or with the 'Ancestry' trait itself.
CLASS	The feat is only available to a specific character class and is tagged with the trait for that class.
COGNITIVE	The thinking process, the brain.
COMMUNICATIONS	The ability to communicate with others.
CONSUMPTION	The ability to consume food and drink.
ENVIRONMENTAL	A situation or circumstance around you rather than on you.
GENERAL	Abilities that require a degree of training but can be learned by anyone—not only members of certain ancestries or classes—are called general feats.
GOAL	Feats with the goal trait have a prerequisite story feat and access that requires completing a specific event. If both are met the prerequisite story feat immediately retrains into the goal feat. Once you meet the prerequisites of the achievement feat the gateway story feat automatically retrains into it.
HORMONAL	Allergies and reactions to stimuli.
LOCOMOTION	Movement and reaction, the legs.
MANIPULATION	Manipulation of the environment, the hands and arms.
ORIGIN	A flaw related to your birth or upbringing.
RESPIRATION	Breathing, the lungs and gills.
ROLE	A flaw relating to your role, obsession or philosophy.
SKELETAL	The bodies form and substance.
SKILL	Feats that are a subtype of general feats, expanding on what you can accomplish via skills.
STORY	Access to a story feat is granted by a background, contact or an event, representing conditions most likely met during play or a background that fits the feat. You can have only one story feat at a time.
UNCOMMON	Most of the feats in this chapter have an Uncommon rarity and are unlocked with a background, contact or event that grants access.
VERSATILE	A subtype of ancestry feats and are only available to a character with a versatile heritage.

F1 FEATS

All kinds of experiences and training can shape your character beyond what you learn by advancing in your class.

Types of Feat

The feats in this chapter come in three types. A feat can have more than one type. A feat can only be selected by a class feature that grants feats of that type.

The feat Careful Combatant has the Ancestry and General traits. It can be selected as either an Ancestry feat, or a General feat. It cannot be selected as a Skill feat because it does not have the Skill trait.

ANCESTRY VERSATILE

The feat is normally only available to a specific ancestry and is tagged with either the trait for that ancestry, the traits for multiple ancestries or with the 'Ancestry' trait itself.

Versatile feats are a subtype of ancestry feats and are only available to a character with a versatile heritage.

CLASS

The feat is only available to a specific character class and is tagged with the trait for that class.

GENERAL SKILL

Abilities that require a degree of training but can be learned by anyone—not only members of certain ancestries or classes—are called general feats.

Skill feats are a subtype of general feats, expanding on what you can accomplish via skills.

Feat Sources

Many of the feats in this document are at least partly based upon background feats from other sources. An abbreviated of the source follows the backgrounds title. See the OGL statement for the meaning of these abbreviations.

When the abbreviation is followed by a * the feat has been renamed from its original source.

Lore

Lore is a category of skills. Each time a character receives skill training in Lore, the training applies to a specific type of lore. Training in a lore skill grants access a lore related story event, and occasionally to uncommon feats.

Community

Many lore skills are a subtype of a community. A community is a geopolitical collection of people, connected to each other due to their genetics, the place they live, their workplace, occupation or beliefs.

Settlement: A settlement is a geographic community that is usually residential, not mobile, and permanent.

1-2	3-4	5-6	7-8	9-0
Hamlet	Village	Town	City	Metropolis

Assembly: An assembly is a smaller community of people in an individual structure such as a building or vehicle.

1	2	3	4	5	6	7	8	9	0
Crew	Passengers	School	Congregation	Audience	Office	Factory	Caravan	Convoy	Camp

Culture: A culture is a community of people who are connected by their live style.

1-2	3-4	5-6	7-8	9-0
Ethnicity	Ancestry	Nationality	Counterculture	Subculture

Faction: A faction is a community of people who are connected by their political or theological or social ideology.

1-2	3-4	5-6	7-8	9-0
Religion	Cult	Corporation	Organisation	School

Family: A faction is a small community of people with a genetic or close family-like connection.

1-2	3-4	5-6	7-8	9-0
Kin	Dormitory	Tribe	Clan	Gang

Deity

Some lore skills are for a deity. As such gods and powers are campaign world specific, none are listed here. As an alternative select a **B24** philosophy as the type of lore.

Other Feat Traits

In addition to the type, a feat may also be tagged with additional traits:

STORY

Feats with the **story** trait are uncommon. Access to the feat is granted by a background, or contact or an event, representing conditions most likely met during play or a background that fits the feat. You need to meet only one of these to gain access. You can have only one story feat at a time.

GOAL

Feats with the **goal** trait have a prerequisite story feat and access that requires completing a specific event. If both are met the prerequisite story feat immediately retrains into the goal feat. If the campaign is not likely to resolve the access event, the GM should consider selecting another event for you to achieve in its place. Establishing a meaningful story arc is more important than adhering to the letter of the feat. Once you meet the prerequisites of the achievement feat the gateway story feat automatically retrains into it.

Rarity and Access

UNCOMMON

Most of the feats in this chapter have an Uncommon rarity and are unlocked with a background, contact or event that grants access.

Examples are shown below, split into sub-categories – characters should select from the variations or suggest a new variation.

Group	Variations or Alternatives	Event
ACADEMIA	Architecture, Business, Education	<i>Analytical</i> ^{E11}
AGRICULTURAL	Farming, Fishing, Hunting, Milling	<i>Know the Land</i> ^{E11}
ANCESTRY	A specific ancestry	<i>Lorekeeper</i> ^{E11}
ARCHAEOLOGICAL	Specific lost empire or community	<i>Scholar of Ruins</i> ^{E11}
BIOLOGICAL	Anatomy, Animal, Disease, Tanning, Midwifery, Butchery	<i>Naturalist</i> ^{E11}
BOTANIC	Herbalism, Tea, Alcohol	<i>Herbal Tradition</i> ^{E11}
COMMUNITY	Specific community	<i>World Traveller</i> ^{E11}
CONTEST	Gladiatorial, Martial Arts, Track, Field	<i>Style Sage</i> ^{E11}
CRIMINAL	Underworld, Peacekeeper, Legal	<i>Child of the Streets</i> ^{F12II} , <i>Criminal</i> ^{E11}
CULTURAL	Art, Noble, Genealogy	<i>Civilized Itizen</i> ^{E11}
DEITY	Specific deity	<i>Child of the Temple</i> ^{E11}
ENTERTAINMENT	Circus, Games, Theatre, Tavern	<i>Ear for Music</i> ^{E11}
EXPLORATION	Scouting, Weather	<i>Windspeaker</i> ^{E11}
FORTUNE	Curse, Fortune Telling, Prophecy	<i>Astrologer</i> ^{E11}
HABITAT	Rugged, Lowland, Wetland, Desert, Ocean, Swamp, Arctic, Forest	<i>Uncivilized</i> ^{E11}
HISTORY	History of a specific community or region	<i>Historian</i> ^{E11}
INDUSTRIAL	Mining, Smelting, Ceramics	<i>Forge Guardian</i> ^{E11}
LITERACY	Library, Scribing, Heraldry	<i>Avid Reader</i> ^{E11}
LOGISTICS	Mercantile, Transport, Wagon, Warehousing	<i>Market-savvy</i> ^{E1}
MARITIME	Sailing, Fishing	<i>Shoreline Skirmisher</i> ^{E11}
MARTIAL	Mercenary, Warfare, Militia	<i>Contract Negotiator</i> ^{E11} , <i>Militia Veteran</i> ^{F12I}
MONSTER	Demon, Devil, Dragon, Undead, Spirit	<i>Monster Scholar</i> ^{E11}
NUMERACY	Accounting, Engineering, Astronomy, Astrology	<i>Mathematical Prodigy</i> ^{E11}
PHILOSOPHICAL	Monastic, Temple, Festival	<i>Ritual Scion</i> ^{E11}
PLANAR	Shadow, Infernal, Abyssal, Astral, Heaven	<i>Scholar of the Great Beyond</i> ^{E11}
POLITICAL	Government, Guild, Politics	<i>Bureaucrat</i> ^{E11}
SERVICE	Labour, Stabling, Baking, Cooking	<i>Pioneer</i> ^{E11}
FACTION	A specific society or organisation	<i>Mystery Initiate</i> ^{E11}
SUBSTANCE	Alchemical, Alcohol, Drugs, Medicines, Poisons	<i>Cartel Scion</i> ^{E11}

F11 ANCESTRY FEATS

The feat is normally only available to a specific ancestry and is tagged with either the trait for that ancestry, the traits for multiple ancestries or with the ‘Ancestry’ trait itself.

If there are multiple ancestry tags, the background is available to each of them. A feat with the ‘Ancestry’ trait is available to all ancestries. The feat loses any non-matching ancestry trait when selected and gains the trait for your ancestry.

Versatile feats are a subtype of ancestry feats and are only available to a character with a versatile heritage.

Name	Level	Ancestry	Prerequisites	Benefits
ANIMAL FRIEND	1	Gnome	<i>Raised by Beasts</i> ^{B12} or <i>Desert Born</i> ^{B12}	Bonus with will saves when adjacent to an animal
BLOOD OF DRAGONS	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Bonus to skills and perception targeting draconic creatures
CELESTIAL ANCESTRY	1	Ancestry	Celestial class path or <i>Raised by Angels</i> ^{B12}	Gain a 1 st level Aasimar feat
DARKVISION	1	Ancestry, Versatile	Low-light vision, versatile heritage	You gain darkvision
DEATHLESS	1	Ancestry	Death/Undead class path or <i>Raised Among the Dead</i> ^{B11}	Gain a 1 st level Dhampir feat
DEATHTOUCHED	1	Dhampir, Duskwalker	<i>Raised Among the Dead</i> ^{B11} , <i>Reborn</i> ^{B415} , <i>Unliving</i> ^{C11}	Bonus to saves against Death, Haunt and Possession effects
DRACONIC RESILIENCE	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Bonus to saves against incapacitation effects
DRACONIC SENSES	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Low-Light vision
DIVINE GRACE	1	Aasimar, Duskwalker, Tiefling	<i>Acolyte</i> ^{B33}	Gain a divine cantrip
FAILED APPRENTICE	1	Half-Elf	<i>Waste Refugee</i> ^{B12}	Bonus to save against arcane effects
FEY ANCESTRY	1	Ancestry	Fey class path or <i>Raised by Fey</i> ^{B12}	Gain a 1 st level Gnome feat
FIENDISH ANCESTRY	1	Ancestry	Fiendish class path or <i>Raised by Fiends</i> ^{B12}	Gain a 1 st level Tiefling feat
FIEND BLOOD	1	Tiefling	<i>Cursed Birth</i> ^{B11} or <i>Raised by Fiends</i> ^{B12}	Bonus to skills and perception targeting good creatures
GOLDSNIFFER	1	Dwarf	<i>Miner</i> ^{B32}	Bonus to perception while underground
HERITAGE AFFINITY	1	Ancestry, Versatile	Class path matches heritage affinity	Once per day regain a focus point
HERITAGE LORE	1	Ancestry, Versatile	<i>Raised Cross-Species</i> ^{B11}	Trained in your heritage’s lore skill
HERITAGE RESISTANCE	1	Ancestry, Versatile		Gain resistance equal to half level in one heritage resistances.
LEECHING BITE	1	Tiefling	Ancestral bite attack	Gain temporary hit points from a critically successful bite attack
LOW-LIGHT VISION	1	Ancestry, Versatile	<i>Child of the Rooftops</i> ^{B12}	Gain low-light vision
MIGHTY CLAWS	1	Tiefling		Gain the claws special ability
MIGHTY CUNNING	1	Ancestry	Ancestral bite, claw or tail attack	Ancestral unarmed attacks gain the deadly d6 trait
MIGHTY TAIL	1	Tiefling		Gain the tail attack special ability
MONITOR ANCESTRY	1	Ancestry	Monitor class path	Gain a 1 st level Duskwalker feat
TUNNEL FIGHTER	1	Dwarf	<i>Sunless</i> ^{B12}	Cultural weapons gain deadly d8 trait
VESTIGIAL WINGS	1	Tiefling		Use vestigial wings to glide or control your descent
HERITAGE GRACE	5	Ancestry, Versatile	<i>Divine Grace</i> ^{F11}	Gain your heritages spell as a 2 nd level divine innate spell
ANCESTRAL WEAPON MASTERY	9	Ancestry	Ancestral bite, claw or tail attack	Proficiency with unarmed ancestral attacks matches class training
FLIGHT	9	Tiefling	<i>Vestigial Wings</i> ^{F11}	Gain a flight speed equal to your speed

ANCESTRAL WEAPON MASTERY FEAT 9

ANCESTRY

Prerequisites Bite, Claws, or Tail Attack special ability.

Whenever you gain a class feature that grants you expert or greater proficiency in weapons you also gain that proficiency for any ancestral special ability attack.

ANIMAL FRIEND APG FEAT 1

GNOME

Prerequisites Gnome ancestry or *Raised by Beasts*^{B11} origin.

You've long been a friend to animals and feel safer when there are animals nearby. You gain a +1 circumstance bonus on Will saving throws as long as you are adjacent to a non-hostile animal or animal companion of tiny size or larger.

BLOOD OF DRAGONS UCA FEAT 1

DRACONIC | KOBOLD

Prerequisites Draconic heritage, Kobold heritage, or *Adopted by Dragons*^{B11} origin.

Long ago, your ancestors' blood mixed with that of dragons. You gain a +2 circumstance bonus on any skill or perception check against a target with the Dragon trait.

CELESTIAL ANCESTRY Q&C* FEAT 1

ANCESTRY

Prerequisites a celestial class path (such as a bloodline or patron) or *Raised by Angels*^{B12} origin.

You have some celestial ancestry. You gain a 1st level ancestry feat with the Aasimar or Versatile trait for with you meet the prerequisites and have access.

DARKVISION FEAT 1

ANCESTRY | VERSATILE

Prerequisites Low-Light Vision.

You gain Darkvision.

DEATHLESS ANCESTRY Q&C* FEAT 1

ANCESTRY

Prerequisites a death or undeath class path (such as a bloodline or patron) or *Raised Among the Dead*^{B11} origin.

You have some celestial ancestry. You gain a 1st level ancestry feat with the Dhampir or Versatile trait for with you meet the prerequisites and have access.

DEATHTOUCHED UCA FEAT 1

DHAMPIR | DUSKWALKER

Prerequisites Dhampir heritage, Duskwalker heritage, *Raised Among the Dead*^{B11} origin, *Reborn*^{B415} cleric role, or *Unliving*^{C11} associate.

At some point you were tainted with the corruption of the undead, and you have gained some of their defences. You gain a +2 circumstance bonus to saves against Death, Haunt and Possession effects.

DRACONIC RESILIENCE UCA* FEAT 1

DRACONIC | KOBOLD

Prerequisites Kobold heritage, Draconic heritage or *Adopted by Dragons*^{B11} origin.


Long ago, your ancestors' blood mixed with that of dragons. You gain a +2 status bonus on saving throws against effects with the incapacitation trait.

DRACONIC SENSES UCA* FEAT 1

DRACONIC | KOBOLD

Prerequisites Kobold heritage, Draconic heritage or *Adopted by Dragons*^{B11} origin.

Long ago, your ancestors' blood mixed with that of dragons. You gain low-light vision.

DIVINE GRACE	FEAT 1
AASIMAR DUSKWALKER TIEFLING	
Prerequisites Aasimer heritage, Duskwalker heritage, Tiefling heritage or <i>Acolyte</i> ^{B33} profession.	
Your connection to the outer Planes grants you a divine innate spell, much like those of celestials, fiends and monitors. Choose one cantrip from the divine spell list. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.	
FAILED APPRENTICE ^{APG}	FEAT 1
HALF-ELF	
Prerequisites Half-Elf ancestry or <i>Waste Refugee</i> ^{B12} origin	
As a child, your parents sent you to a distant wizard's tower as an apprentice so that you might learn the arcane arts. Unfortunately, you had no arcane talent whatsoever, though you did learn a great deal about the workings of spells and how to resist them. You gain a +1 circumstance bonus on saves against effects with the arcane trait.	
FEY ANCESTRY ^{LOFFW*}	FEAT 1
ANCESTRY	
Prerequisites a fey class path (such as a bloodline or patron) or <i>Raised by Fey</i> ^{B11} origin.	
You must have a fey ancestor somewhere in your family line. You gain a 1 st level ancestry feat with the Gnome trait for with you meet the prerequisites and have access.	
FIENDISH ANCESTRY ^{UCA*}	FEAT 1
ANCESTRY	
Prerequisites a fiendish class path (such as a bloodline or patron) or <i>Raised by Fiends</i> ^{B12} origin.	
Access <i>Aspiring Damnation</i> ^{F13} . Goal <i>Accept Damnation</i> ^{E4} .	
You have some fiendish ancestry. You gain a 1 st level ancestry feat with the Tiefling or Versatile trait for with you meet the prerequisites and have access.	
FIEND BLOOD ^{UCA}	FEAT 1
TIEFLING	
Prerequisites Tiefling heritage, <i>Cursed Birth</i> ^{B11} origin or <i>Raised by Fiends</i> ^{B12} origin.	
The blood of fiends taints your line, manifesting physically, though it may be barely noticeable. You gain a +2 status bonus on any skill or perception check against a target with the Good trait.	
FLIGHT	FEAT 9
TIEFLING	
Prerequisites <i>Vestigial Wings</i> ^{F11} .	
Your vestigial wings develop to their full form and appear to the same as your ancestor's. You gain flying speed equal to your normal speed.	
GOLDSNIFFER ^{APG}	FEAT 1
DWARF	
Prerequisites Dwarf ancestry or <i>Miner</i> ^{B32} profession.	
Your keen senses lead you to hidden treasures. You gain a +1 status bonus to Perception checks while in an underground terrain.	
HERITAGE AFFINITY 	FEAT 1
ANCESTRY VERSATILE	
Prerequisites a bloodline, domain, lesson or mystery the matches your heritages affinity. Frequency once per day.	
You regain a focus point.	

HERITAGE LORE	FEAT 1
ANCESTRY VERSATILE	
You gained trained proficiency rank in the Heritage skill and the lore skill appropriate to your heritage. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.	
HERITAGE GRACE	FEAT 5
ANCESTRY VERSATILE	
Prerequisites <i>Divine Grace</i> ^{F11} .	
You gain your Heritage spell as a 2nd-level divine innate spell castable once per day.	
HERITAGE RESISTANCE	FEAT 1
ANCESTRY VERSATILE	
You gain resistance equal to half your level (minimum 1) to one of your ancestry or heritage's resistances.	
Special You can select this feat more than once, each time it applies to a different resistance.	
LEECHING BITE	FEAT 1
TIEFLING	
Prerequisites Bite special ability.	
You recover 1d4 temporary hit points back on critically successful strike with your bite.	
LOW-LIGHT VISION	FEAT 1
ANCESTRY UNIVERSAL	
You gain low-light vision.	
MIGHTY CLAWS	FEAT 1
TIEFLING	
Your claw or hands grow sharper. You gain the Claws special ability.	
MIGHTY CUNNING	FEAT 5
ANCESTRY	
Prerequisites Bite, Claws, or Tail Attack special ability.	
Your unarmed attack granted by an ancestral special ability gain the deadly d6 trait.	
MIGHTY TAIL	FEAT 1
TIEFLING	
You have trained yourself to use your tail as a weapon. You gain the Tail Attack special ability.	
MONITOR ANCESTRY ^{UCA*}	FEAT 1
ANCESTRY	
Prerequisites a monitor class path (such as a bloodline or patron).	
You have some monitor ancestry. You gain a 1 st level ancestry feat with the Duskwalker or Versatile trait for with you meet the prerequisites and have access.	
TUNNEL FIGHTER ^{APG}	FEAT 1
DWARF	
Prerequisites Dwarf ancestry or <i>Sunless</i> ^{B12} origin.	
Caves and tunnels are a second home to you. While underground your weapon attacks with Dwarven cultural weapons gain the Deadly d8 trait.	
VESTIGIAL WINGS	FEAT 5
TIEFLING	
You can use your vestigial wings to glide and control your descent. You can roll a DC 15 Manoeuvre in Flight check to descent safely from any height without taking fall damage, even if you aren't trained in Acrobatics. If you are trained in Acrobatics you can attempt an additional DC check to move 5 feet laterally for every 20 feet you fall.	

F12 BACKGROUND FEATS

Background feats are uncommon, with access granted by a background, contact or event. They have both General and Ancestry traits.

Name	Level	Prerequisites/Access	Benefits
UNCOMMONANCESTRYGENERAL			
ADOPTED	1	<i>Raised Cross Species</i> ^{B11}	Gain an ancestry feat from your adopted ancestry
AIR-TOUCHED	1	<i>Avatar</i> ^{B416}	Gain resistance against creatures and attacks with the air trait
ANATOMIST	1	<i>Breather</i> ^{B12} , <i>Death Cult Scion</i> ^{B22}	Gain weapons critical specialisation with critically successful weapon strikes
ARCANE REVITALIZATION	1	<i>Born out of Time</i> ^{B11}	Once per day regain focus with a critically successful strike
ARMOUR EXPERT	1	<i>Hunter</i> ^{B22}	Reduce armour check penalty
AXE TO GRIND	1	<i>Born of Violence</i> ^{B11} , <i>Personal Flaw</i> ^{B412} , <i>Raiders</i> ^{E12} , <i>Tribal Slayer</i> ^{B12} , <i>Vengeance</i> ^{B412}	Gain weapons critical specialisation with critically successful weapon strikes against a foe you threaten
BALANCER'S BANISHING	1	Neutral alignment; <i>Fatalist</i> ^{B24}	Bonus to DC and proficiency with alignment effects
BATTLE DISCIPLE	1	<i>Evangelist</i> ^{B33} , <i>Tribe War Orphan</i> ^{B22}	Easier aid to assist allies attack roll
BEACON OF FAITH	1	<i>Raised by Belief</i> ^{B11} , <i>Acolyte</i> ^{B33} , <i>Taken by the Church</i> ^{B415} , <i>Mystic</i> ^{C11}	Once per day recover used focus point
BIRTHMARK	1	<i>Blessed Birth</i> ^{B11} , <i>Marked by the Gods</i> ^{E1} , <i>Mark of Faith</i> ^{B414}	Bonus to saving throws against charm and compulsion
BLESSED	1	<i>Blessed Birth</i> ^{B11} , <i>Raised by Angels</i> ^{B12} , <i>Divine Calling</i> ^{B414} , <i>Devoted</i> ^{B415}	Once per day gain bonus to saves equal to CHA modifier
BLESSED TOUCH	1	<i>Herbalist</i> ^{B32} , <i>Creator</i> ^{B24}	Extra healing with the heal spell
BLOODY-MINDED	1	<i>Devotee</i> ^{B24} , <i>Shadow Hunted</i> ^{B22} , <i>The Omen</i> ^{B11}	Bonus to initiative checks based on intimidation
CAREFUL COMBATANT	1	<i>Rite of Passage</i> ^{B22} , <i>Vigilante</i> ^{B24}	Use and action to step twice
CORPSE CANNIBAL	1	<i>Ooze Tender</i> ^{B22} , <i>Psychopath</i> ^{B24}	Bonus to fortitude saves against disease and safely consume rolling flesh
COURAGEOUS	1	<i>Adventurer</i> ^{B22} , <i>Left to Die</i> ^{E1} , <i>Noble</i> ^{B34} , <i>Duty</i> ^{B417}	Bonus to saves against fear
DEDICATED DEFENDER	1	<i>Child of the Resistance</i> ^{B12} , <i>Emissary</i> ^{B34} , <i>Loyalist</i> ^{B23} , <i>Ooze Tender</i> ^{B22} , <i>Raised by Heritage</i> ^{B11}	Once per round make a strike without multiple attack penalty to defend a dying or disabled ally
DEIFIC CALLING	1	<i>Divinely Marked</i> ^{E12}	Once per day reroll a natural 1.
DEIFIC INSPIRATION	1	<i>Divinely Marked</i> ^{E12}	Grant bonus to an ally within 30'.
DEFT DODGER	1	<i>Clan Training</i> ^{B22} , <i>Unscrupulous Family</i> ^{B11} , <i>Mammoth Speaker</i> ^{B12}	Cannot critically fail a reflex save.
DEFY ADVANTAGE	1	<i>Fugitive</i> ^{E12}	Gain the rogues deny advantage ability.
DESPERATE RESOLVE	1	<i>Righting a Wrong</i> ^{B41c} , <i>Imprisoned</i> ^{B22} , <i>Long-Term Hostage</i> ^{E12}	Replace material and somatic components with verbal components while grappled or restrained.
DETECT DISOBEDIENCE	1	<i>Aspiring Captain</i> ^{B22} , <i>Minion</i> ^{B24}	Bonus to Perception DC against Deception attempts to Lie
DIRTY FIGHTER	1	<i>Criminal Enforcer</i> ^{B23} , <i>Gang War</i> ^{B41a}	Apply the critical specialisation effect for critically successful strikes with finesse weapons
DISDAINFUL DEFENDER	1	<i>Adherent</i> ^{B22} , <i>Impure Thinker</i> ^{B23}	Gain a bonus to saves against divine spells from a follower of a different religion.
DISPELLED BATTLER	1	<i>Witch Wary</i> ^{B22}	Bonus to strikes and damage after being targeted by a counteract or antimagic.
DIVINE COURTESAN	1	<i>Impulsive</i> ^{B24} , <i>Initiate</i> ^{B32}	Quickly attempt Diplomacy to Gather Information from an adjacent target.
DIVINE WARRIOR MATAMAGIC	1	<i>Crusader</i> ^{B24}	Next divine spell grants a weapon it effects the deadly d6 trait
EARTH-TOUCHED	1	<i>Sunless</i> ^{B12}	Gain resistance to creatures and attacks with earth trait
EYES AND EARS OF THE CITY	1	<i>Facilitator</i> ^{B24}	Bonus to Perception checks in an urban terrain
FEARLESS DEFIANCE	1	<i>Died</i> ^{E12} , <i>Nightmare Slayer</i> ^{B419}	Bonus to saves against fear effects
FENCER	1	<i>Press Ganged</i> ^{B22}	Apply critical specialisation to successful strike reactions with blades.
FLAME-TOUCHED	1	<i>Desert-Born</i> ^{B12}	Gain resistance against creatures and attacks with the fire trait
FLAME OF THE REDEEMER	1	<i>Redeemer</i> ^{B24}	Weapon strikes with a deities favoured weapon deal 1d6 persistent fire damage
FOCUSED DISCIPLE	1	<i>Fey Meeting</i> ^{B416}	Bonus on saves against charm and compulsion
FOCUSED MIND	1	<i>Academic</i> ^{B34} , <i>Gambler</i> ^{B33}	Bonus to checks that have the concentrate trait
FORTIFIED DRINKER	1	<i>Freedom Fighter</i> ^{B24}	Once a day imbibe an alcoholic drink to gain a bonus on saves against mental effects for 1 hour
FROST-TOUCHED	1	<i>Winter's Child</i> ^{B12}	Gain resistance against creatures and attacks with the cold trait
GIFTED ADEPT	1	<i>Fantastic Encounter</i> ^{E12} , <i>Waste Refugee</i> ^{B12}	Bonus to DC and attack rolls with a selected spell
GRIEF FILLED	1	<i>Avenger</i> ^{B23} , <i>Hermit</i> ^{B31} , <i>Recluse</i> ^{B31}	Bonus of saves against emotion effects
GUARDED	1	<i>Bullied</i> ^{E12} , <i>Nomad</i> ^{B32} , <i>Persecution</i> ^{B412}	Opponent is flat-footed against your unarmed reactions
HARDLY A FOOL	1	<i>Freedom Fighter</i> ^{B24} , <i>Imperial Scion</i> ^{B22} , <i>Jester</i> ^{B32}	Bonus to saving throws against illusion effects
HISTORY OF HERESY	1	<i>Impure Thinker</i> ^{B23}	Prevent critical failures and improve successes with saves against Divine effects.
HISTORY OF MATERIALISM	1	<i>Bushman</i> ^{B12}	Prevent critical failures and improve successes with saves against Occult effects.
HISTORY OF CIVILIZATION	1	<i>Ancient Traveller</i> ^{B31}	Prevent critical failures and improve successes with saves against Primal effects.
HISTORY OF PHYSICALITY	1	<i>Farm Hand</i> ^{B32} , <i>Gladiator</i> ^{B33}	Prevent critical failures and improve successes with saves against Arcane effects.
HORRIFYING MIND	1	<i>Annihilist</i> ^{B24}	Attacker becomes frightened or stupefied when you fail to save against a mental attack
HORROR SLAYER	1	<i>Devotee</i> ^{B24} , <i>Minion</i> ^{B24} , <i>Naturalist</i> ^{B24} , <i>Nightmare Slayer</i> ^{B419} , <i>Sunless</i> ^{B12}	Attacks against a selected type of creature are gain the Forceful trait
KILLER	1	<i>First Kill</i> ^{E12} , <i>Conquest</i> ^{B412} , <i>Gladiator</i> ^{B417} , <i>The Kill</i> ^{B41a}	React to a critically successful strike to increase damage
KIN BOND	1	<i>Family Curse</i> ^{B23} , <i>Raised by Heritage</i> ^{B11}	Once a day reroll a failed save using your bonded siblings' modifiers.
KIN GUARDIAN	1	<i>Family Curse</i> ^{B23} , <i>Raised by Heritage</i> ^{B11}	Treat successes to Aid a family member as a critical success, and you cannot critically fail.
LIFE OF TOIL	1	Any Poor ^{B32} profession; <i>Born into Bondage</i> ^{B11} , <i>Child of the Rooftops</i> ^{B12} , <i>Freed Slave</i> ^{B22} , <i>Gladiator</i> ^{B417} , <i>Prisoner</i> ^{B31}	Gain a bonus to Fortitude saves
LOG ROLLER	1	<i>Caravel Wanderer</i> ^{B12} , <i>Perfection Seeker</i> ^{B22} , <i>Woodlander</i> ^{B12}	Bonus to Reflex DC against trip attacks
MAGIC IS LIFE	1	<i>Agent of Balance</i> ^{B24} , <i>Mercenary</i> ^{B33}	Bonus to saves against death effect and cannot gain the wounded condition while under the effects of a spell
MAGICAL KNACK	1	<i>Adopted by Dragons</i> ^{B11} , <i>Adopted by Fey</i> ^{B11} , <i>Raised Among the Dead</i> ^{B11} , <i>Fey Meeting</i> ^{B416}	Add your level as a proficiency to untrained Arcana, Nature, Occultism or Religion checks.
MAGICAL LINEAGE	5	One or more metamagic feats; <i>Failed Wizard</i> ^{B41b}	Use chosen metamagic feat on a chosen spell for free
MAGICAL TALENT	1	<i>Progeny of Power</i> ^{B11} , <i>Magical Gift</i> ^{E12}	Gain a cantrip from a chosen tradition.
MALLEABLE MAGIC	1	<i>Fortune Teller</i> ^{B33} , <i>Tomb Seeker</i> ^{B23}	Once a day loose a 1 st to 3 rd level spell slot to regain focus
MEDIATOR	1	<i>Mediator</i> ^{B24} , <i>Political Opposition</i> ^{B22} , <i>Reputable Business</i> ^{E12}	Bonus to DC of effects with the emotion trait
MEMORABLE	1	<i>Large Family</i> ^{E12}	Sustain mental effects
NO ESCAPE	1	<i>Executor</i> ^{B24} , <i>Raised by Savages</i> ^{B11}	Cannot critically fail and improve success at Athletics checks to Grapple a target you have witnessed committing a crime
NOT SO RANDOM EFFECTS	1	<i>Divinely Marked</i> ^{E12}	Roll twice and pick when rolling a random effect.

OATHBOUND	1	<i>Atonement</i> ^{B415} , <i>Dread Penance</i> ^{B414} , <i>Henchman</i> ^{B41a} , <i>Ongoing Patron</i> ^{B413} , <i>Role Model</i> ^{C13}	Reroll a failed save against a charm or compulsion effect
PAIN IS PLEASURE	1	<i>Agitator</i> ^{B34} , <i>Slave Maestro</i> ^{E12} , <i>Swindler</i> ^{B24}	Bonus to Fortitude and Will saves when below half your hit points
PASSIONATE INERTIA	1	<i>Hedonist</i> ^{B24} , <i>Revolutionary</i> ^{B22}	Bonus to Will saves against mental effects
PAST LIFE	1	<i>Alchemical Prodigy</i> ^{B22} , <i>Reincarnated</i> ^{E1}	Bonus to saves against fear and death effects
PRECISE AUGURY	1	<i>Divinely Marked</i> ^{E12}	Once per day avoid a ‘nothing’ augury result.
POSSESSED	1	<i>Fiend</i> ^{C11} , <i>Undead Crusader</i> ^{B22}	Add your level to any check to Recall Knowledge in a skill in which you are untrained.
PUNISH INSURRECTION	1	<i>Aspiring Monarch</i> ^{B22} , <i>Despot</i> ^{B24}	Reroll a critical failure to attack a subordinate
REACTIONARY	1	<i>Death in the Family</i> ^{E1} , <i>Dishonoured Family</i> ^{B11} , <i>One of a Dying Breed</i> ^{B412} , <i>Rootless Wanderer</i> ^{B12}	Bonus to initiative and activate rage at the start of an encounter.
REDEEMER	1	<i>Ambassador</i> ^{R34} , <i>Redeemer</i> ^{B24}	Once per hour a creature adjacent to you can reroll a saving throw
RESILIENT	1	<i>Raised by Beasts</i> ^{B11} , <i>Major Disaster</i> ^{E12} , <i>Lost in the Wild</i> ^{B416} , <i>Survivor</i> ^{B417}	Bonus to fortitude saves
RICH PARENTS	1	<i>Affluent</i> ^{B34} background; <i>Boarder</i> ^{B22} , <i>Heir to a Legacy</i> ^{B11} , <i>Inheritance</i> ^{E12}	Increase starting wealth
RIVER RAT	1	<i>Boadwright</i> ^{B33} , <i>Caravel Wanderer</i> ^{B12}	Ignore the penalty for underwater strikes with finesse weapons
SACRED CONDUIT	1	<i>Energy Infused</i> ^{B11}	Bonus to DC of Heal and Harm spells
SLOW TO TRUST	1	<i>Betrayed</i> ^{E1} , <i>Bastard Born</i> ^{B11} , <i>Born of Violence</i> ^{B11} , <i>Pariah</i> ^{C11} , <i>Secret of the Faithful</i> ^{E12} , <i>Survivor</i> ^{B22}	Bonus to perception checks to sense motive.
STORM-TOUCHED	1	<i>Raised on the Sea</i> ^{B12} <i>Sodden Scavenger</i> ^{B12}	Gain resistance to creatures and attacks with electricity trait
SUPERNATURAL REACTIONS	1	<i>Mercane Scion</i> ^{B22} , <i>Awakened from Stasis</i> ^{E12}	Use tradition skills for initiative with a bonus
SHADOW WHISPERS	7	Expert in Intimidation; <i>Corruption</i> ^{E12} , <i>Faction Uprising</i> ^{B11} , <i>Narcissist</i> ^{B24}	Spend a day to intimidating a target in advance of a meeting
TACTICIAN	1	<i>Actor of Intrigue</i> ^{B23} , <i>Avenger</i> ^{B23} , <i>Guard</i> ^{B32} , <i>Lovesick Warden</i> ^{B32} , <i>Soldier</i> ^{B32} , <i>Warrior</i> ^{B32} , <i>Schooled</i> ^{B417}	Once per day treat a successful strike against a flat-footed foe as a critical success.
UNABASHED GALL	1	<i>Exiled</i> ^{B22} , <i>Rebel</i> ^{B24}	Check to force target to be flat-footed at the start of an encounter when they are the victims of your crime
UNPREDICTABLE REACTIONS	1	<i>People Smuggler</i> ^{B22} , <i>Saboteur</i> ^{R24}	Weapon attacks gain the Agile trait during the first round of an encounter
VETERAN OF BATTLE	1	<i>Rebel</i> ^{B24} , <i>Unifier</i> ^{B22}	Draw a weapon before the first round of an encounter
VIGILANT BATTLER	1	<i>Assassin’s Scion</i> ^{B22} , <i>Double Agent</i> ^{B22}	Bonus to DC against Feint, and cannot critically fail perception checks to Sense Motive
VOICE OF MONSTERS	1	<i>Fury</i> ^{B24} , <i>Moderniser</i> ^{B22}	Cast 2 nd -level Speak with Animals once per day
WANDERER’S SHROUD	1	<i>Foundling</i> ^{E12} , <i>Groomed Agent</i> ^{B11} , <i>Terrible Secret</i> ^{B414} , <i>Wandering Savant</i> ^{B418}	Difficult to Gather Information about you, and you gain a bonus on saving throws against scrying and mental effects
WATER-TOUCHED	1	<i>Home in the Deep</i> ^{B12} , <i>Undersea Enthusiast</i> ^{B12} , <i>Wave-touched</i> ^{B12}	Gain resistance to creatures and attacks with water trait
WEAPON OF PEACE	1	<i>Guardian</i> ^{B24} , <i>Restore the Land</i> ^{B22}	No penalty for making nonlethal attacks with a lethal weapon
WISDOM IN THE FLESH	1	<i>Executor</i> ^{R24} , <i>Wave-touched</i> ^{B12}	Use wisdom in place of normal ability score for one of Athletics, Acrobatics, Stealth or Thievery.
WRECKING WRATH	1	<i>Bonded Labourer</i> ^{R22} , <i>Fury</i> ^{R24}	Double strength bonus to damage on critical weapon attacks, but risk breaking weapon

F121

BACKGROUND SKILL FEATS

Background skill feats are uncommon, with access granted by a background, contact or event. They have Ancestry, General and Skill traits. Most background skill feats require the trained proficiency in a specific skill.

Name	Level	Additional Prerequisites/Access	Benefits
UNCOMMONANCESTRYGENERALSKILL			
ASSURANCE ^{PF2e}	1	trained in at least one skill	Receive a fixed result on a skill check
DUBIOUS KNOWLEDGE ^{PF2e}	1	trained in a Recall Knowledge skill	Learn true and erroneous knowledge on failed check
SKILL TRAINING ^{PF2e}	1	Intelligence 12	Become trained in a skill
INSPIRED	1	<i>Impulsive</i> ^{B24} , <i>Champion of a God</i> ^{B412} , <i>Holy Epiphany</i> ^{B414} , <i>Converted</i> ^{B415}	Reroll a failed skill check
KNOW THE ENEMY	1	trained in a Recall Knowledge skill; <i>Born into Bondage</i> ^{B11} , <i>Guardian</i> ^{B24} , <i>Ancient Hatred</i>	Recall Knowledge before the start of an encounter
SEEKER	1	<i>Vigilante</i> ^{B24} , <i>Gift</i> ^{B413} , <i>Knight-Errent</i> ^{B414} , <i>Adventurer</i> ^{B417}	Automatically critically succeed a seek before encounter starts
TIRELESS LOGIC	1	<i>Faciliator</i> ^{B24} , <i>Barrister</i> ^{B34} , <i>Bureaucrat</i> ^{B33} , <i>Dangerous Intellect</i> ^{B41c}	Once a day roll twice for an intelligence-based skill check
UNCONVENTIONALLY SKILLED	1	<i>Balanced Education</i> ^{E12}	Once per day use mental ability score in place of physical or physical in place of mental.
WORLDLY	1	<i>Conscripted</i> ^{B417} , <i>Dabbler</i> ^{B413} , <i>Imperial Scion</i> ^{B22} , <i>Imperial Scion</i> ^{B22} , <i>Politician</i> ^{B34} , <i>Revelation</i> ^{B415} , <i>Sailor</i> ^{B32} , <i>Wanderer</i> ^{C11} , <i>Troubled First Love</i> ^{E12}	Once a day roll twice for an untrained skill
SELF-TAUGHT SCHOLAR	3	trained in a Decipher Writing skill, <i>Born out of Time</i> ^{B11} , <i>Clerk</i> ^{B33}	Prevent critical failures and improve successes to Decipher Writing

F121*

Trained in Arcana, Nature, Occultism or Religion

QUICK IDENTIFICATION PF2e	1		Identify Magic in 1 minute or less
RECOGNIZE SPELL PF2e	1		Identify a spell as a reaction as it's being cast
SECRET			
TRICK MAGIC ITEM PF2e	1		Activate a magic item you normally can't activate
MANIPULATE			
DANGEROUSLY CURIOUS	5	MerchandiserB33, Magical AccidentE12	Prevent critical failures to Trick Magic Item
PARTIAL PROTÉGÉ	5	MerchandiserB33	Your success lasts until the end of your next turn
CLASSICALLY SCHOOLED	1	DevoteeB24, ScholarB33, Tomb SeekerB23	Prevent critical failures to Recall Knowledge
LUCKY IDENTIFICATION	1	AntiquarianB34, HedonistB24, SpiritualistB33, Witch WaryB12	Reroll critical failures and non-critical successes
FORTUNE			
OUTCAST'S INTUITION	1	FatalistB24, OutcastB41b, Winter's ChildB12	+2 bonus to DC of foes counteracting your spells
DECIPHER SCROLL	3	Itinerant ScholarB32, MageB33, Waste RefugeeB12	Learn a spell from a scroll in 10 minutes
RELUCTANT APPRENTICE	5	EsoteristB33, Failed WizardB41b	Attempt higher proficiency tradition checks

F121ac

Trained in Acrobatics

CAT FALL ^{PF2e}	1		Treat falls as shorter than they are
QUICK SQUEEZE ^{PF2e}	1		Move swiftly as you Squeeze
STEADY BALANCE ^{PF2e}	1		Maintain your balance in adverse conditions
ACROBAT	3	Acrobat ^{B32} , Disciple of Acrobatics ^{B33} , Thrill Seeker ^{B41a}	Treat a balance success as a critical success

F121at Trained in Athletics

COMBAT CLIMBER ^{PF2c}	1		Fight more effectively as you Climb
HEFTY HAULER ^{PF2c}	1		Increase your Bulk limits by 2
QUICK JUMP ^{PF2c}	1		High Jump or Long Jump as a single action
UNDERWATER MARAUDER ^{PF2c}	1		Fight more effectively underwater
TITAN WRESTLER ^{PF2c}	1		Disarm, Grapple, Shove, or Trip larger creatures
SIMPLE DISCIPLE	1	Bellicose Historian ^{B418} , Classically Schooled ^{B418} , Disciple of Athletics ^{B33} , Home in the Deep ^{B12} , Minion ^{B24} , Undersea Enthusiast ^{B12}	Once a day you cannot fail an Athletics attack
CLIMBER	3	Rite of Passage ^{B22} , Thrill Seeker ^{B41a}	Treat a climb success as a critical success

F121ar Trained in Arcana

ARCANE SENSE ^{PF2c}	1		Cast detect magic at will as an arcane innate spell
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F121c Trained in Crafting

ALCHEMICAL CRAFTING ^{PF2c}	1		Craft alchemical items
ALCHEMICAL ADEPT	3	Master Craftsman ^{B411}	Prevent critical failures from alchemical crafting
ALCHEMICAL INTUITION	3	Technologist ^{B32} , Accidental Discovery ^{B411}	Improve successes with alchemical crafting
PERFECTIONIST'S BREW	3	Elixir Researcher ^{B33} , To Recreate a Miracle ^{B411}	Once per day double the duration of an alchemical elixir
MAGICAL CRAFTING ^{PF2c}	2		Craft magic items
ELDRITCH CRAFTER	5	Activist ^{B24} , Alchemical Prodigy ^{B22} , The Way Things Work ^{B41c}	Improve successes with magical crafting
SPARK OF CREATION	5	Activist ^{B24}	Cannot critically fail and improve success with magical crafting
HEDGE MAGICIAN	3	Dabbler ^{B413}	Reduce the material cost to make a magic item by 5%.
QUICK REPAIR ^{PF2c}	1		Repair items quickly
SNARE CRAFTING ^{PF2c}	1		Craft snares
SPECIALTY CRAFTING ^{PF2c}	1		Gain bonuses to Craft certain items
ARTISAN CRAFTING	5	Any Modest ^{B33} , Artist ^{B32} , Bohemian ^{B32} , Creative ^{C11} , Historian ^{B34} , Tinker ^{B32}	Prevent critical failures and improve successes from Speciality Crafting
HARVESTER	3	Artisan ^{B33} , Opportunist ^{B419} , Ooze-Tender ^{B23}	Craft talismans

F121de Trained in Deception

CHARMING LIAR ^{PF2c}	1		Improve a target's attitude with your lies
TRUSTWORTHY	3	Confidante ^{C11} , Revolutionary ^{B23}	Prevent critical failures from a Lie
LENGTHY DIVERSION ^{PF2c}	1		Remain hidden after you Create a Diversion
LIE TO ME ^{PF2c}	1		Use Deception to detect lies
SECRET SPEECH ^{PF2c}	1		Learn the secret language of a society
CANTER	5	Criminal ^{C11} , Elite Fighting Force ^{B418} , Kidnapped ^{E12} , Scout ^{B41a}	Bonus to deception DC against observers
FAST TALKER	1	Cultural Mandate ^{B413} , Operative ^{B33} , Spy ^{B41a} , Swindler ^{B24}	Use deception to Lie then stride.
BRAVADO	3	Schemer ^{B34}	Improve successes when deceiving the opposite sex.
DEEP COVER	3	Bandit ^{B31} , Groomed Agent ^{B11}	Reroll critical failures to impersonate
FORTUNE	3		
SUBJECTIVE TRUTH	3	Charlatan ^{B32} , Psychopath ^{B24}	Bonus to checks to Lie when the target has never known you to lie to them before
UNPREDICTABLE	3	Breather ^{B12} , Chaos Embraced ^{B412} , Competing ^{B22} , Fool ^{C11}	Once per day reroll an unsuccessful check.

F121di Trained in Diplomacy

BARGAIN HUNTER ^{PF2c}	1		Earn Income by searching for deals
GROUP IMPRESSION ^{PF2c}	1		Make an Impression on multiple targets at once
HOBNOBBER ^{PF2c}	1		Gather Information rapidly
AMBITIOUS	1	Champion ^{C11} , Double Agent ^{B22} , Greed ^{B41a}	Prevent critical failures and improve successes from Requests.
CHARMING	1	Adopted by Fey ^{B11} , Celebrity ^{B413} , Creator ^{B24} , First Love ^{C11} , Initiate ^{B32} , Progeny of Power ^{B11}	Improve successes when deceiving the opposite sex.
WELL INFORMED	1	Barkeep ^{B33} , Mediator ^{B24} , Political Opposition ^{B22} , Socialite ^{C11}	Cannot critically fail to Gather Information
AMIABLE BLUNDER	3	Agent of Balance ^{B24} , Clan Training ^{B22} , Merchant ^{B33}	Reroll a critically failed Diplomacy check to Make an Impression
EASE OF FAITH	3	Raised by Belief ^{B11} , Adherent ^{B23}	Prevent critical failures and improve successes to Make an Impression with creatures with opposing deity.
FEARFUL REPUTATION	3	Angelic Encounter ^{B415}	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
NATURAL-BORN LEADER	3	Boss ^{C11} , Child of the Resistance ^{B11} , Criminal Roots ^{E12} , Faction Upbringing ^{B11} , Outcast, Worldshaker ^{B413} , Righteous Mentor ^{B414} , Religious Colony ^{B415}	Grant controlled allies a bonus to will saves.
PATIENT OPTIMIST	3	Raised by Angels ^{B12} , Guardian ^{B24} , Moderniser ^{B22}	React to reroll a critical failure to Make an Impression on a hostile or unfriendly creature.
PERSUASIVE INSIGHT	3	Spirit Guide ^{B32}	Use wisdom in place of charisma to make a request

F121i Trained in Intimidation

GROUP COERCION ^{PF2c}	1		Coerce multiple targets simultaneously
INTIMIDATING GLARE ^{PF2c}	1		Demoralize a creature without speaking
QUICK COERCION ^{PF2c}	1		Coerce a creature quickly
BULLY	5	Collaborator ^{B23} , Shadow Hunted ^{B22}	Stride and then Coerce
BRUISING INTELLECT	1	Gifted Pride ^{B14c}	Use intelligence instead of charisma to Demoralise
DEMORALIZING REACTION	1	The Omen ^{B11}	React to demoralize after taking damage
INEXORABLE AUTHORITY	1	Judge ^{B24} , Raised on the Sea ^{B12}	Cannot critically fail and improve success to Coerce or Demoralise when pronouncing a lawful judgement
ENTITLED	3	Apotheosis ^{E1} , Angelic Encounter ^{B415} , Unifier ^{B23}	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
IMPOSING SCION	5	Aspiring Captain ^{B23} , Clan Training ^{B22} , Proud Heritage ^{B22}	Regain focus from a critically successful Coerce.
UNNATURAL REVENGE	5	Nature's Foe ^{B411} , Tribal Slayer ^{B12}	Using intimidation to Demoralize loses the Emotion and Mental traits.

F121I Trained in Lore

ADDITIONAL LORE ^{PF2c}	1		Become trained in another Lore subcategory
EXPERIENCED PROFESSIONAL ^{PF2c}	1		Prevent critical failures when Earning Income
CHILD OF THE STREETS	1	Any Criminal Lore. Criminal ^{B31} , Gang Member ^{B22} , Hentchman ^{B41a} , On the Street ^{B417} , Street Urchin ^{B31}	Use Lore instead of Stealth to Conceal an Object
LORE SPECIALIST	1	Any Lore ^{E12} story.	Once a day you cannot fail a Lore check
MENTORED	1	Actor of Intrigue ^{B23} , Aspiring Monarch ^{B23} , Druid Circle ^{B416} , Loyalist ^{B23} , Mentor ^{C11} , Smuggler ^{B32} , The Trained ^{B41a}	+2 bonus when using Lore to Aid a related skill check
MILITIA VETERAN	3	Ride; Any Martial Lore. Joined the Watch ^{B417} , Military Strategist ^{B22} , Smuggler ^{B32}	Use Lore in place of Nature to ride and Survival in an urban environment

F121m	Trained in Medicine		
BATTLE MEDICINE ^{PF2c}	1		Heal yourself or an ally in battle
HEALING MANIPULATE			
MOBILE MEDIC	5	Healed ^{B415}	As an action stride and apply battle medicine.
BEDSIDE MANNER	1	Field Medic ^{B23}	Reduce the DC to treat wounds
PRECISE TREATMENT	3	Physician ^{B411}	Use intelligence instead of wisdom to Treat Wounds
REACTIVE MEDIC	3	Medic ^{B33} , Restore the Land ^{B23}	Attempt first aid as a reaction which you cannot critically fail.
SACRED TOUCH	10	Expert; Energy Infused ^{B11} , Healed ^{B415} , Marked by the Gods ^{E1} , Progeny of Power ^{B11} , Spirit of Nature ^{B416}	Automatically stabilize a creature by touch.
F121n	Trained in Nature		
NATURAL MEDICINE ^{PF2c}	1		Use Nature to Treat Wounds
SELF-MEDICATING	3	Born into Bondage ^{B11} , Hatred of Civilization ^{B412} , Left to Die ^{E1} , Raised by Savages ^{B11} , Savage ^{B416} , Serf ^{B31}	Use CON instead of WIS when using Natural Medicine on yourself
TRAIN ANIMAL ^{PF2c}	1		Teach an animal a trick
DOWNTIME MANIPULATE			
DEVOTEE OF THE GREEN	1	Tree Tender ^{B416} , Woodlander ^{B12}	Improve successes with Recall Knowledge
BEAST BOND	3	Animal Whisperer ^{B32} , Dung Sweeper ^{B31} , Beastlord ^{B416} , Animalistic Affliction ^{E12}	Prevent critical failures when you Command an Animal
BORN TO THE SADDLE	3	Rancher ^{B32}	While riding treat you cannot critically fail and improve successes
NATURE’S MIMIC	3	Nature’s Disciple ^{B418}	While you have a stance active you cannot fail a Nature check to Command an Animal
F121o	Trained in Occultism		
ODDITY IDENTIFICATION ^{PF2c}	1		+2 to Occultism checks to Identify Magic with certain traits
PLANAR SAVANT	1	Ancient traveller ^{B122}	Use charisma instead of intelligence to Recall Knowledge
F121p	Trained in Performance		
FASCINATING PERFORMANCE ^{PF2c}	1		Perform to fascinate observers
IMPRESSIVE PERFORMANCE ^{PF2c}	1		Make an Impression with Performance
VIRTUOSIC PERFORMER ^{PF2c}	1		+1 with a certain type of performance
MAJESTIC PERFORMANCE	5	Entertainer ^{B32} , Savant ^{E12} , Virtuoso ^{B413}	Once a day you cannot fail a Performance check that benefits from Virtuosic Performance
F121r	Trained in Religion		
STUDENT OF THE CANON ^{PF2c}	1		More accurately recognize the tenets of your faith or philosophy
CHILD OF NATURE	3	Avatar ^{B416} , Hunter ^{C11} , Naturalist ^{B24}	Use Religion in place of Survival to Substist in the Wild, and in place of Nature to Recall Knowledge about natural creatures
F121so	Trained in Society		
COURTLY GRACES ^{PF2c}	1		Use Society to get along in noble society
MULTILINGUAL ^{PF2c}	1		Learn two new languages
ADAPTIVE LINGUIST	5	Feral Community ^{E12}	During your daily preparation select a temporary additional language.
READ LIPS ^{PF2c}	1		Read the lips of people you can see
SIGN LANGUAGE ^{PF2c}	1		Learn sign languages
STREETWISE ^{PF2c}	1		Use Society to Gather Information and Recall Knowledge
INFLUENCE	1	Any Affluent ^{B34} profession; Bounty Hunter ^{B32} , Celebrity ^{B413} , Competing ^{B23} , Heir to a Legacy ^{B11} , Knighted ^{B417} , Liege Lord ^{C11} , Student ^{B32}	Prevent critical failures when you Recall Knowledge
FRIEND IN EVERY TOWN	1	Adventurer ^{B22} , Detective ^{B33} , Rootless Wanderer ^{B12}	Once a day per community automatically critically succeed.
POVERTY-STRICKEN	1	Any Destitute ^{B31} profession, Exiled ^{B23} , Labourer ^{B32} , Poverty ^{B41a}	Once per day acquire an inexpensive light 0 level item
F121st	Trained in Stealth		
EXPERIENCED SMUGGLER ^{PF2c}	1		Conceal items from observers more effectively
TERRAIN STALKER ^{PF2c}	1		Sneak in certain terrain without attempting a check
HIGHLANDER	5	Bushman ^{B12}	Use Terrain Stalker at full speed in hilly or rocky terrain
ORDINARY	3	Alien ^{B31} , Entrapment ^{E12} , Ordinary Childhood ^{B0} , Ordinary ^{E12} , Uneventful Lifestyle ^{B0}	Prevent critical failures and improve successes when hiding in a crowd.
F121su	Trained in Survival		
EXPERIENCED TRACKER ^{PF2c}	1		Track at your full Speed at a –5 penalty
FORAGER ^{PF2c}	1		Forage for supplies to provide for multiple creatures
SURVEY WILDLIFE ^{PF2c}	1		Identify nearby creatures through signs and clues
TERRAIN EXPERTISE ^{PF2c}	1		+1 to Survival checks in certain terrain
WILD ORPHAN	3	Guerrilla ^{B22} , Outcast ^{B31} , Survivalist ^{B419}	Use survival in place of diplomacy to make requests
STARCHILD	1	Vigilante ^{B24}	Once per hour, when the stars are visible, automatically critically succeed a Survival check to Sense Direction.
URBAN JUNGLE	1	Bohemian ^{B24} , Bounty Hunter ^{B32} , Civilized Outcast ^{B416}	Use survival for society Recall Knowledge topics.
WILDERNESS SURVIVOR	3	Bushman ^{B12} , Lovesick Warden ^{B23} , Scout ^{B32} , Sodden Scavenger ^{B12}	Roll twice against natural effects caused by a selected terrain
FORTUNE			
F121t	Trained in Thievery		
PICKPOCKET ^{PF2c}	1		Steal or Palm an Object more effectively
SUBTLE THEFT ^{PF2c}	1		Your thefts are harder to notice
VAGABOND CHILD	1	The War ^{B11}	Prevent critical failures

ACROBAT ^{UCA} ◆

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Acrobatics.

Access *Acrobat*^{B32}, *Disciple of Acrobatics*^{B33}, *Thrill Seeker*^{B41a}.

Trigger you succeed at an Athletic check to Balance.

Having trained from a young age, you're capable of amazing feats of daring. Treat your result as a critical success.

ADAPTIVE LINGUIST ^{APG}

FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Multilingual. **Access** *Feral Community*^{E12}.

Frequency one per day.

Requirements You must have heard the language you select spoken during the previous day.

During your daily preparation you can select a language that you do not currently know. Until your next daily preparation, you can natively speak and understand that language.

ADOPTED ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Raised Cross Species*^{F12}.

You were adopted and raised by someone not of your ancestry and raised in a society not your own. You gain access to Ancestry feats for your adopted ancestry, and you gain a first level feat of that type.

Special: You can only take this feat at first level, and you cannot train into or out of this feat.

AIR-TOUCHED ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Avatar*^{B416}.

You share an affinity with elemental air. You gain acid resistance equal to half your level.

ALCHEMICAL ADEPT ^{UCA} ◆

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Crafting. **Access** *Master Craftsman*^{B411}.

Trigger you critically fail a Craft check to create an alchemical item.

You are skilled in creating alchemical items. Treat your result as a failure instead of a critical failure.

ALCHEMICAL INTUITION ^{UCA} ◆

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Crafting.

Access *Technologist*^{B32}, *Accidental Discovery*^{B411}.

Frequency once per day.

Trigger you succeed a Craft check to create an alchemical item.

You are often struck with epiphanies about alchemical processes and substances. Treat your result as a critical success instead of a success.

AMBITIOUS ^{UCA} ◆

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Diplomacy.

Access *Champion*^{C11}, *Double Agent*^{B22}, *Greed*^{B41a}.

Trigger you attempt a Diplomacy check to Request on a creature at least 3 levels higher than you.

You exude confidence in the presence of those more powerful than you—sometimes unreasonably so. Treat a critical failure as a failure and a success as a critical success.

ANATOMIST ^{UCA} ➤

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Breather*^{B12} or *Death Cult Scion*^{B22}.

Restriction trained with a simple weapon with which you are striking.

Trigger you critically succeed a weapon strike.

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. Apply the weapon's critical specialization effect.

AMIABLE BLUNDER ^{UCA} ◆

FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Prerequisites trained in Diplomacy.

Access *Agent of Balance*^{B24}, *Clan Training*^{B22}, *Merchant*^{B33}.

Trigger you critically fail a Diplomacy check to Make an Impression.

Your easy-going demeanour allows you to sometimes recover from potentially awkward social situations or even condemnatory faux pas. You can reroll the check, but you must use the new result, even if it's worse than your first roll.

ARCANE REVITALIZATION ^{UCA} ➤

FEAT 1

UNCOMMON ANCESTRY GENERAL

Prerequisites you have a focus spell with an Arcane tradition.

Access *Born out of Time*^{B11}. **Frequency** once per day.

Trigger you cause damage with a critically successful strike.

Your martial prowess can feed your arcane power. You regain 1 focus point. You can't exceed your maximum number of focus points.

ARMOUR EXPERT ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Hunter*^{B22}.

You have worn armour for as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armour wasn't the real thing as far as protection, but it did encumber you as much as real armour would have, and you've grown used to moving in such suits with relative grace. When you wear armour of any sort with which your proficiency is trained or better, reduce that suit's armour check penalty by 1, to a minimum check penalty of 0.

ARTISAN CRAFTING ^{UCA} ◆

FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Crafting.

Access any Modest^{B33} profession *Artist*^{B32}, *Bohemian*^{B32}, *Creative*^{C11}, *Historian*^{B34}, *Tinker*^{B32}.

Trigger you attempt a non-alchemical, non-magical Crafting check.

Requirements the craft check benefits from the Speciality Crafting feat.

You spent time working under artisans, or your parents were artisans who were particularly skilled at their trade. Treat a critical failure as a failure and a success as a critical success.

AXE TO GRIND ^{UCA} ➤

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Born of Violence*^{B11}, *Personal Flaw*^{B412}, *Raiders*^{E12}, *Tribal Slayer*^{B12}, *Vengeance*^{B412}.

Restriction trained with the weapon with which you are striking.

Trigger you critically succeed with a weapon strike against a foe that is threatened only by you.

There is a fire in your heart that can't be quenched. You apply the weapon's critical specialization effect.

BALANCER'S BANISHING ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Fatalist*^{B412}. **Requirements** your alignment is Neutral.

The interference of the Outer Planes in mortal affairs angers you to no end and invigorates the potency of your magic. You gain a +2 circumstance bonus to the spell DC and spell attack bonus of effects with an alignment trait.

BATTLE DISCIPLE ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Evangelist*^{B33}, *Tribe War Orphan*^{B22}.

You are skilled at supporting your allies in the heat of battle. When you attempt to use the Aid action to assist an ally with an attack roll, attempt the check against DC 15.

BEACON OF FAITH ^{UCA} ◆◆◆

FEAT 1

UNCOMMON ANCESTRY CONCENTRATE GENERAL

Access *Raised by Belief*^{B11}, *Acolyte*^{B33}, *Taken by the Church*^{B415}, *Mystic*^{C11}. **Frequency** once per day.

Requirements you cast a divine spell using a focus point.

You wield the might of your faith with power and clarity. You utter a short prayer and recover the focus point you just expended.

BEAST BOND UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Nature. **Access** *Animal Whisperer*^{B32}, *Dung Sweeper*^{B31}, *Beastlord*^{B416}, *Animalistic Affliction*^{E12}.

Trigger you attempt a Nature check to Command an Animal.

You share a close bond with animals. Treat a critical failure as a failure.

BEDSIDE MANNER UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Medicine. **Access** *Field Medic*^{B23}.

As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded. Reduce the DC to use medicine to Treat Wounds by your charisma modifier.

BIRTHMARK UCA FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Blessed Birth*^{B11}, *Marked by the Gods*^{E1}, *Mark of Faith*^{B414}.

You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and as a physical manifestation of your faith, and it increases your devotion to your god. You gain a +2 status bonus on all saving throws against charm and compulsion effects.

BLESSED UCA FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Blessed Birth*^{B11}, *Raised by Angels*^{B12}, *Divine Calling*^{B414}, *Devoted*^{B415}. **Frequency** once per day.

Some divine agent watches over you and heeds your call. You gain a circumstance bonus equal to your charisma modifier (minimum 1) on all saving throws for until the end of your next turn.

BLESSED TOUCH UCA FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Herbalist*^{B32}, *Creator*^{B24}.

You may have been raised in a devout family, studied the divine in a formal church environment, or even learned how to combine traditional healing techniques with those of divine casters. In so doing, you have focused yourself into being the perfect vessel for your deity. Divine power flows through you like a mountain stream, making your healing touch more potent than that of others. When you cast the heal spell you heal an additional +1 points of damage per die (minimum +1).

BLOODY-MINDED UCA FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Devotee*^{B24}, *Shadow Hunted*^{B22}, *The Omen*^{B11}.

You are always ready for bloodshed. You can use Intimidation in place of Perception for initiative rolls, and you gain a +2 circumstance bonus to initiative checks based on Intimidation.

BORN TO THE SADDLE APG FEAT 1

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Nature; Ride. **Access** *Rancher*^{B32}.

Trigger you attempt a Nature check to Command an Animal you are mounted on.

You were born and raised around horses, camels or similar mounts. Treat a critical failure as a failure and a success as a critical success.

BRAVADO UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Deception. **Access** *Schemer*^{B34}.

Trigger you use deception on a character that is (or could be) sexually attracted to you.

Blessed with good looks and a quick tongue, you manipulate the fact that others find you attractive. Treat a success as a critical success.

BRUISING INTELLECT UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Intimidation. **Access** *Gifted Pride*^{B14c}.

Your sharp intellect and rapier-like wit bruise egos. You may use your Intelligence modifier when making Intimidation checks to Demoralise instead of your Charisma modifier.

BULLY UCA FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Quick Coercion.

Access *Collaborator*^{B23}, *Shadow Hunted*^{B22}.

You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You can attempt You stride and attempt an Intimidation check to Coerce an adjacent target. This Coercion loses the Exploration and Concentrate traits and gains the Incapacitation trait.

CANTER UCA FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Secret Speech.

Access *Criminal*^{C11}, *Elite Fighting Force*^{B418}, *Kidnapped*^{E12}, *Scout*^{B41a}.

You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't faze you in the slightest. You gain a +5 circumstance bonus to your deception DC against observers attempting to intercept your message.

CARFUL COMBATANT UCA FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Rite of Passage*^{B22}, *Vigilante*^{B24}.

You have a strong sense of self-preservation, believing it is more important to safely extract yourself from a fight that has turned hopeless than to stubbornly stand your ground and risk death-for when you're dead, you can't protect the innocent. You can step twice.

CHARMING UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Diplomacy.

Access *Adopted by Fey*^{B11}, *Celebrity*^{B413}, *Creator*^{B24}, *First Love*^{C11}, *Initiate*^{B32}, *Progeny of Power*^{B11}.

Trigger you use diplomacy on a character that is (or could be) sexually attracted to you.

Blessed with good looks, you've come to depend on the fact that others find you attractive. Treat a critical failure as a failure.

CHILD OF NATURE APG FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Religion.

Access *Avatar*^{B416}, *Hunter*^{C11}, *Naturalist*^{B24}.

You have been blessed to be as comfortable in the wilderness as you are at home. You can use your Religion skill in place of Survival to subsist in the wild, and in place of Nature to Recall Knowledge about natural creatures.

CHILD OF THE STREETS UCA FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in any Criminal Lore.

Access *Criminal*^{B31}, *Gang Member*^{B22}, *Henchman*^{B41a}, *On the Street*^{B417}, *Street Urchin*^{B31}.

You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You can use your Lore skill instead of Stealth to Conceal an Object on your person. If a creature is specifically searching you for an item, it can attempt a Perception check against your Lore DC (finding the object on success). If the Lore is applicable to the creature searching, you gain a +4 circumstance bonus on this DC.

CLASSICALLY SCHOOLED UCA FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Arcana, Nature, Occultism or Religion.

Access *Devotee*^{B24}, *Scholar*^{B33}, *Tomb Seeker*^{B23}.

Trigger you attempt an Arcana, Nature Occultism or Religion check to Recall Knowledge and your proficiency with the skill you are using is trained or better.

Your apprenticeship or early education was particularly focused on the direct application of magic. Treat a critical failure as a failure.

CLIMBERUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Athletics.
Access *Rite of Passage*^{B22}, *Thrill Seeker*^{B41a}.
Trigger you succeed at an Athletic check to Climb.

Having trained from a young age to defy the effects of gravity when you climb. Treat your result as a critical success.

CORPSE CANNIBALUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Ooze Tender*^{B22}, *Psychopath*^{B24}.

Your faith encourages you to indulge a variety of perverse hungers, leading you to shrug at even some of the darkest taboos. You gain a +1 circumstance bonus on Fortitude saves against diseases and can gain sustenance from rotting flesh with no negative side effects.

COURAGEOUSUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Adventurer*^{B22}, *Left to Die*^{E1}, *Noble*^{B34}, *Duty*^{B417}.

Your childhood was brutal, but you persevered through force of will and faith. No matter how hard things got, you knew you'd make it through as long as you kept a level head. You gain a +2 circumstance bonus on saving throws against fear effects.

DANGEROUSLY CURIOUSUCA

FEAT 5

UNCOMMONANCESTRYGENERALSKILL

Prerequisites Trick Magic Item.
Access *Merchandise*^{B33}, *Magical Accident*^{E12}.
Trigger you critically fail a Trick Magic item check.

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parent as a result. Treat a critical failure as a failure.

DECIPHER SCROLLSH*

FEAT 1

UNCOMMONANCESTRYEXPLORATIONGENERALSKILL

Prerequisites trained in Arcana, Nature, Occult or Religion.
Access *Itinerant Scholar*^{B32}, *Mage*^{B33}, *Waste Refugee*^{B12}.

You were inducted into a secret magical tradition. You take 10 minutes to can Learn a Spell from a copy of the spell on a scroll in your procession. Reduce the DC to learn a spell from a scroll by 5.

DEDICATED DEFENDERUCA

FEAT 5

UNCOMMONANCESTRYGENERAL

Access *Child of the Resistance*^{B12}, *Emissary*^{B34}, *Loyalist*^{B23}, *Ooze Tender*^{B22}, *Raised by Heritage*^{B11}. **Frequency** once per round.
Requirements you are adjacent to a dying or disabled ally, animal companion, eidolon, familiar, or mount.

When a companion is down, you fight harder. Make a strike. The strike does not affect your multiple attack penalty.

DEEP COVERSH

FEAT 1

UNCOMMONANCESTRYSKILLFORTUNEGENERALSKILL

Prerequisites trained in Deception.
Access *Bandit*^{B31}, *Groomed Agent*^{B11}.
Trigger you fail or critically fail a Deception check to Impersonate.

You have lived a double life since your youth, perhaps to avoid persecution for your true identity or in service to an enemy of the people or group associated with your cover identity. You can reroll your check, although you must accept the rerolled result.

DEIFIC CALLINGQAC

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Divinely Marked*^{E12}. **Frequency** once per day.
Trigger You roll a natural 1 on a d20 roll to strike.

Your deity or a powerful spirit spoke to you when you were young, dropping cryptic hints about the important destiny that lay before you and how you must win your fights if you are to achieve your predetermined greatness. You may reroll the die and take the second result instead.

DEIFIC INSPIRATIONQAC

FEAT 1

UNCOMMONANCESTRYAUDIBLEFORTUNEGENERALLINGUISTIC

Access *Divinely Marked*^{E12}.

You have learned the power of a simple expression of faith in another when you gave a hero the inspiration to fight on in the face of terrible odds and save you from danger. You speak words of encouragement to grant a +1 circumstance bonus to an ally within 30 feet who can see and hear you. The ally can use this bonus on any d20 roll of her choice before the start of your next turn. The target is then temporality immune to this feat until you next complete your daily preparation.

DEFT DODGERUCA

FEAT 5

UNCOMMONANCESTRYGENERAL

Access *Clan Training*^{B22}, *Unscrupulous Family*^{B11}, *Mammoth Speaker*^{B12}.

Growing up in a rough neighbourhood or a dangerous environment has honed your senses. When you role a critical failure on a Reflex save, you get a failure instead.

DEMORALIZING REACTIONUCA

FEAT 1

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in intimidation. **Access** *The Omen*^{B11}.
Trigger you take damage from a foe.

You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You attempt to Demoralize the foe who damaged you.

DENY ADVANTAGEPF2E

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Fugitive*^{E2}.

You are careful not to leave such openings yourself. You are not flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

DESPERATE RESOLVEUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Righting a Wrong*^{B41c}, *Imprisoned*^{B22}, *Long-Term Hostage*^{E12}.

You are adept at casting spells even in the most precarious situations. When you cast a spell while grappled or restrained you can replace any material or somatic component with a verbal component.

DETECT DISOBEDIENCEUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Aspiring Captain*^{B22}, *Minion*^{B24}.

You have an uncanny ability to spot a mutiny brewing. You gain a +2 circumstance bonus to your Perception DC against Deception attempts to Lie.

DEVOTEE OF THE GREENUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Nature.
Access *Tree Tender*^{B416}, *Woodlander*^{B12}.
Trigger you attempt a Nature check to Recall Knowledge.

Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. Treat a success as a critical success.

DIRTY FIGHTERUCA

FEAT 5

UNCOMMONANCESTRYGENERAL

Access *Criminal Enforcer*^{B23}, *Gang War*^{B41a}.

Requirements your proficiency with the weapon you strike with is trained or better. **Trigger** you succeed or critically succeed with a strike using a weapon with the finesse trait.

You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion you could always count on to distract your enemies long enough for you to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). You apply the weapon's critical specialization effect.

DISDAINFUL DEFENDER ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Adherent</i> ^{B22} , <i>Impure Thinker</i> ^{B23} .	
Requirements the caster does not worship your Patron Deity.	
Trigger you attempt a Will saving throw against a divine effect.	
You are resistant to the magic of other faiths. You gain a +2 status bonus to the save.	
DISPELLED BATTLER ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Witch Wary</i> ^{B22} .	
Trigger you are targeted by a counteract or by an <i>antimagic field</i> spell.	
When deprived of magic, you fight harder. You gain a +1 circumstance bonus on strikes and damage rolls until the end of your next turn.	
DIVINE COURTESAN ^{APG}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Impulsive</i> ^{B24} , <i>Initiate</i> ^{B32} . Frequency once per day.	
You worked in one of your goddess's temples as a sacred courtesan, and you know how to flatter, please, and (most of all) listen. You attempt a Diplomacy check to Gather Information about a target that is adjacent to you.	
DIVINE WARRIOR ^{APG}	FEAT 1
UNCOMMON ANCESTRY GENERAL METAMAGIC	
Access <i>Crusader</i> ^{B24} .	
From an early age, you were trained by a militaristic order of clerics. You are devoted both to the teachings of your goddess and to spreading those teachings by force. The next divine spell you cast that affects a weapon also grants the weapon the deadly d6 trait for the duration of the spell.	
EARTH-TOUCHED ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Sunless</i> ^{B12} .	
You share an affinity with elemental earth. You gain cold resistance equal to half your level.	
EASE OF FAITH ^{UCA}	FEAT 3
UNCOMMON ANCESTRY GENERAL SKILL	
Prerequisites trained in Diplomacy.	
Access <i>Raised by Belief</i> ^{B11} , <i>Adherent</i> ^{B23} .	
Trigger you attempt a Diplomacy check to Make an Impression on a creature that has an opposing deity or philosophy.	
Your mentor, the person who invested your faith in you from an early age, took steps to ensure you understood that what powers your divine magic is no different from that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. Treat a critical failure as a failure and a success as a critical success.	
ELDRITCH CRAFTER ^{UCA*}	FEAT 5
UNCOMMON ANCESTRY GENERAL SKILL	
Prerequisites Magical Crafting.	
Access <i>Activist</i> ^{B24} , <i>Alchemical Prodigy</i> ^{B22} , <i>The Way Things Work</i> ^{B41c} .	
Trigger you succeed a Craft check to create a magical item.	
Your early magical training involved study of the properties and creation of magic items. Treat your result as a critical success instead of a success.	
ENTITLED ^{UCA}	FEAT 3
UNCOMMON ANCESTRY GENERAL SKILL	
Prerequisites trained in Intimidate.	
Access <i>Apotheosis</i> ^{E1} , <i>Angelic Encounter</i> ^{B415} , <i>Unifier</i> ^{B23} .	
Trigger you attempt an Intimidate check while interacting with anyone familiar with you or your reputation.	
Your coming was foretold in prophecy, and people familiar with your legend regard you with awe. Treat any critical failure results are a failure, and any success results as a critical success.	
EYES AND EARS OF THE CITY ^{APG}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Facilitator</i> ^{B24} .	
Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +2 circumstance bonus to Perception checks in an urban terrain.	

FAST TALKER ^{UCA}	FEAT 3
UNCOMMON ANCESTRY GENERAL SKILL	
Prerequisites trained in Deception.	
Access <i>Cultural Mandate</i> ^{B413} , <i>Operative</i> ^{B33} , <i>Spy</i> ^{B41a} , <i>Swindler</i> ^{B24} .	
You had a knack for getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. You can attempt a deception check to lie then stride. This Lie loses the Concentrate traits and gains the Incapacitation trait.	
FEARFUL REPUTATION ^{UCA}	FEAT 3
UNCOMMON ANCESTRY GENERAL SKILL	
Prerequisites trained in Diplomacy. Access <i>Angelic Encounter</i> ^{B415} .	
Trigger you attempt a Diplomacy check while interacting with anyone familiar with you or your reputation.	
Your coming was foretold in prophecy, and people familiar with your legend regard you with fear. Treat any critical failure results are a failure, and any success results as a critical success.	
FEARLESS DEFIANCE ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Died</i> ^{E12} , <i>Nightmare Slayer</i> ^{B419} .	
Trigger you are attempting a saving throw against an effect with the fear trait.	
Upon overcoming your fear, you become a scourge to your enemies. You gain a +2 circumstance bonus on your saving throw. In addition, if your save is critically successful, your allies within 30 ft. all receive a +1 circumstance bonus all saving throws against fear until the end of your next round.	
FENCER ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Press Ganged</i> ^{B22} .	
You trained with blades for long hours as a youth, either taking lessons in the genteel art of fencing from tutors paid for by your parents or being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. Apply the weapons critical specialisation effect to successful and critically successful strikes made as a reaction with daggers, swords, and similar bladed weapons.	
FLAME OF THE REDEEMER ^{APG*}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Redeemer</i> ^{B24} .	
You have been raised to view yourself as a blade in your goddess's service, or you have taken that duty on for yourself. When you critically succeed a weapon strike with your deities favoured weapon it causes an additional 1d6 persistent fire damage.	
FLAME-TOUCHED ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Desert-Born</i> ^{B12} .	
You share an affinity with elemental fire. You gain fire resistance equal to half your level.	
FOCUSED DISCIPLE ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Fey Meeting</i> ^{B416} .	
When weaker wills falter, you keep a clear mind. You gain a +2 status bonus on saving throws against charm and compulsion effects.	
FOCUSED MIND ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Academic</i> ^{B34} , <i>Gambler</i> ^{B33} .	
Your childhood was dominated either by lessons of some sort (whether musical, academic, or other) or by a horrible home life that encouraged your ability to block out distractions and focus on the immediate task at hand. You gain a +2 circumstance bonus on any check that has the Concentration trait.	
FORTIFIED DRINKER ^{APG}	FEAT 1
UNCOMMON ANCESTRY GENERAL	
Access <i>Freedom Fighter</i> ^{B24} . Frequency once per day.	
Trigger you imbibe an alcoholic beverage.	
Your god's holy brews invigorate your mind, making you less susceptible to mental attacks. You gain a +2 circumstance bonus on saves against mental effects for 1 hour.	

FRIEND IN EVERY TOWN ^{UCA}

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Society.

Access *Adventurer*^{B22}, *Detective*^{B33}, *Rootless Wanderer*^{B12}.

Frequency once per day.

Restriction after you activate this feat, you cannot use it again until you move to a different community (a different town or village, or a different district in a city). **Tigger** you attempt a Society check.

You have no problem making friends and learning information from them wherever you go. The result of your check is automatically a critical success.

FROST-TOUCHED ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Winter's Child*^{B12}.

You share an affinity with elemental code. You gain cold resistance equal to half your level.

GIFTED ADEPT ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Fantastic Encounter*^{B12}, *Waste Refugee*^{B12}.

Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own. Pick one spell when you choose this feat, you gain a +1 circumstance bonus to the spells DC and attack rolls. Each time you gain a new level you can change the selected spell.

GRIEF FILLED ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Avenger*^{B23}, *Hermit*^{B31}, *Recluse*^{B31}.

You are no stranger to loss and intense emotions. You gain a +2 circumstance bonus on all saving throws against effects with the emotion trait.

GUARDED ^{UCA*}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Bullied*^{B12}, *Nomad*^{B32}, *Persecution*^{B412}.

You are constantly ready to defend yourself with your fists when an enemy comes near. Your opponent is flat-footed against your reaction strikes which have the unarmed trait.

HARDLY A FOOL ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Freedom Fighter*^{B24}, *Imperial Scion*^{B22}, *Jester*^{B32}.

You have always been able to ferret out lies and deception. Maybe you worked as an investigator for a time, you came from a place rife with lies, or you've studied the human condition long enough to read a person's face and get to the heart of his message. You gain a +1 circumstance bonus on saving throws against illusion effects.

HARVESTER ^{UCA}

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Crafting.

Access *Artisan*^{B33}, *Opportunist*^{B419}, *Ooze-Tender*^{B23}.

You were trained to harvest all parts of an animal with care and precision. You can use the Craft activity to create talismans. When you select this feat, you add the formulas for four common talismans to your formula book.

HEDGE MAGICIAN ^{UCA}

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Magical Crafting. **Access** *Dabbler*^{B413}.

You apprenticed for a time to an artisan who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the required gp cost to make the item by 5%.

HIGHLANDER ^{APG}

FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Terrain Stalker. **Access** *Bushman*^{B12}.

You were born and raised in rugged bad-lands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You can use Terrain Stalker in any hilly or rocky habitat and move up to your speed when you do so.

HISTORY OF HERESY ^{UCA} ◆

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Impure Thinker*^{B23}.

Requirements you do not have a class, multiclass or feat that grants divine spells. **Trigger** you attempt to save against a divine effect.

You were raised with heretical views that have made it difficult for you to accept most religious beliefs and often caused you or those you love to be treated as pariahs. As a result, you have turned your back on religious teachings. Treat a critical failure result as a failure, and a success result as a critical success.

HISTORY OF MATERIALISM ^{UCA*} ◆

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Bushman*^{B12}.

Requirements you do not have a class, multiclass or feat that grants occult spells. **Trigger** you attempt to save against an occult effect.

Treat a critical failure result as a failure, and a success result as a critical success.

HISTORY OF CIVILIZATION ^{UCA*} ◆

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Ancient Traveller*^{B31}.

Requirements you do not have a class, multiclass or feat that grants primal spells. **Trigger** you attempt to save against a primal effect.

Treat a critical failure result as a failure, and a success result as a critical success.

HISTORY OF PHYSICALITY ^{UCA*} ◆

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Farm Hand*^{B32}, *Gladiator*^{B33}.

Requirements you do not have a class, multiclass or feat that grants arcane spells. **Trigger** you attempt to save against an arcane effect.

Treat a critical failure result as a failure, and a success result as a critical success.

HORRIFYING MIND ^{UCA} ➞

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Annihilist*^{B24}.

Trigger you fail or critically fail against an effect with the Mental trait.

You focus your darkest thoughts to retaliate against a mental attack. The attacker, if any, must attempt a Will save against your Will DC. If the reader fails this save, she is frightened 1. If she critically fails, then she is also stupefied 1 for 1 round.

HORROR SLAYER ^{APG*}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Devotee*^{B24}, *Minion*^{B24}, *Naturalist*^{B24}, *Nightmare Slayer*^{B419}, *Sunless*^{B12}.

Instructed at a young age in the tenets of your faith, you view the fiends, aberrations, or undead as abominations that must be destroyed, so their souls can journey beyond to be judged. Select either Aberration, Fiend, Elemental, Giant, or Undead. Your attacks against targets with that trait are Forceful.

IMPOSING SCION ^{UCA} ◆

FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Trained in Intimidation.

Access *Aspiring Captain*^{B23}, *Clan Training*^{B22}, *Proud Heritage*^{B22}.

Restriction once per day.

Trigger you are critically successful at an Intimidation check to Coerce.

The reputation of your bloodline grants you a degree of fearful respect. You regain 1 focus point. You can't exceed your maximum number of focus points.

INEXORABLE AUTHORITY ^{UCA}

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Intimidation.

Access *Judge*^{B24}, *Raised on the Sea*^{B12}.

Requirements you are pronouncing a lawful judgement that you're legitimately deputed to enforce or pronounce.

Trigger you either critically fail or succeed, but not critically succeed an Intimidation check to Coerce or Demoralise a target.

When you speak with the full weight of law, your conviction lends you a terrible presence. Treat a critical failure as a failure and a success as a critical success.

INFLUENCE ^{UCA} ◆

FEAT 1

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Society.

Access Any Affluent^{B34} profession; *Bounty Hunter*^{B32}, *Celebrity*^{B413}, *Competing*^{B23}, *Heir to a Legacy*^{B11}, *Knighted*^{B417}, *Liege Lord*^{C11}, *Student*^{B32}.

Trigger you attempt a Society check to Recall Knowledge.

Your position in society grants you special insight into others, and special consideration or outright awe from others. Treat a critical failure as a failure.

INSPIRED ^{UCA} ➞

FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Access *Impulsive*^{B24}, *Champion of a God*^{B412}, *Holy Epiphany*^{B414}, *Converted*^{B415}.

Frequency once per day.

Trigger you fail or critically fail a skill check for a skill in which your proficiency is trained or better.

A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

KILLER ^{UCA} ➞

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *First Kill*^{E12}, *Conquest*^{B412}, *Gladiator*^{B417}, *The Kill*^{B41a}.

Trigger you critically succeed in a weapon strike and have not yet rolled damage.

You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow or find vile pleasure in twisting the blade to maximize your target's pain. The strike gains the *Deadly d10* trait.

KIN BOND ^{UCA}

FEAT 1

UNCOMMON ANCESTRY FORTUNE GENERAL

Access *Family Curse*^{B23}, *Raised by Heritage*^{B11}.

Frequency once per day. **Trigger** You fail a saving throw.

Requirements your bonded sibling is within 30 feet of you.

The bond between you and a close sibling is nearly mystical. Choose a single sibling with whom to share this bond. You may reroll the saving throw using your sibling's saving throw modifier. If you and the sibling are twins or otherwise part of the same litter, you gain a +2 circumstance bonus on the rerolled saving throw. Your sibling must be willing to grant you the reroll. If you fail the saving throw, you and your sibling are dazed for 1 round.

KIN GUARDIAN ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Family Curse*^{B23}, *Raised by Heritage*^{B11}.

Trigger you attempt a check to Aid a member of your family.

You are dedicated to defending members of your family. Treat a critical failure as a failure and a success as a critical success.

KNOW THE ENEMY ^{UCA}

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in a skill with the Recall Knowledge action.

Access *Born into Bondage*^{B11}, *Guardian*^{B24}, *Ancient Hatred*^{B419}.

Requirements you can see the creatures you are encountering.

You know a good deal about your most dire enemies. At the beginning, before rolling for initiative, you can attempt a Recall Knowledge check to identify the creatures you are encountering.

LIFE OF TOIL ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access Any Poor^{B32} profession; *Born into Bondage*^{B11}, *Child of the Rooftops*^{B12}, *Freed Slave*^{B22}, *Gladiator*^{B417}, *Prisoner*^{B31}.

You have lived a physically taxing life, working long hours for a master or to support a trade. Hard physical labour has toughened your body and mind. You gain a +2 circumstance bonus on saves against Disease and Mental effects.

LOG ROLLER ^{APG}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Caravel Wanderer*^{B12}, *Perfection Seeker*^{B22}, *Woodlander*^{B12}.

The time you spent leaping between slippery logs as they whirled down the river to market taught you how to keep your footing. You gain a +2 circumstance bonus to your Reflex DC against Trip attacks.

LORE SPECIALIST ^{APG}

FEAT 1

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in your selected specialist Lore.

Access Any Lore^{E12} story. **Frequency** once per day.

Trigger you fail or critically fail a Lore check in your specialist lore.

Select a lore skill in which you are trained. Once per day, if you critically fail a check in that skill you succeed instead, or if you fail you instead get a critical success.

Special: You can take this feat once for each qualifying lore event. Each time you select an additional specialist Lore and gain an additional use of Lore Specialist each day.

LUCKY IDENTIFICATION ^{UCA} ➞

FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Prerequisites trained in Arcane, Nature, Occult or Religion.

Access *Antiquarian*^{B34}, *Hedonist*^{B24}, *Spiritualist*^{B33}, *Witch Wary*^{B12}.

Trigger you critically fail in a Recall Knowledge check to identify the abilities and weaknesses of a creature.

Your additional training aids in identifying the wiles of your faith's enemies. You reroll the check, this time treating any critical failure results as a failure, and any successful results as a critical success.

MAGIC IS LIFE ^{APG}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Agent of Balance*^{B24}, *Mercenary*^{B33}.

Requirements you are under the effects of a spell.

Your faith in magic allows you to reflexively use the energy of any spell effect on you to save you from death. You gain a +2 circumstance bonus on saving throws against death effects and you cannot gain the wounded condition.

MAGICAL KNACK ^{UCA}

FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Adopted by Dragons*^{B11}, *Adopted by Fey*^{B11}, *Raised Among the Dead*^{B11}, *Fey Meeting*^{B416}.

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Add your level as a proficiency to untrained Arcana, Nature, Occultism or Religion checks.

MAGICAL LINEAGE ^{UCA} ◆

FEAT 5

UNCOMMON ANCESTRY GENERAL

Prerequisites One or more metamagic feats. **Access** *Failed Wizard*^{B41b}.

One of your parents was a gifted spellcaster who not only used metamagic often, but also developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness. Pick one spell and one metamagic feat when you choose this feat. You can apply the selected metamagic feat to the selected spell the metamagic feat becomes a free action. The actions needed to cast the spell itself remains unchanged.

MAGICAL TALENTUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access Progeny of Power^{B11}, Magical Gift^{E12}.

Either from inborn talent, the whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. Choose one tradition then choose cantrip from that traditions spell list. You can cast this spell at will as an innate spell of the tradition you chose. As usual, a cantrip is heightened to a spell level equal to half your level rounded up.

MALLEABLE MAGICUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Prerequisites Spellcaster. Access Fortune Teller^{B33}, Tomb Seeker^{B23}.
Frequency once per day.

You can lose a single 1st-, 2nd- or 3rd-level spell slot to regain 1 focus point. You can't exceed the maximum number of focus points in your pool by using this feat.

MAJESTIC PERFORMANCEUCA

FEAT 5

UNCOMMONANCESTRYGENERALSKILL

Prerequisites Virtuosoic Performer.
Access Entertainer^{B32}, Savant^{E12}, Virtuoso^{B413}. Frequency once per day.
Trigger you fail or critically fail a performance check that benefits from virtuosic performer

You are a virtuoso musician, actor, or storyteller. If you critically fail succeed instead, of if you fail you instead get a critical success.

MEDIATORUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access Mediator^{B24}, Political Opposition^{B22}, Reputable Business^{E12}.

You have a way with calming tempers, using cool logic to sooth heated disagreements, and you were always the one to settle arguments among your friends, family, and community. You gain a +2 status bonus to the DC of any activity with the emotion trait.

MEMORABLEQ&C

FEAT 1

UNCOMMONANCESTRYCONCENTRATEEMOTIONGENERAL

Access Large Family^{F12}. Frequency once per round.
Requirements you successfully targeted a foe with an Emotion effect that will end after your turn.

You sustain the effect until the end of your next round.

MENTOREDUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in a Lore.
Access Actor of Intrigue^{B23}, Aspiring Monarch^{B23}, Druid Circle^{B416}, Loyalist^{B23}, Mentor^{C11}, Smuggler^{B32}, The Trained^{B41a}.
Trigger you aid an ally in attempting a skill.
Requirements you must have a trained proficiency or better in a Lore skill related to the task your ally is attempting.

A tutor or private instructor guided you in learning your art, profession, or trade, and through your education, you became capable of teaching and guiding others. You gain a +2 circumstance bonus to your Aid check.

MILITIA VETERANAPG

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites Ride; Trained in any Martial Lore.
Access Joined the Watch background.

Your first job was serving in a civilian militia in your home town. Skills learned through daily drilling and protecting your fellow townsfolk gave you special insight into military life. You can use any Martial Lore in place of Nature for checks to Ride and on Survival checks in an urban environment.

MOBILE MEDICUCA

FEAT 5

UNCOMMONANCESTRYGENERALSKILL

Prerequisites Battle Medicine. Access Healed^{B415}.

Your mobility helps to support your allies in the heat of battle. You stride and apply Battle Medicine.

NATURAL-BORN LEADERUCA

FEAT 1

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Diplomacy.
Access Boss^{C11}, Child of the Resistance^{B11}, Criminal Roots^{E12}, Faction Upbringing^{B11}, Outcast^{B31}, Worldshaker^{B413}, Righteous Mentor^{B414}, Religious Colony^{B415}.
Trigger an ally you granted actions to during this encounter attempts a will save against a mind-affecting effect.

You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. You ally receives a circumstance bonus to the save equal to your wisdom modifier (minimum 1).

NATURE'S MIMICUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Nature. Access Nature's Disciple^{B418}.
Requirements you have a stance active.
Trigger you fail or critically fail a nature check to Command an Animal.
Your knowledge of nature informs your fighting style, and that style gives you insight into related aspects of the natural world. Treat a critical failure result as a failure, and a failure result as a success.

NO ESCAPEUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access Executor^{B24}, Raised by Savages^{B11}.
Restriction you witnessed your target commit a crime.
Trigger you attempt an Athletics check to Grapple.

Struggle as they might, ne'erdo-wells and vagrants are hard pressed to evade the law once in your clutches. Treat a critical failure as a failure and a success as a critical success.

NOT SO RANDOM EFFECTSQ&C

FEAT 1

UNCOMMONANCESTRYFORTUNEGENERAL

Access Divinely Marked^{E12}. Frequency once per day.
Trigger you use a spell or magic item with a randomized effect.
You are blessed by your deity. Before you roll to determine the result, you may choose to roll twice and pick either result.

OATHBOUNDUCA

FEAT 1

UNCOMMONANCESTRYFORTUNEGENERAL

Access Atonement^{B415}, Dread Penance^{B414}, Henchman^{B41a}, Ongoing Patron^{B413}, Role Model^{C13}.
Trigger you fail a saving through against a charm or compulsion effect.

You have made a solemn oath, and you pursue that oath with headstrong determination. You can reroll the triggering saving throw, but you must use the new result, even if it's worse than your first roll.

ORDINARYUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in stealth.
Access Alien^{B31}, Entrapment^{E12}, Ordinary Childhood^{B0}, Ordinary^{E12}, Uneventful Lifestyle^{B0}.
Trigger you attempt a stealth check to hide in a crowd.

The only thing extraordinary about your appearance is its ordinariness. You carry yourself in an understated way, and many people who see your face soon forget it. Treat a critical failure as a failure and a success as a critical success.

OUTCAST'S INTUITIONUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Arcana, Nature, Occultism, or Religion.
Access Fatalist^{B24}, Outcast^{B41b}, Winter's Child^{B12}.
You are able to sense the motives of others and use that sense to bolster your magic against dispelling. You gain a +2 circumstance bonus to the you spellcasting DC against attempts to counteract your spells.

PAIN IS PLEASUREUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access Agitator^{B34}, Slave Maestro^{E12}, Swindler^{B24}.
Restriction you have less than half your maximum number of hit points.
You have discovered a hint of the dark truths that lay hidden within your body. You gain a +1 circumstance bonus on Fortitude and Will saves.

PARTIAL PROTEGE ^{UCA} ◆ FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Trick Magic Item. **Access** *Merchandise*^{B33}.

Trigger you succeed a Trick Magic item check.

You are adept at disguising your true talents. Your success lasts until the end of your next turn.

PASSIONATE INERTIA ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Hedonist*^{B24}, *Revolutionary*^{B22}.

Your passions drive your thinking so irresistibly that even magic struggles to change your mind. You gain a +2 circumstance bonus on Will saves against mental effects.

PAST LIFE ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Alchemical Prodigy*^{B22}, *Reincarnated*^{E1}.

You partially recall your previous life as someone—or something—else. For you, life and death are a cycle, and you have no fear of death. You gain a +2 circumstance bonus on saving throws against fear and death effects.

PATIENT OPTIMIST ^{APG} ◆ FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Prerequisites trained in Diplomacy.

Access *Raised by Angels*^{B12}, *Guardian*^{B24}, *Moderniser*^{B22}.

Trigger you critically fail in a Diplomacy check to Make an Impression on a hostile or unfriendly creature.

You know that all things pass in time and are used to having to repeat arguments multiple times to convince even the most stubborn believer. You reroll the check, this time treating any critical failure results as a failure, and any successful results as a critical success.

PERFECTIONIST'S BREW ^{UCA} ◆◆ FEAT 3

UNCOMMON GENERAL SKILL

Prerequisites Alchemical Crafting

Access *Elixir Researcher*^{B33}, *To Recreate a Miracle*^{B411}.

Frequency once per day.

You know that potion recipes should be followed with exact precision. You extend an alchemical elixir to last for double its normal duration.

PERSUASIVE INSIGHT ^{SH} FEAT 1

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Diplomacy. **Access** *Spiritual Guide*^{B33}.

You were converted to your faith or taught to bargain with spirits for magic by a figure of inspiring insight who taught you to use keen observation in all dealings. You can use your Wisdom modifier in place of your Charisma modifier on Diplomacy checks to make a Request.

PLANAR SAVANT ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Occultism. **Access** *Ancient traveller*^{B122}.

You have always had an innate sense of the workings of the planes and their denizens. You may use your Charisma modifier when making Occultism checks to Recall Knowledge instead of your Intelligence modifier.

POSSESSED ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Prerequisites trained in a skill that allows you to recall knowledge.

Access *Fiend*^{C11}, *Undead Crusader*^{B22}. **Frequency** once per day.

You were, or are, possessed in some way by another entity that grants you occasional access to its knowledge. Add your level to any check to Recall Knowledge in a skill in which you are untrained.

POVERTY-STRICKEN ^{UCA} ◆◆◆ FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Society.

Access Any Destitute^{B31} profession, *Exiled*^{B23}, *Labourer*^{B32}, *Poverty*^{B41a}.

Frequency once per day.

Your childhood was tough, and your parents always had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild and collect any useful items that you find. You pull an item out of your backpack or pocket that

is not recorded on your character sheet. The item must be 0 level, of not more than light bulk, and worth 1sp or less.

If you have expert proficiency in Society the item can be 0 or 1st level and worth up to 1gp, and if you have master proficiency in Society the item can be can up to 2nd level and worth up to 10gp.

PRECISE AUGURY ^{QAC}* ◆ FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Divinely Marked*^{E1}. **Frequency** once per day.

Trigger you or an ally who worships your deity casts augury or a similar effect.

You are marked by fate as a future deity—even before this destiny is realized, fate bends to your will. The flat check to avoid a 'Nothing' is automatically successful.

PRECISE TREATMENT ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Medicine. **Access** *Physician*^{B411}.

You treat others with a clear and calculating intellect. You may use your Intelligence modifier when making Medicine checks to Treat Wounds instead of your Wisdom modifier.

PUNISH INSURRECTION ^{UCA} FEAT 1

UNCOMMON ANCESTRY FORTUNE GENERAL

Access *Aspiring Monarch*^{B22}, *Despot*^{B24}.

Restriction your target is a member your organisation or hierarchy who formally answers to you, or who has openly defied the authority or rules of that body, provided the infraction is serious enough that their standing is now less than yours

Trigger you fail or critically fail an attack.

You relish reminding people who's in charge. You can reroll the triggering attack, but you must use the new result, even if it's worse than your first roll.

REACTIONARY ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Death in the Family*^{E1}, *Dishonoured Family*^{B11}, *One of a Dying Breed*^{B412}, *Rootless Wanderer*^{B12}.

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +1 circumstance bonus on your initiative checks. If you have access to the Rage action, you can use it as a free action at the start of an encounter before initiative is rolled.

REACTIVE MEDIC ^{UCA} ◆ FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Trained in Medicine.

Access *Medic*^{B33}, *Restore the Land*^{B23}.

Trigger an adjacent ally gains the dying condition

You reactively support your allies in the heat of battle. You use Medicine to attempt First Aid the stabilise your ally. If you roll a critical failure treat your result as a failure instead.

REDEEMER ^{UCA} FEAT 1

UNCOMMON ANCESTRY FORTUNE GENERAL

Access *Ambassador*^{B34}, *Redeemer*^{B24}.

Restriction you are acting as a sponsor for a target seeking redemption.

Frequency once per hour.

Trigger a creature adjacent to you attempts a saving throw.

You've always held the strong belief that morality is everyone's choice, and that those who act in wicked ways have simply never been shown how their actions truly affect others. If they could be shown their errors, then they would accept a more positive course of action and you have just enough patience to see this through. The target creature can reroll the saving throw, but it must use the new result, even if it's worse than your first roll.

RELUCTANT APPRENTICEUCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Arcana, Nature, Occultism, or Religion.
Access *Esoterist*^{B33}, *Failed Wizard*^{B41b}.

Your early training grants your knowledge of diverse traditions. You can attempt skill checks for which you need to be trained in Arcana, Nature, Occultism, or Religion even if you are not trained in the skill. When your proficiency in Arcana, Nature, Occultism, or Religion improves you can attempt checks in any of those skills that requires your new proficiency.

RESILIENTUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Raised by Beasts*^{B11}, *Major Disaster*^{E12}, *Lost in the Wild*^{B416}, *Survival*^{B417}.

Growing up in a poor neighbourhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your constitution as a result and gain a +2 circumstance bonus on saves against Poison effects.

RICH PARENTSUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Any Affluent*^{B34} background; *Boarder*^{B22}, *Heir to a Legacy*^{B11}, *Inheritance*^{E12}.

You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure, you enjoy a one-time benefit to your initial finances. Your starting wealth increases to 90 gp.

Special: You can only take this feat at first level, and you cannot retrain into or out of it.

RIVER RATAPG

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Boadwright*^{B33}, *Caravel Wanderer*^{B12}.

You learned to swim right after you learned to walk. As a youth, a gang of river pirates put you to work swimming in night-time rivers and canals with a dagger in your teeth so you could sever the anchor ropes of merchant vessels. You ignore the penalty for attacking underwater when you strike with a weapon with the finesse trait.

SACRED CONDUITUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Energy Infused*^{B11}.

Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure that you survived (your mother may or may not have survived). In any event, that magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you cast *Heal* or *Harm*, you gain a bonus to the save DC equal to your charisma modifier (minimum 1).

SACRED TOUCHUCA

FEAT 10

UNCOMMON	ANCESTRY	CONCENTRATE	GENERAL	MANIPULATE	SKILL
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Prerequisites expert in Medicine.

Access *Energy Infused*^{B11}, *Healed*^{B415}, *Marked by the Gods*^{E1}, *Progeny of Power*^{B11}, *Spirit of Nature*^{B416}.

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. You may automatically stabilize a dying creature merely by touching it.

SEEKERUCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Access *Vigilante*^{B24}, *Gift*^{B413}, *Knight-Errant*^{B414}, *Adventurer*^{B417}.

Frequency once per day.

Trigger Initiative is about to be rolled for an encounter.

You are always on the lookout for reward and danger. Automatically critically succeed a perception check to Seek.

SELF-MEDICATINGUCA*

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites Natural Medicine.

Access *Born into Bondage*^{B11}, *Hatred of Civilization*^{B412}, *Left to Die*^{E1}, *Raised by Savages*^{B11}, *Savage*^{B416}, *Serf*^{B31}.

You were born and raised in untamed lands far from civilization. You learned to survive in the elements among brutal humanoids and beasts.

You may use your Constitution modifier in place of you Wisdom modifier when you use Natural Medicine on yourself.

SELF-TAUGHT SCHOLARUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in a skill with the Decipher Writing activity.

Access *Born out of Time*^{B11}, *Clerk*^{B33}.

Trigger you attempt a check to Decipher Writing.

Being self-taught has made it necessary for you to scour all documentation you can get your hands on. If you critically fail succeed instead, of if you fail you instead get a critical success.

SHADOW WHISPERSUCA

FEAT 7

UNCOMMON	ANCESTRY	DOWNTIME	GENERAL
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Prerequisites expert in Intimidation.

Access *Corruption*^{E12}, *Faction Uprising*^{B11}, *Narcissist*^{B24}.

Restriction you must have spoken to your target within the preceding month.

You have a penchant for just knowing others' secrets. Spend 8 hours spreading rumour and gossip about your target then attempt an Intimidation check to Demoralize as normal and record the result. Your target does not need to be present during this downtime. The result affects the target the next time they hear you speak.

SIMPLE DISCIPLEUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Athletics.

Access *Bellicose Historian*^{B418}, *Classically Schooled*^{B418}, *Disciple of Athletics*^{B33}, *Home in the Deep*^{B12}, *Minion*^{B24}, *Undersea Enthusiast*^{B12}.

Frequency once per day.

Trigger you fail or critically fail an athletics check to Grapple, Shove, Trip or Disarm.

You picked up tricks in Martial Arts during your time at the monastery. If you critically fail succeed instead, of if you fail you instead get a critical success.

SPARK OF CREATIONUCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites Eldritch Crafter. **Access** *Activist*^{B24}.

Trigger you attempt a Crafting check to create a magical item.

You have always had a knack for making useful things, and your talent as an artisan was evident even at an early age. Treat a critical failure as a failure and a success as a critical success.

STARCHILDAPG

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Survival. **Access** *Vigilante*^{B24}.

Restriction you can see at least some of the stars in the sky.

Frequency once per hour.

Your goddess sensed your love of travel and promised you would always be able to find your way home. You automatically critically succeed a Survival check to Sense Direction.

STORM TOUCHEDUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Raised on the Sea*^{B12}, *Sodden Scavenger*^{B12}.

You share an affinity with elemental lightning. You gain electricity resistance equal to half your level.

SUBJECTIVE TRUTHUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Deception. **Access** *Charlatan*^{B32}, *Psychopath*^{B24}.

Restriction your target has never known you to lie to them.

Trigger you attempt a Deception check to Lie.

You are able to divorce your knowledge of the facts from your beliefs about the truth, and thus from your facial expressions and body language. You gain a +2 circumstance bonus to the check. Treat a success as a critical success. If you fail or critically fail the target knows you are a liar and becomes immune to your Subjective Truth.

SUPERNATURAL REACTIONS ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Mercane Scion*^{B22}, *Awakened from Stasis*^{E12}.

You have quick reactions and fierce concentration. You can use Arcana, Nature, Occultism or Religion in place of Perception for initiative rolls, and you gain a +2 circumstance bonus to initiative checks based on Arcana, Nature, Occultism or Religion.

SLOW TO TRUST ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Betrayed*^{E1}, *Bastard Born*^{B11}, *Born of Violence*^{B11}, *Pariah*^{C11}, *Secret of the Faithful*^{E12}, *Survivor*^{B22}.

You discovered that someone you trusted had lied to you, and lied often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 circumstance bonus on Perception checks to Sense Motive.

TACTICIAN ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Actor of Intrigue*^{B23}, *Avenger*^{B23}, *Guard*^{B32}, *Lovesick Warden*^{B32}, *Soldier*^{B32}, *Warrior*^{B32}, *Schooled*^{B417}. **Frequency** once per day.

Requirements you successfully strike a foe who is later than you in the initiative order, or who is flat-footed against you.

You know how to take advantage of enemies who are unprepared for your assault. Treat your success as a critical success.

TIRELESS LOGIC ^{UCA} FEAT 1

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Access *Faciliator*^{B24}, *Barrister*^{B34}, *Bureaucrat*^{B33}, *Dangerous Intellect*^{B41c}. **Frequency** once per day.

Trigger you attempt an intelligence-based skill check.

Your curious mind figures out even the most complex problems. You can roll twice and take the better result.

TRUSTWORTHY ^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Charming Liar. **Access** *Confidante*^{C11}, *Revolutionary*^{B23}.

Trigger you succeed a Deception check to lie.

People find it easy to put their faith in you. Treat a critical failure as a failure, and Charming Liar does not limit your number of targets on a critical success.

UNABASHED GALL ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Exiled*^{B22}, *Rebel*^{B24}.

Requirements you committed an unexpected and outrageously unlawful act (such as knowingly destroying or stealing something) that would elicit a hostile response from a creature you have encountered.

Trigger you roll for initiative at the beginning of an encounter

Your total indifference to the law even as you're breaking it is such that those watching you are stunned. You attempt a Deception check against the opponents Perception DC with the following result:

Critical Success Your opponent and gains the flat-footed condition against you and your allies until the end of your first turn.

Success Your opponent gains the flat-footed condition against you until the end of your first turn.

Failure You are flat-footed against your opponent until the end of your first turn.

Critical Failure You and your allies are flat-footed against your opponent until the end of your first turn.

UNCONVENTIONALLY SKILLED ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL SKILL

Access *Balanced Education*^{E12}. **Frequency** once per day.

You can apply a physical ability modifier to a skill check instead of its usual mental ability modifier or apply a mental ability modifier to a skill check instead of its usual physical ability modifier. You can only exchange ability modifiers between the following pairings: Strength with Intelligence, Dexterity with Wisdom, and Constitution with Charisma.

UNNATURAL REVENGE ^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites Trained in Intimidation.

Access *Nature's Foe*^{B411}, *Tribal Slayer*^{B12}. **Frequency** once per day.

When you use intimidation to Demoralize it loses the Emotion and Mental traits.

UNPREDICTABLE ^{UCA} FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

Prerequisites trained in Deception.

Access *Breather*^{B12}, *Chaos Embraced*^{B412}, *Competing*^{B22}, *Fool*^{C11}.

Frequency once per day.

Trigger you fail or critically fail a deception check.

Your actions often seem random and chaotic to others, but there is a method to your madness. You can reroll the check, but you must use the new result, even if it's worse than your first roll.

UNPREDICTABLE REACTIONS ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *People Smuggler*^{B22}, *Saboteur*^{B24}.

Your reactions to combat beginning aren't what people expect. During the first round in an encounter any weapon you strike with gains the Agile trait.

URBAN JUNGLE ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Survival.

Access *Bohemian*^{B24}, *Bounty Hunter*^{B32}, *Civilized Outcast*^{B416}.

You are a child of nature and have found ways to apply your instincts to navigate local laws, customs, and politics. You can use your Survival skill to Recall Knowledge relating to the topics normally covered by Society.

VAGABOND CHILD ^{APG} FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

Prerequisites trained in Thievery. **Access** *The War*^{B11}.

Trigger you critically fail a thievery check.

You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Treat your critical failure result as a failure.

VEILED DISCIPLE ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Elite Fighting Force*^{B418}.

Trained in espionage, you're at staying on task. You gain a +1 circumstance bonus on saving throws against charm and compulsion effects.

VETERAN OF BATTLE ^{APG} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Rebel*^{B24}, *Unifier*^{B22}.

You have fought in several battles, and each time felt the presence of your god guiding your sword-arm, making you ready to act at a moment's notice. You can draw a weapon when you roll initiative before the beginning of an encounter.

VIGILANT BATTLER ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Assassin's Scion*^{B22}, *Double Agent*^{B22}.

You are hard to fool and harder to trick with a feint. You gain a +2 circumstance bonus to your perception DC when a foe attempts a deception roll to Feint against you. In addition, if you roll a critical failure when using perception to Sense Motive, treat the result as a failure instead.

VOICE OF MONSTERS ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL

Access *Fury*^{B24}, *Moderniser*^{B22}. **Frequency** once per day

Your faith leads you to see the power and wonder in even the most horrible abominations. You gain speak with animals as a 2nd-level primal innate spell. When you cast this spell, it can affect animals (as normal) as well as aberrations and beasts that do not normally have a language.

WANDERER'S SHROUDUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Foundling*^{E12}, *Groomed Agent*^{B11}, *Terrible Secret*^{B414}, *Wandering Savant*^{B418}.

Your wanderings often go unnoticed. Efforts to use the Diplomacy skill to gather information about you take a -1 circumstance penalty, and you gain a +1 status bonus on all saving throws against scrying and mind-reading effects that allow saving throws.

WATER-TOUCHEDUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Home in the Deep*^{B12}, *Undersea Enthusiast*^{B12}, *Wave-touched*^{B12}.

You share an affinity with elemental water. You gain resistance equal to half your level against creatures and attacks with the water trait.

WEAPON OF PEACEUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Guardian*^{B24}, *Restore the Land*^{B22}.

Even though you are a trained combatant, proficient with any number of weapons, you don't relish killing your enemies. It's not that you're afraid of seeing blood, but rather that disabling a foe is superior to killing someone capable of admitting defeat. You do not take the normal -2 penalty when you make a nonlethal attack with a weapon without the nonlethal trait.

WELL-INFORMEDUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites trained in Diplomacy.
Access *Barkeep*^{B33}, *Mediator*^{B24}, *Political Opposition*^{B22}, *Socialite*^{C11}.
Trigger you critically fail a Diplomacy check to Gather Information.

You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it. Treat your result as a failure instead of a critical failure.

WILD ORPHANUCA

FEAT 3

UNCOMMONANCESTRYGENERALSKILL

Prerequisites Terrain Expertise.
Access *Guerrilla*^{B22}, *Outcast*^{B31}, *Survivalist*^{B419}.
Restriction you are in a terrain which benefits from your Terrain Stalker feat.

You grew up separated from your birth parents and had to learn to watch out for yourself. You can use survival in place of diplomacy on Requests.

WILDERNESS SURVIVORAPG

FEAT 3

UNCOMMONANCESTRYFORTUNEGENERALSKILL

Prerequisites trained in Survival.
Access *Bushman*^{B12}, *Lovesick Warden*^{B23}, *Scout*^{B32}, *Sodden Scavenger*^{B12}.

Trigger you attempt a saving throw against a natural effect caused by your selected terrain.

You were born and raised among rolling plains or savannas, or in a rocky or icy desert. You spent much of your youth exploring these vast reaches and know many of the terrain's secrets. Select a Terrain. Before you roll to determine the result of the save, you may choose to roll twice and pick either result.

WISDOM IN THE FLESHAPG

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Executor*^{B24}, *Wave-touched*^{B12}.

Your hours of meditation on inner perfection and the nature of strength and speed allows you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select Athletics, Acrobatics, Stealth or Thievery. You make checks with that skill using your Wisdom modifier instead of the skills' normal ability score.

WORLDLYUCA

FEAT 3

UNCOMMONANCESTRYFORTUNEGENERALSKILL

Access *Conscripted*^{B417}, *Dabbler*^{B413}, *Imperial Scion*^{B22}, *Imperial Scion*^{B22}, *Politician*^{B34}, *Revelation*^{B415}, *Sailor*^{B32}, *Wanderer*^{C11}, *Troubled First Love*^{E12}. **Frequency** once per day.

Trigger you attempt a skill check for a skill that you are untrained in.

You have acquired an unusual breadth of life experience—more than others of your age, race, or culture. You can roll twice and take the better result.

WRECKING WRATHUCA

FEAT 1

UNCOMMONANCESTRYGENERAL

Access *Bonded Labourer*^{B22}, *Fury*^{B24}. **Frequency** once per day
Trigger you critically succeed in a melee weapon attack.

Your ferocity is devastating, sometimes even to your own weapons. Double your strength bonus to damage for that attack. On a flat check against DC 5, your weapon gains the broken condition.

F13 CLASS FEATS

This section lists uncommon feats that only members of the classes listed in the feat’s traits can access, and only if they meet the access requirements of the feat by having the indicated background.

If there are multiple class tags, the feat is available to each of them. The feat loses any non-matching class traits when selected.

Name	Level	Class	Prerequisites/Background	Benefits
UNCOMMON				
ASCENDANT RECOLLECTION	1	Sorcerer	<i>Awakened Monument</i> ^{B41b}	Bonus to DC and attacks with bloodline powers
BLOODTHIRSTY	1	Barbarian	<i>Bloodthirsty</i> ^{B413}	Once per round disregard the multiple attack penalty of a critically successful strike
COLD AND CALCULATING	1	Ranger	<i>Detached Observer</i> ^{B419}	Hunt Prey with matching trait at the beginning of an encounter
CROSS-KNOWLEDGE	1	Alchemist	<i>Magic of the Uninclined</i> ^{B411}	Once per day bonus to elixir DC and the elixir becomes arcane.
EASY WAY OF THE HARD WAY	1	Ranger	<i>Bounty Hunter</i> ^{B419}	Subdue Hunted Prey without the usual subdual penalty
ELDRITCH DELVER	1	Wizard	<i>Hunger for Knowledge</i> ^{B41c}	Become trained in Occultism and gain an Occultism skill feat
ENDURING MUTAGEN	1	Alchemist	<i>Wasn’t Strong Enough</i> ^{B411}	Double the duration of mutagens you drink
EVASIVE STING	1	Ranger	<i>Big Game Hunter</i> ^{B419}	Bonus to AC against oversized Hunted Prey
FAITH’S HUNTER	1	Ranger	<i>Divine Purpose</i> ^{B419}	Once per day Sustain a Spell as a free action
FATE’S FAVOURED	1	Sorcerer	<i>Too Lucky</i> ^{B41b}	Increase benefit from Fortune bonuses
FOCUSED BURN	1	Alchemist	<i>Firebug</i> ^{B411}	Double the persistent damage inflicted by Alchemist’s Fire
GREATER PURPOSE	1	Wizard	<i>Mortality’s Mirror</i> ^{B41c}	Bonus to saves against death effects
HIDDEN HAND	1	Monk	<i>Secret Student</i> ^{B418}	Bonus on Stealth checks to conceal a light weapon and with the first strike in an encounter
HUNTER’S KNACK	1	Ranger	<i>Survival</i> ^{B419}	Once per round ready a strike against your Hunted Prey as a free action.
INDELIBLE IRE	1	Barbarian	<i>Hated Foe</i> ^{B412}	React to damage from a critical strike to gain a bonus on strikes against that foe
INDOMITABLE FAITH	1	Champion	<i>Zealous Devotion</i> ^{B414}	Bonus to Will saves
KNOWLEDGEABLE CASTER	1	Sorcerer	<i>One of a Kind</i> ^{B41b}	Add your level as a proficiency bonus to untrained Lore checks relating to your sorcerer bloodline.
MARTIAL MANUSCRIPT	1	Monk	<i>Lineage Holder</i> ^{B418}	If you recite your mantra during an unarmed attack, the attack gains the Audible and Deadly d4 traits.
MARTIAL PERFORMER	1	Monk	<i>Tournament Champion</i> ^{B418}	Deception, Diplomacy, Intimidation or Performance skill increase and skill feat
METICULOUS CONCOCTION	1	Alchemist	<i>Formulae Stickler</i> ^{B411}	Once per day bonus to DC of elixir or bomb
PRINCIPLED	1	Champion, Wizard	<i>Moral Debt</i> ^{B414} , <i>Unpaid Debt</i> ^{B41c}	Penalty on Deception checks and a bonus on saves against charm, compulsion and emotion effects
RESILIENT CASTER	1	Wizard	<i>Storied Lineage</i> ^{B41c}	Bonus to DC against attempts to counteract your spells
SCARRED DESCENDANT	1	Ranger	<i>Blood Cleansing</i> ^{B419}	Cannot critically fail and improved success when tracking a hunted target of the same ancestry.
SHROUDED CASTING	1	Wizard	<i>Fitting In</i> ^{B41c}	For a selected school of magic replace material components with somatic.
SCEPTIC	1	Champion	<i>Warrior of Truth</i> ^{B414}	Bonus to saves against illusions
SPIRIT SENSE <small>SECRET</small>	1	Monk	<i>Spirit Teacher</i> ^{B418}	Once per round and before initiative attempt perception to Seek invisible or incorporeal creatures
STRENGTH FORETOLD <small>METAMAGIC</small>	1	Sorcerer	<i>Different Dreams</i> ^{B41b}	Bonus to the DC of a bloodline spell
SURPRISE WEAPON	1	Monk	<i>Entrapment</i> ^{E12} , <i>Unsuspecting Master</i> ^{B418}	Proficiency with improvised weapons equals proficiency in unarmed attacks
TENACIOUS SHIFTING	1	Wizard	<i>Brains over Brawn</i> ^{B41c}	Extend the duration of transmutation spells
TIRELESS AVENGER	1	Ranger	<i>Eye for an Eye</i> ^{B419}	Track your Hunted Enemy for an additional 4 hours per day without becoming fatigued.
UNSCATHED	1	Sorcerer	<i>Unharmed</i> ^{B41b}	Increase value of existing energy resistance
UNSEEN BUT NOT UNDONE	1	Sorcerer	<i>Shameful Heritage</i> ^{B41b}	Once per day you can replace verbal components with somatic components when casting a bloodline spell.
UNSTABLE MUTAGEN	1	Alchemist	<i>Mad Alchemist</i> ^{B411}	Once per day random change to power of a mutagen
VIOLATIVE CONDUIT	1	Sorcerer	<i>Wild Talent</i> ^{B41b}	Energy spells cause additional damage

ASCENDANT RECOLLECTION UCA **FEAT 1**

UNCOMMON **SORCERER**

Access Awakened Moment background.

Your bloodline is particularly strong. You gain a +1 circumstance bonus to the DC and proficiency bonus of your bloodline powers.

BLOODTHIRSTY UCA **FEAT 1**

UNCOMMON **BARBARIAN**

Access Bloodthirsty background. **Frequency** once per round.

Trigger you damage a foe with a critically successful strike.

You have a vicious streak, and nothing satisfies you more than warm blood on your hands and blade. Disregard the multiple attack penalty from this strike.

COLD AND CALCULATING UCA **FEAT 1**

UNCOMMON **RANGER**

Access Detached Observer background.

You are adept at hunting prey of your own ancestry. When you roll initiative and you can see an enemy with a trait matching any one of your own, you can Hunt Prey as a free action, designating that enemy.

You can use this free action even if you haven’t identified the creature yet with Recall Knowledge. The benefit doesn’t apply against foes disguised as other creatures.

CROSS-KNOWLEDGE UCA **FEAT 1**

UNCOMMON **ALCHEMIST**

Access Magic of the Uninclined background. **Frequency** once per day.

You can instil a glimmer of arcane power in your alchemy. You gain a +2 circumstance bonus to the DC of an elixir you create with Quick Alchemy. The elixir gains the Arcane trait, and can be counteracted as if it where an arcane spell.

EASY WAY OR THE HARD WAY UCA **FEAT 1**

UNCOMMON **RANGER**

Access Bounty Hunter background.

You are skilled at subduing your enemies. Whenever you attack your hunted prey with a weapon that deals lethal damage and choose to deal nonlethal damage, you do not take the normal -2 penalty.

ELDRITCH DELVER UCA **FEAT 5**

UNCOMMON **WIZARD**

Access Unquenchable Hunger for Knowledge background.

You have an unquenchable thirst for knowledge about the world and desire to obtain it first-hand. You become trained in Occultism, or expert if you are already trained. You gain an Occultism skill feat for which you qualify.

ENDURING MUTAGEN UCA **FEAT 1**

UNCOMMON **ALCHEMIST**

Access Wasn’t Strong Enough.

Because of special training, your unique body chemistry, or the uncovering of an alchemical secret, your mutagens last longer. Double the duration of any mutagen you drink.

EVASIVE STING UCA **FEAT 1**

UNCOMMON **RANGER**

Access Big Game Hunter background.

Larger enemies have a hard time striking you. You gain a +1 circumstance bonus to AC against enemies that are both your Hunted Prey and at least two size categories larger than you.

FAITH'S HUNTER

UNCOMMONRANGER

UCA

FEAT 1

Access

Divine Purpose background. **Frequency** once per round. **Trigger** your strike against a Hunted Prey is a critically success

Divine powers smile upon you each time you grievously wound your prey. You can Sustain a Spell as a free action.

FATE'S FAVOURED

UNCOMMONSORCERER

UCA

FEAT 1

Access

Too Lucky background.

The fates watch over you. Whenever you benefit from a circumstance bonus from an effect with the fortune trait, increase the bonus by 1.

FOCUSED BURN

UNCOMMONALCHEMIST

UCA

FEAT 1

Access

Firebug background.

You know the secret of making punishing fire bombs. Double the amount of persistent damage inflicted by your *Alchemist's Fire*.

GREATER PURPOSE

UNCOMMONWIZARD

UCA

FEAT 1

Access

Mortality's Mirror background.

You are convinced you're alive to achieve a great purpose. You gain a +1 circumstance bonus on all saving throws to resist death effects.

HIDDEN HAND

UNCOMMONMONK

UCA

FEAT 1

Access

Secret Student background.

Your concealed weapons strike fast and true. You gain a +2 circumstance bonus on Stealth checks made to Conceal weapons with light bulk, you can draw a concealed weapon at the beginning of an encounter before you roll for initiative, and you gain +2 circumstance bonus your first strike with that weapon after the encounter begins.

HUNTER'S KNACK

UNCOMMONRANGER

UCA

FEAT 1

Access

Survivalist background. **Frequency** once per round.

When you watch and wait before attacking, your strike is true. You can ready a strike against your Hunted Prey as a free action.

INDELIBLE IRE

UNCOMMONBARBARIAN

UCA

FEAT 1

Access

Hated Foe background. **Trigger** a foe damages you with a strike that is critically successful.

When you are gravely wounded, you're stirred to greater combat focus. Until the end of your next round you gain a +1 circumstance bonus on strikes against the that foe.

INDOMITABLE FAITH

UNCOMMONCHAMPION

UCA

FEAT 1

Access

Zealous Devotion background.

You lived in a region where your faith was not popular, but you still have never abandoned it. Your struggle to maintain your own faith has bolstered your drive. You gain a +1 circumstance bonus on Will saves.

KNOWLEDGEABLE CASTER

UNCOMMONSORCERER

UCA

FEAT 1

Access

One of a Kind background.

Once per day when you cast a divination spell, you can cast that spell as if your caster level were 1 level higher in the appropriate class. Add your level as a proficiency bonus to untrained Lore checks relating to your sorcerer bloodline.

MARTIAL MANUSCRIPT

UNCOMMONMONK

FEAT 1

Access

Lineage Holder background.

You either carry or have memorized a sacred text from your school, temple, or monastery, and its wisdom gives you insight that makes your attacks more devastating. If you recite your mantra during an unarmed attack, the attack gains the Audible and Deadly d4 traits.

MARTIAL PERFORMER

UNCOMMONMONK

UCA

FEAT 1

Access

Tournament Champion background.

Your training has made you a martial performer. Take a Deception, Diplomacy, Intimidation, or Performance skill increase and skill feat for which you meet the prerequisites.

METICULOUS CONCOCTION

UNCOMMONALCHEMIST

UCA

FEAT 1

Access

Formulae Stickler. **Frequency** Once per day

Your meticulous carefulness makes your bombs and extracts more potent. You gain a +2 circumstance bonus to the DC of an elixir or the attack roll when throwing a bomb.

PRINCIPLED

UNCOMMONCHAMPIONWIZARD

UCA

FEAT 1

Access

Moral Debt or Unpaid Debt background.

You hold yourself to a strict code of behaviour that guides your decisions and actions. You take a -2 circumstance penalty on all Deception checks and gain bonus equal to your charisma modifier (minimum 1) on saving throws against charm, compulsion, and emotion effects.

RESILIENT CASTER

UNCOMMONWIZARD

UCA

FEAT 1

Access

Storied Lineage.

Your great force of will makes your magic harder to dispel. You gain +1 circumstance bonus to your caster DC against attempts to counteract your spells.

SCARRED DESCENDANT

UNCOMMONRANGER

UCA

FEAT 1

Access

Blood Cleansing background. **Restriction** your Hunted Target is same ancestry as you. **Trigger** you attempt a Survival check to track your Hunted Target.

Your own people are often your prey. Treat your critical failure as a failure, and a success as a critical success.

SHROUDED CASTING

UNCOMMONWIZARD

UCA

FEAT 1

Access

Fitting In background.

You have learned the secret to casting some spells without lesser material components. Choose one school of magic when you pick this feat. When you cast spells from that school you may replace any material components with verbal or somatic components.

SKEPTIC

UNCOMMONCHAMPION

UCA

FEAT 1

Access

Warrior of Truth background.

Growing up, you were always around magical effects to the extent that you realized much of it was mere smoke and mirrors. You gain a +1 circumstance bonus on all saving throws against illusions.

SPIRIT SENSE

UNCOMMONMONKSECRET

UCA

FEAT 1

Access

Spirit Teacher background. **Frequency** once per round and before initiative is rolled at the start of an encounter.

You are so attuned to the spiritual world that it is hard to get the jump on you. You attempt a perception roll to Seek invisible or incorporeal creatures.

STRENGTH FORETOLD

UNCOMMONSORCERERMETAMAGIC

UCA

FEAT 1

Access

Dreams of Something Different background.

You can channel extra power into one of your bloodline spells. You gain a +2 circumstance bonus to the DC of the next spell bloodline spell you cast.

SURPRISE WEAPON

UNCOMMONMONK


UCA

FEAT 1

Access

Unsuspecting Master background.

You are skilled at fighting with objects not traditionally considered weapons. Your proficiency with Improvised weapons is the same as your proficiency with Unarmed Attacks.

TENACIOUS SHIFTING <small>UCA</small>	FEAT 1
UNCOMMON WIZARD	
Access Brains over Brawn background.	
You've discovered the secret of stable transmutations. Any transmutation spell you cast upon yourself has its duration increased by 2 rounds. Transmutation spells with an instantaneous duration are not affected by this feat.	
TIRELESS AVENGER <small>UCA</small>	FEAT 1
UNCOMMON RANGER	
Access An Eye for an Eye background.	
You restlessly pursue your enemies. You can track your Hunted Enemy for an additional 4 hours each day without becoming fatigued.	
UNSCATHED <small>UCA</small>	FEAT 1
UNCOMMON SORCERER	
Access Unharmed background.	
You are amazingly resistant to energy attacks because of either your upbringing or magical experimentation. Each type of energy resistance you have (if any) increases by 2 points.	
UNSEEN BUT NOT UNDONE <small>UCA</small>	FEAT 1
UNCOMMON SORCERER	
Access Shameful Heritage background. Frequency once per day.	
Without a single gesture, you can unleash a bloodline spell. You can replace verbal components with somatic components when casting a bloodline spell.	
UNSTABLE MUTAGEN <small>UCA</small>	FEAT 1
UNCOMMON ALCHEMIST	
Access Mad Alchemist. Frequency once per day.	
You discovered or were given a secret to make your mutagens more unstable—but also more potent. You can use Quick Alchemy to create an unstable mutagen. It is like a normal mutagen in most ways, but also gains a single benefit or hindrance due to its instability. Roll 1d6 to determine the result of the instability.	
d6 Result	
1 Double its normal duration.	
2 Half its normal duration.	
3 Treat it as the next highest level variation.	
4 Treat is as the next lowest level variation	
5 Double the penalty or drawback.	
6 Ignore the penalty or drawback.	
VOLATILE CONDUIT <small>UCA</small> 	FEAT 1
UNCOMMON SORCERER	
Access Wild Talent background. Frequency once per day.	
Trigger you cast a spell that deals acid, cold, electricity or fire damage.	
You discovered a secret that enhances the energy of some spells. The spell deals 1d4 points of extra damage of the same energy type.	

F14 NARRATIVE FEATS

The pair of a story and goal feat reflects a narrative that shapes your life. Because narrative feats represent both your motivation and character development, the GM should try to incorporate elements related to the feat into the ongoing campaign. These can be direct elements, like the appearance of a villain or hated creature, or indirect elements, such as rumours of the fate of a lost relative or NPCs who are impressed by a PC's artistic endeavours. A good rule of thumb is to work in a reference to each PC's story feat once every three to five sessions.

Name	Level	Narrative	Access (Prerequisites)
UNCOMMON			
ANCESTRY			
GENERAL			
ACCURSED	1	Story	Cursed Birth ^{B11} , Cursed ^{E1}
UNCURSED	3	Goal	
ARTEFACT HUNTER	1	Story	Artefact Activation ^{E1}
ARTEFACT INFLUENCE	3	Goal	Artefact Acquired ^{E4}
ASPIRING ASCENDANT	1	Story	Secret Shame, Bastard-Born
ARTEFACT INFLUENCE	3	Goal	
ASPIRING CHAMPION	1	Story	Champion of a God ^{B35} , Competing ^{B23} , Gladiator ^{B35} , Duel ^{E1}
CHAMPION	3	Goal	Veteran Dueller ^{E4}
ASPIRING DAMNATION	1	Story	Raised by Fiends ^{B11} , Fiend ^{C11} , Fiendish Encounter ^{E1}
DAMNED	3	Goal	Accept Damnation ^{E4}
ASPIRING NOBLE	1	Story	Minute of Fame ^{E1}
NOBLE	3	Goal	Ennobled ^{E4}
BLESSED	1	Story	Devoted ^{B35} , Marked by the Gods ^{E1} , Righteous Mentor ^{B35}
ENTHRALLING	5	Goal	Missionary ^{E4}
CLOUDED MEMORIES	1	Story	Reincarnated ^{E1} , Memory Loss ^{E1}
CLEAR RECALL	5	Goal	Recover Memory ^{E4}
COLONIAL ASPIRANT	3	Story	Famous Expedition ^{E1}
NATION BUILDER	7	Goal	Nation Founded ^{E4}
CORDIAL RELATIONS	1	Story	Mistaken Love ^{C12} , Troubled First Love ^{E12} , Unwanted Love ^{C12}
EMOTIONALLY SECURE	7	Goal	Reject Lover ^{E4}
CORRUPT ASPIRANT	1	Story	Marked by the Gods ^{E1} , Disturbing Vision ^{E1}
PROPHET OF CORRUPTION	3	Goal	Mass Conversion ^{E4}
DEIFIC INTERVENTION	5	Story	Apotheosis ^{E1}
DEIFIC INTERFERENCE	10	Goal	??
DISTRACTING CRITICAL	1	Story	Adopted by Dragons ^{B11} , Proud Heritage ^{B35}
INCAPACITATION			
VISUAL			
FRIGHTENING CRITICAL	3	Goal	Personal Victory ^{E4}
INCAPACITATION			
VISUAL			
DIVINE CONFIDANTE	3	Story	Secret of the Faithful ^{E12}
DIVINATION MIRROR	1	Story	Undercover ^{E1}
DIVINATION CANVAS	5	Goal	Inside Job ^{E4}
DOOMED CRUSADER	1	Story	Cursed Love ^{C12} , Doomed Love ^{C12} , Unrequited Love ^{C12}
TENACIOUS CRUSADER	5	Goal	Freed from Evil ^{E4} , Corrupted ^{E4}
ELDRITCH APPRENTICE	1	Story	The Way Things Work ^{B35} , Invent Spell ^{E1}
ELDRITCH RESEARCHER	12	Goal	Invent Powerful Spell ^{E4}
EVIL PURCHASES	1	Story	Secret Society Inductee ^{E1} , Raised by Fiends ^{B11}
NOT-SO-EVIL CASTER	8	Goal	Evil Library ^{E4}
FACTION SPOTTER	1	Story	Child Soldier ^{E1} , Drafted ^{E1} , Faction War Survivor ^{E1}
FACTION BANE	5	Goal	Faction Slayer ^{E4}
FEARLESS ZEAL	1	Story	Devoted ^{B35} , Moral Debt ^{B35} , Ordained ^{E1}
FEARLESS SACRIFICE	11	Goal	Martyred ^{E4}
FERAL HEART	1	Story	Raised by Beasts ^{B35} , Feral Survival ^{E1}
FERAL EMBRACE	11	Goal	Civilized Spouse ^{E4}
FEUD	1	Story	An Eye for an Eye ^{B35} , Hated Foe ^{B35} , Raiders ^{E12} , Vengeance ^{B35} , Robbed ^{E1}
BLOOD FEUD	11	Goal	Genocide ^{E4}
FORCEFUL SURPRISE	1	Story	Eye for an Eye ^{B35} , Injustice ^{E1} , Raiders ^{E12}
PAINFUL SURPRISE	5	Goal	Justice ^{E4}
FORTUNATE THIEF	1	Story	Greed ^{B35} , Heist ^{E1}
REACTIVE DISARM	3	Goal	Infamous Thief ^{E4}
FUGAL SUSTENANCE	1	Story	Bloodthirsty ^{B35} , Omen ^{B11} , Tree Tender ^{B35} , Unsuspecting Master ^{B35}
HERO'S SUSTENANCE	3	Goal	Emotional Victories ^{E4}
GHOST FRIEND	1	Story	Ghostly Encounter ^{E1} , Raised Among the Dead ^{B11} , Unliving ^{C11}
GHOSTLY TRUTHS	7	Goal	Lay to Rest ^{E4}
GLIMPSE BEYOND	1	Story	Horror Encounter ^{E1} , Raised Among the Dead, Unliving ^{C11}
BEYOND MADNESS	3	Goal	Slain by Madness ^{E4}
GOOD PURCHASES	1	Story	Raised by Angels ^{B11} , Secret Society Inductee ^{E1}
NOT-SO-GOOF CASTER	8	Goal	Good Library ^{E4}
HIDDEN CREDENTIALS	1	Story	Any destitute or poor background.
MISFORTUNE			
FAKED CREDENTIALS	3	Goal	Noble Imposter ^{E4}
MISFORTUNE			
IMPRESSIVE REQUESTS	1	Story	Negotiated Encounter ^{E1} , Boss ^{C11} , Liege Lord ^{C11} , Socialite ^{C11}
EXPLORATION			
REPEATED REQUESTS	6	Goal	Negotiation Veteran ^{E4} , Puppet Master ^{E4}
INNATE DISGUISE	1	Story	Self Exile ^{E1}
PERSISTENT DISGUISE	3	Goal	Emancipated Victory ^{E4}
INNER RESERVE	1	Story	Apotheosis ^{E1} , Cursed Birth ^{B11} , Left to Die ^{E1} , Prophesised ^{E1} , Reincarnated ^{E1}
AVERSE TO DEATH	3	Goal	Divine Encounter ^{E4}
INNOCENT BLOOD	1	Story	First Kill ^{E12} , Slaughter ^{E1}
SLAYER OF THE INNOCENT	3	Goal	Blood Bath ^{E4}
INSPIRING COMMANDER	1	Story	Siege Commander ^{E1}
SIEGE COMMANDER	3	Goal	Stronghold Established ^{E4}
LACKING IN EMOTION	1	Story	Dead Inside ^{E1} , Soul Survivor ^{E1} , Sunless ^{B12}
MASTERY OF EMOTION	5	Goal	Emotional Purge ^{E4}
LIBERATOR	1	Story	Enslaved ^{E1} , Imprisoned ^{B23} , Kidnapped ^{E12}

LIBERATING AURA	5	Goal	<i>Liberation</i> ^{E4}
LOST LEGACY	1	Story	<i>Evidence of Birth-right</i> ^{E1}
RESTORED LEGACY	3	Goal	<i>Birth-right Restored</i> ^{E4}
MASKED ALIGNMENT	1	Story	<i>Betrayal</i> ^{E1} , <i>Public Family Secret</i> ^{E1}
FAKED ALIGNMENT	5	Goal	<i>Family Redeemed</i> ^{E4}
MISSED ME FORTUNE	1	Story	<i>Betrayed</i> ^{E1}
COVER ME	3	Goal	<i>Justice</i> ^{E4}
MONSTER VENDETTA	1	Story	<i>Monster Survivor</i> ^{E1}
MONSTER HUNTER	1	Story	<i>Duty</i> ^{B35} , <i>Raiders</i> ^{E12} , <i>Monster Survivor</i> ^{E1}
MONSTER BANE	5	Goal	<i>Monster Defender</i> ^{E4} , <i>Monster Slayer</i> ^{E4}
MONUMENT ARCHITECT	1	Story	<i>Famous Architect</i> ^{E1}
MONUMENT BUILDER	11	Goal	<i>Monument Constructed</i> ^{E1}
NEURAL COMPASS	1	Story	<i>Explorer</i> ^{E1} , <i>Survival</i> ^{B35}
TREKKER	5	Goal	<i>Dangerous Journey</i> ^{E4}
ONE OF THE WATCH	1	Story	<i>Bounty Hunter</i> ^{B35} , <i>Lawbringer</i> ^{E1}
WATCH VETERAN	5	Goal	<i>Criminal Crackdown</i> ^{E4}
WATCH CAPTAIN	10		
PERCEPTIVE DEFENCES	5	Story	<i>Successful Commander</i> ^{E1}
PERCEPTIVE ENCOUNTERS	9	Goal	<i>Ambusher</i> ^{E1}
POPULAR ARTISTE	1	Story	<i>Virtuoso</i> ^{B35} , <i>Famous Artist</i> ^{E1}
RENOWNED ARTISTE	3	Goal	<i>Acclaimed Theatre Run</i> ^{E4} , <i>Artistic Patron</i> ^{E4} , <i>Masterpiece</i> ^{E4}
PORTAL TRAVELLER	5	Story	<i>Any planar heritage or origin</i>
ACCURATE TRAVELLER	8	Goal	<i>Planar Explorer</i> ^{E1} , <i>Planar Resident</i> ^{E1}
PROSPEROUS INSTINCT	1	Story	<i>Inheritance</i> ^{E12} , <i>Socialite</i> ^{C11} , <i>Worldshaker</i> ^{B35}
PROSPEROUS TOUCH	3	Goal	<i>Community Expands</i> ^{E4}
PROTECTION FROM EVIL AGGRESSOR	1	Story	<i>Blessed Encounter</i> ^{E1} , <i>Blessed Bloodline</i> ^{A?} , <i>Zealous Devotion</i> ^{B35}
AURA OF PROTECTION FROM EVIL	3	Goal	<i>Redemption Encounter</i> ^{E4}
PROUD TO HELP	1	Story	<i>Planar Explorer</i> ^{E4} , <i>Planar Resident</i> ^{E4}
PROUD TO SHINE	3	Goal	<i>Community Expanded</i> ^{E4}
PURIFIER	1	Story	<i>Blight</i> ^{E1} , <i>Corrupted Friend</i> ^{E1}
PURIFIED	3	Goal	<i>Remove Corruption</i> ^{E4}
REDEMPTION	1	Story	<i>Dishonoured</i> ^{B11} , <i>Code Violation</i> ^{E1}
REDEEMED	5	Goal	<i>Atoning Quest</i> ^{E4}
REMOTE MEDICINE	1	Story	<i>Healed</i> ^{B35} , <i>Combat Healing</i> ^{E1}
INSPIRING MEDICINE	8	Goal	<i>Battlefield Healer</i> ^{E4}
COMMUNAL MEDICINE	16		
REQUEST A PAUSE	1	Story	<i>Conciliator</i> ^{E1}
FREQUENT PAUSES	3	Goal	<i>Seasoned Negotiator</i> ^{E4}
REQUEST CLEMENCY	1	Story	<i>Conciliator</i> ^{E1}
FREQUENT CLEMENCY	3	Goal	<i>Seasoned Clemency</i> ^{E4}
RESILIENT	1	Story	<i>Subdued</i> ^{E1} , <i>Boarder</i> ^{B12} , <i>Humiliation</i> ^{E1}
ASTOUNDING RESILIENCE	5	Goal	<i>Humiliating Victory</i> ^{E4}
RESIST FIENDS	1	Story	<i>Fiendish Murder</i> ^{E1} , <i>Hated Foe</i> ^{B35} , <i>An Eye for an Eye</i> ^{B35}
DEATHLY BANISHMENT	7	Goal	<i>Redeem Cultist</i> ^{E4}
RIGHTEOUS ASPIRANT	1	Story	<i>Marked by the Gods</i> ^{E1} , <i>Righteous Vision</i> ^{E1}
PROPHET OF RIGHTEOUSNESS	3	Goal	<i>Mass Conversion</i> ^{E4}
RIVAL	1	Story	<i>Nemesis Emerges</i> ^{E1}
FALLEN ENEMY	3	Goal	<i>Enemy Slain</i> ^{E4}
SENSE ALIGNMENT	1	Story	<i>Enemy Cult</i> ^{E1} , <i>Ordained Target</i> ^{E1}
LOCATE ALIGNMENT	5	Goal	<i>Cult Eradicated</i> ^{E4}
SHAMED	1	Story	<i>Bastard Born</i> ^{B11} , <i>Humiliation</i> ^{E1}
SHAMELESS	3	Goal	<i>Chosen Hero</i> ^{E4} , <i>Honoured</i> ^{E4} , <i>Public Victory</i> ^{E4}
SKILFUL	1	Story	<i>Rival Emerges</i> ^{E1}
SKILFUL ASSURANCE	5	Goal	<i>Rival Thwarted</i> ^{E4}
SLAVE-FRIEND	1	Story	<i>Slave Emancipation</i> ^{E1}
SLAVERS-BANE	5	Goal	<i>Liberation</i> ^{E4}
SLAVE RUNNER	1	Story	<i>Slave Emancipation</i> ^{E1}
SLAVE UNDERGROUND	5	Goal	<i>Liberation</i> ^{E4}
SPECIES INFLUENCE	1	Story	<i>Planar Offering</i> ^{B11} , <i>Refused Valuable Offer</i> ^{E1}
ANCESTRY INFLUENCE	7	Goal	<i>Accepted Valuable Offer</i> ^{E4}
TAUNT THE REAPER	1	Story	<i>Death in the Family</i> ^{E1} , <i>The War</i> ^{B2} , <i>Preventable Death</i> ^{E1}
DENY THE REAPER	10	Goal	<i>Return Ally to Life</i> ^{E4}
LIBERATING VOICE	9		
TRAP INSTINCT FORTUNE	1	Story	<i>Archaeological Discovery</i> ^{E1}
AMATEUR TRAP FINDER	7	Goal	<i>Archaeological Publication</i> ^{E4}
TRUE LOVES LOST	1	Story	<i>any paramour</i> ^{C12} , <i>For Love</i> ^{B35}
TRUE LOVE	3	Goal	<i>Return Reunited Lovers</i> ^{E4}
UNFORGOTTEN	1	Story	<i>Major Disaster</i> ^{E12} , <i>Missing</i> ^{E1}
FOUND	3	Goal	<i>Rescue</i> ^{E4}
VENGEFUL	1	Story	<i>Raiders</i> ^{E12} , <i>Vengeance</i> ^{B35} , <i>Murder</i> ^{E1}
AVENGED	8	Goal	<i>Vengeance</i> ^{E4}

ACCURATE TRAVELLER ^{Q&C} FEAT 8

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Portal Traveller*.

Access *Planer Explorer*^{E4} or *Planer Resident*^{E4} goal.

The confines of the Material Plane cannot sate your wanderlust, and you walk between alternate spheres of reality unhindered. As *Portal Traveller* and whenever you cast a spell or use a magic item to travel to another plane, you always arrive exactly where you had intended.

ACCURSED ^{UCA} ♦ FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Cursed Birth*^{B11} origin or *Cursed*^{E1} story.

Goal *Curse Removed*^{E4} to retrain into *Uncursed*.

Trigger you are the target of a spell.

Your curse weighs down your soul like a millstone around your neck causing your aura to interfere with magic cast upon you. Attempt a DC 3 flat check. If you succeed the spell has no effect on you.

ANCESTRY INFLUENCE ^{AOE*} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Species Influence*.

Access *Accepted Valuable Offer*^{E4} goal.

As species influence except it applies to any individual with the same ancestry as your selected species.

ADVERSE TO DEATH ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Inner Reserve*.

Access *Divine Encounter*^{E1} or *Left to Die*^{E1} story.

You don't die until you reach Dying 5.

ARTEFACT HUNTER ^{Q&C} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Artefact Activation*^{E1} story.

Goal *Artefact Acquired*^{E4} to retrain into *Artefact Influence*.

Requirement the item is invested and has an activation of one or more actions. **Frequency** once per day.

You seek an artefact—either a specific one or merely any item of legendary prowess. You can shorten the activation time of an item by one action. The item is then immune to this ability for 24 hours.

ARTEFACT INFLUENCE ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Artefact Hunter*. **Access** *Artefact Acquired*^{E4} goal.

Requirements you are carrying an artefact.

You learn how to coax the most out of your magic items. As *Artefact Hunter* but without the once per day limit.

ASPIRING CHAMPION ^{UCA} ♦ FEAT 1

UNCOMMON ANCESTRY GENERAL LINGUISTIC MENTAL STORY

Access *Champion of a God*^{B35} barbarian profession, *Gladiator*^{B35} fighter profession, or *Due*^{E1} story.

Goal *Veteran Dueller*^{E1} to retrain into *Champion*.

Declare a duel to one foe within 50 feet and in line of sight. You gain a +1 circumstance bonus on attack rolls and AC against that foe until the duel ends, an ally threatens that opponent (in which case you take a —2 circumstance penalty on attack rolls and to AC until the end of your next round), or your foe moves more than 50 feet from you. You foe then becomes temporarily immune to further duels from you for 24 hours.

ASPIRING DAMNATION ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Raised by Fiends*^{B11} origin, *Fiend*^{B11} associate, or *Fiendish Encounter*^{E4} story.

Goal *Accept Damnation*^{E1} to retrain into *Damned*.

From your earliest days, you were destined to sacrifice everything in your quest for power. You gain a +1 status bonus on the DC and spell attack roll of spells, and Deception, Diplomacy and Intimidate based checks targeting evil creatures. You take a —2 penalty on the same checks targeting good creatures.

ASPIRING NOBLE ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Prerequisites you are a member of an established family that is yet unrecognized as nobility. **Access** *Minute of Fame*^{E1} story.

Goal *Ennobled*^{E4} to retrain into *Noble*.

You strive to be seen as a legitimate noble. You have learned to further your name among the people. Choose a settlement. While in your chosen settlement, you gain a +1 status bonus on checks with the Linguistic trait when dealing with the commoners of that settlement.

ASTOUNDING RESILIENCE ^{AOE*} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Resilience*. **Access** *Humiliating Victory*^{E1} story.

As Resilient, and you also reduce the penalty you take from the Drained and Enfeebled by 1.

AURA OF PROTECTION FROM EVIL ^{Q&C*} FEAT 5

UNCOMMON ANCESTRY AURA DIVINE GENERAL GOOD GOAL

Prerequisites *Protection from Evil Aggressor*^{F13}.

Access *Redemption Encounter*^{E1} story.

You gain the benefit of *protection* as a constant spell, heightened to half your level, but it can only protect against evil creatures.

AVENGED ^{UCA} FEAT 8

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Vengeful*. **Access** *Vengeance*^{E4} goal.

You gain a +1 status bonus on all saving throws.

BEYOND MADNESS ^{UCA} FEAT 7

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Glimpse Beyond*. **Access** *Slain by Madness*^{E4} goal.

Your thought patterns are chaotic and labyrinthine, and you no longer have the mental clarity granted by your Glimpse Beyond. Any sane creature that attempts to read your thoughts takes 1d6 points of mental damage if they fail a Will save against your class or highest caster DC. At the end of each of your turns reduce the value of the Drained and Stupefied conditions by 1. You take a —2 penalty on Will saving throws.

BLESSED ^{PF131*} ♦ FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Devoted*^{B35} cleric profession, *Marked by the Gods*^{E1} story, *Righteous Mentor*^{B35} champion profession.

Goal *Missionary*^{E4} to retrain into *Enthralling*.

You seek to lead others through your pious example. You can cast *Bless* once per day as an innate divine spell.

BLOOD FEUD ^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Flood Feud*. **Access** *Genocide*^{E4} goal.

You retain the benefits of *Blood Feud* and the status bonus increase to +2, and your *Blood Feud* weapon attacks are always agile.

CHAMPION ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL LINGUISTIC MENTAL

Prerequisites *Aspiring Champion*.

Access *Veteran Dueller*^{E4} goal.

As per *Aspiring Champion* except your bonuses for duels increase to +2 and any strike you make against such a foe gains the Deadly d6 trait.

CLEAR RECALL ^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL FORTUNE GOAL

Prerequisites *Forgotten Past*. **Access** *Recover Memory*^{E4} goal.

You roll twice whenever you attempt a saving throw against an effect with the mental trait, keeping the better result.

CLOUDED MEMORIES ^{UCA*} FEAT 1

UNCOMMON ANCESTRY GENERAL FORTUNE STORY

Access *Reincarnated*^{E1} story or *Memory Loss*^{E1} story.

Goal *Recover Memory*^{E4} to retrain into *Clear Recall*.

A pivotal event from your past eludes your memory. If you critically fail a save against an effect with the Mental trait you can reroll the save, although you must keep the second result.

COLONIAL ASPIRANT ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL STORY

Access *Famous Expedition*^{E1} story.

Goal *Nation Founded*^{E4} to retrain into *Nation Builder*.

The land calls to you to conquer it and forge a realm all your own. When in either unclaimed wilderness or land under your own control, you receive a +1 status bonus on Society, Nature and Survival checks.

CORDIAL RELATIONS ^{HA*} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Mistaken Love*^{C12} paramour, *Troubled First Love*^{B24} role or *Unwanted Love*^{C12} paramour.

Goal *Reject Lover*^{E4} to retrain into *Emotionally Secure*.

When you attempt a Deception, Diplomacy, or Intimidate check against your would-be lover or her minions, treat any critical failure as failure and any success as a critical success. Likewise, if your would-be lover attempts any of those checks on you.

COMMUNAL MEDICINE ^{UCA} FEAT 16

ANCESTRY GENERAL

Prerequisites legendary in medicine, *Inspiring Medicine*, *Ward Medic*^{PF}.

As *Inspiring Medicine* except you can remotely treat everyone within 30 feet of you.

CORRUPT ASPIRANT ^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Marked by the Gods*^{E1} story or *Disturbing Vision*^{E1} story.

Goal *Mass Conversion*^{E4} to retrain into *Prophet of Corruption*.

Restriction you are evil and worship an evil deity.

Trigger you cast a harmful spell on an enemy.

You gain a +1 status bonus to AC for 1 round per spell level.

COVER ME ^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Missed Me*. **Access** *Justice*^{E4} goal.

You grow more confident in reading others, if not exactly more trusting of them. As *Lucky Friendly Fire* and you also gain light cover against any reactions made against you, if an ally is threatening the creature making the attack. In addition, your allies and enemies no longer provide cover on attacks you make against other creatures.

DENY THE REAPER ^{UCA} FEAT 10

UNCOMMON ANCESTRY AURA GENERAL GOAL

Prerequisites *Deny the Reaper*. **Access** *Return Ally to Life*^{E4} goal.

As *Taunt the Reaper* except the bonus increases to +2 if you have expert proficiency in Medicine, +3 if you have master proficiency, and +4 if you have legendary proficiency. In addition, you and each ally within 10 feet of you gain the same circumstance bonus on saves against death effects, and once per day you can cast breath of life as an innate divine spell.

DAMNED ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Aspiring Damnation*. **Access** *Accept Damnation*^{E4} goal.

You gain a +2 status bonus to your charisma. This bonus can't be dispelled or removed save by the direct intervention of a deity. In addition, you gain a +2 status bonus on checks targeting creatures with the good trait. If you die while under the effects of this agreement, you can't be brought back from the dead unless your patron permits it.

Special this feat immediately retrains as *Aspiring Damnation* if you renege on the arrangement by which you traded your soul.

DEATHLY BANISHMENT ^{Q&C*} FEAT 7

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Resist Fiends*. **Access** *Cleanse Cult*^{E4} or *Redeem Cultist*^{E4} goal. **Frequency** once per day after a full night's rest and.

Requirements you had a full night's rest and were fully healed since the last time you used this ability.

Trigger you receive the Dying condition as a result of damage from a fiend or fiend worshiper.

You allow righteous energy to pour through you and into your attacker, giving you the effects of *Banishment* as an innate divine spell heightened to half your level. The target takes a -2 circumstance penalty to its save as if you had extended the spell with an additional action.

Special you also retain the benefits of Resist Fiends.

DEIFIC INTERFERENCE ^{QAC*} FEAT 10

UNCOMMON ANCESTRY FORTUNE GENERAL GOAL MISFORTUNE

Access *Justice*^{E4} goal. **Frequency** once per encounter.

Trigger a creature within 100 feet of you rolls for a check.

As per Deific Intervention except for the frequency and irrespective of the result the target is immune to Deific Interference for 24 hours.

DEIFIC INTERVENTION ^{QAC} FEAT 5

UNCOMMON ANCESTRY FORTUNE GENERAL MISFORTUNE STORY

Access *Apotheosis* story. **Frequency** once per day.

Trigger a creature within 100 feet of you rolls for a check.

You are marked by fate as a future deity—even before this destiny is realized, fate bends to your will. You cause the creature to roll twice. You choose which result you prefer. You must decide to use this ability after the first roll is made but before the results are revealed.

DISTRACTING CRITICAL ^{PF131*} FEAT 1

UNCOMMON ANCESTRY GENERAL INCAPACITATION STORY VISUAL

Access *Adopted by Dragons*^{B11} origin or *Proud Heritage*^{B35} sorcerer profession.

Goal *Personal Victory*^{E4} to retrain into *Frightening Critical*.

Trigger you critically succeed a weapon strike against a target that is not threatened by anyone else.

You are dauntless in battle, and your lineage echoes with awe-inspiring power. Opponents within 30 feet of you that can clearly see you must succeed at a Will save against your class or caster DC or become flat-footed against you and your allies until the start of your next turn.

DIVINATION CANVAS ^{SH*} FEAT 5

UNCOMMON ANCESTRY CONCENTRATION GENERAL GOAL

Prerequisites *Divine Mirror*. **Access** *Inside Job*^{E4} goal.

Frequency once per encounter.

Trigger you succeed at a saving throw to avoid a divination.

As Divination Mirror except the frequency, you get a will saving throw against all Divination effects even if it does not normally allow one, and if your save is successful the spell either reveals nothing about you or you fabricate false information.

DIVINE CONFIDANTE ^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL STORY

Prerequisites Trained in Perception.

Access *Secret of the Faithful*^{E12} story.

Trigger You critically fail a Perception check to Sense Motive to get hunches about those who discuss matters of faith, mythology, morality, religion, or the Outer Planes with you.

You were inspired with the reverence offered by worshipers to priests and other spiritual leaders, so you assisted them. Treat your result as a failure instead of a critical failure.

DIVINATION MIRROR ^{SH*} FEAT 1

UNCOMMON ANCESTRY CONCENTRATION GENERAL STORY

Access *Undercover*^{E1} story.

Goal *Inside Job*^{E4} to retrain into *Divination Canvas*.

Frequency once per day.

Trigger you succeed at a saving throw to avoid a divination.

You have sacrificed your true identity. You learn what the divination would have revealed and cause it to return appropriate false information you imagine that would fit with your cover identity.

DOOMED CRUSADER ^{AOE} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Cursed Love*^{C12}, *Doomed Love*^{C12}, or *Unrequited Love*^{C12} paramour. **Goal** *Freed from Evil*^{E4} or *Corrupted*^{E4} to retrain into *Tenacious Crusader*.

Select evil divine casters, evil arcane casters, undead creatures, or humanoid shapeshifters. When you would normally gain the dying condition from an attack from such a creature, you instead immediately gain the Doomed 1 condition and a number of hit points equal to your character level.

ELDRITCH APPRENTICEUCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *The Way Things Work*^{B35} wizard profession or *Invent Spell*^{E1} story.
Goal *Invent Powerful Spell*^{E4} to retrain into *Eldritch Researcher*.

You seek new applications for magical energy. You gain a +1 status bonus to the DC and spell attack roll of spell you've created, and on Arcana or Occult checks to Identify a Spell.

ELDRITCH RESEARCHERUCA

FEAT 13

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Eldritch Apprentice*. **Access** *Spellcraft Mastery*^{E4} goal.

You retain the benefits of Eldritch Researcher. The bonus increases to +2 if you have expert proficiency in Arcana or Occultism, +3 if you have master proficiency, and +4 if you have legendary proficiency. In addition, when you apply a metamagic feat to a self-created spell, reduce number of actions needed to cast it by one (to a minimum of 1 action).

EMOTIONALLY SECUREQ&C*

FEAT 7

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Skilful*. **Access** *Reject Lover*^{E4} goal.

You gain a status bonus equal to your charisma modifier on all will saves with the enchantment, emotion or fear traits.

ENTHRALLINGPF131*◇

FEAT 5

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Blessed*. **Access** *Missionary*^{E4} goal.

As per *Blessed* and you can also cast *Enthral* or *Suggestion* once a day as a divine innate spell.

EVIL PURCHASESHA*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Raised by Fiends*^{B11} origin or *Secret Society Inductee*^{E1} story.
Goal *Evil Library*^{E4} to retrain into *Not-so-evil Caster*.

Some fools fear the written word, but you that understand knowledge—all knowledge—is a valuable tool and restricting it out of superstition is abominable in your eyes. You can always purchase item with the evil trait at a 10% discount, even if they are not normally available in a settlement because of its size or the local laws.

FACTION BANEAoE*

FEAT 5

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Faction Spotter*. **Access** *Faction Slayer*^{E4} goal.

As *Faction Spotter* and you treat any critical failure against the effects of that faction as a failure, and any of your successes targeting that breed as a critical success.

FACTION SPOTTERAoE*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Child Soldier*^{E1} story, *Drafted*^{E1} story, or *Faction War Survivor*^{E1} story. **Goal** *Faction Slayer*^{E4} to retrain into *Faction Bane*.

Choose one organisation, ethnicity or heritage that has, as a group, previously defeated you in combat. When you attempt a perception check to determine if a given creature is a member of the selected faction treat any critical failure or failure as a success.

FAKED ALIGNMENTPF131*

FEAT 5

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Masked Alignment*. **Access** *Family Redeemed*^{E4} goal.

As *Masked Alignment* and you can choose your fake alignment.

FAKED CREDENTIALSHoTHC*

FEAT 3

UNCOMMONANCESTRYGENERALGOALMISFORTUNE

Prerequisites *Hidden Credentials*. **Access** *Noble Imposter*^{E4} goal.

You put on airs and others believe your tales. As *Hidden Credentials* and you also receive a +5 status bonus to the DC of any Recall Knowledge checks against you and treat any critical failure reveals your previously fabricated fake credentials rather than a randomly incorrect result.

FALLEN ENEMYUCA

FEAT 13

UNCOMMONANCESTRYGENERALGOALOCCULT

Prerequisites *Rival*. **Access** *Enemy Slain*^{E4} goal.
As *Rival* except *haste* is heightened to 7th level.

FEARLESS SACRIFICEUCA◇

FEAT 5

UNCOMMONANCESTRYGENERALGOALLINGUISTICMENTAL

Prerequisites *Fearless Zeal*. **Access** *Martyred*^{E4} goal.
Frequency once per day.

You died and came back, becoming a living symbol of faith. You can inspire those within 30 feet who share your faith to great effort, granting them, and yourself, a +1 status bonus on attack rolls and saving throws for 1 minute.

FEARLESS ZEALUCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Devoted*^{B35} cleric profession, *Moral Debt*^{B35} champion profession, or *Ordained*^{E1} story.
Goal *Martyred*^{E4} to retrain into *Fearless Sacrifice*.
Frequency once per day.

You're willing to lay down your life for your faith. You gain a +1 status bonus on any single attack roll or saving throw. You must choose to add this bonus after the die has been rolled and success or failure determined, but before any results (such as damage) are rolled and applied.

FERAL EMBRACEUCA◇

FEAT 11

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Feral Heart*. **Access** *Civilized Spouse*^{E4} goal.

Delay the penalties for the fatigued, frightened, and sickened conditions until the beginning of your next round. If the condition has a duration, that duration is extended by 1 round.

Special you also retain the benefits from *Feral Heart*.

FERAL HEARTUCA◇

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Feral Survival*^{E1} story.
Goal *Civilized Spouse*^{E4} to retrain into *Feral Embrace*.
Trigger You receive a status bonus on Strength or attack rolls (such as from heroism)

In your chest beats the heart of a wild beast. You receive a +1 status bonus on dexterity based checks and on Reflex saves until the morale bonus effect ends.

FEUDUCA*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *An Eye for an Eye*^{B35} ranger profession, *Hated Foe*^{B35} barbarian profession, *Raiders*^{E12} story, *Vengeance*^{B35} barbarian profession, or *Robbed*^{E1} story. **Goal** *Genocide*^{E4} to retrain into *Blood Feud*.

Choose an opposing family, organisation, ancestry or heritage. Your bitter feud with your enemies can be quenched only with blood. You gain a +1 status bonus to your spell DC and attack rolls when targeting the chosen group, and to your AC against their attacks.

FORCEFUL SURPRISESH*◇

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Eye for an Eye*^{B35} ranger profession, *Injustice*^{E1} story, or *Raiders*^{E12} story. **Goal** *Justice*^{E4} to retrain into *Painful Surprise*.
Frequency once per day.

Trigger you critically succeed with a weapon strike against a foe that is unaware of you or considers you an ally.

You will punish the guilty without letting any innocents be harmed as a result. You can choose to take the maximum possible weapon damage die roll rather than rolling.

FORTUNATE THIEFUCA

FEAT 1

UNCOMMONANCESTRYGENERALFORTUNESTORY

Access *Greed*^{B35} rouge profession or *Heist*^{E4} story.
Frequency once per day.
Goal *Infamous Thief*^{E1} to retrain into *Reactive Disarm*.

More than just a burglar, you aspire to commit crimes of legendary stature. When you attempt a Thievery check you can roll twice and take the better result.

FOUNDUCA

FEAT 3

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Unforgotten*. **Access** *Rescue*^{E1} goal.
You gain a +1 bonus on all saving throws, replacing the +1 bonus on Will saves.

FREQUENT CLEMENCY ^{UCA}					FEAT 3	
UNCOMMON	ANCESTRY	GENERAL	GOAL			
Prerequisites <i>Request Clemency</i> . Access <i>Seasoned Negotiator</i> ^{E4} goal.						
You can <i>Request Clemency</i> any number of times a day.						
FREQUENT PAUSES ^{UCA}					FEAT 3	
UNCOMMON	ANCESTRY	GENERAL	GOAL			
Prerequisites Request a Pause. Access <i>Seasoned Negotiator</i> ^{E4} goal.						
You can <i>Request a Pause</i> any number of times a day.						
FRIGHTENING CRITICAL ^{PF131*} ◆					FEAT 3	
UNCOMMON	ANCESTRY	GENERAL	GOAL	INCAPACITATION	VISUAL	
Prerequisites <i>Districing Critical</i> . Access <i>Personal Victory</i> ^{E4} goal.						
As Awesome Attack except that your opponents who fail their save are also frightened 3.						
FUGAL SUSTENANCE ^{PF131*}					FEAT 1	
UNCOMMON	ANCESTRY	GENERAL	STORY			
Access <i>Bloodthirsty</i> ^{B35} barbarian profession, <i>Omen</i> ^{B11} origin, <i>Tree Tender</i> ^{B35} druid profession, or <i>Unsuspecting Master</i> ^{B35} monk profession.						
Goal <i>Emotional Victories</i> ^{E4} to retrain into <i>Heroes’ Sustenance</i> .						
You can ignore privation. Double the time you can go without food or water without penalty or risk.						
GHOST FRIEND ^{HA*}					FEAT 1	
UNCOMMON	ANCESTRY	GENERAL	STORY			
Access <i>Ghostly Encounter</i> ^{E1} story, or <i>Unliving</i> ^{C11} associate.						
Goal <i>Lay to Rest</i> ^{E4} to retrain into <i>Ghostly Truths</i> .						
You have made it your life’s work to put the dead to rest. Whenever you communicate with a ghost, haunt or spirit, improve their initial attitude towards you by one step. If you critically fail a Diplomacy check such a creature treat the result as a failure.						
The GM can also extend this benefit to any intelligent undead creature that has an interest in being laid to rest.						
GHOSTLY TRUTHS ^{HA*}					FEAT 7	
UNCOMMON	ANCESTRY	MISFORTUNE	GENERAL	GOAL		
Prerequisites <i>Ghost Friend</i> ^{E14} . Access <i>Lay to Rest</i> ^{E4} goal.						
As <i>Ghost Friend</i> and once per day you can cast <i>Zone of Truth</i> as a divine innate spell. Any undead or spirit targeted by the						
GLIMPSE BEYOND ^{UCA}					FEAT 1	
UNCOMMON	ANCESTRY	GENERAL	STORY			
Access <i>Unliving</i> ^{C11} associate or <i>Horror Encounter</i> ^{E1} story.						
Goal <i>Slain by Madness</i> ^{E4} to retrain into <i>Beyond Madness</i> .						
You have glimpsed the madness at the edges of reality. You gain a +1 status bonus on Recall Knowledge checks to identify the vulnerabilities and powers of creatures.						
GOOD PURCHASES ^{HA*}					FEAT 1	
UNCOMMON	ANCESTRY	GENERAL	STORY			
Access <i>Raised by Angels</i> ^{B11} origin or <i>Secret Society Inductee</i> ^{E1} story.						
Goal <i>Good Library</i> ^{E4} to retrain into <i>Not-so-good Caster</i> .						
You can always purchase item with the good trait at a 10% discount, even if they are not normally available in a settlement because of its size or the local laws.						
HEROES’ SUSTENANCE ^{PF131*}					FEAT 3	
UNCOMMON	ANCESTRY	GENERAL	GOAL			
Prerequisites <i>Fugal Sustenance</i> . Access <i>Emotional Victories</i> ^{E4} goal.						
You can cast heroes’ feast once per day as a primal innate spell.						
HIDDEN CREDENTIALS ^{HOTH*}					FEAT 1	
UNCOMMON	ANCESTRY	GENERAL	MISFORTUNE	STORY		
Access any destitute or poor background.						
Goal <i>Noble Imposter</i> ^{E4} to retrain into <i>Faked Credentials</i> .						
Any rival who attempts to Recall Knowledge about you must roll twice and take the worst result.						

IMPRESSIVE REQUESTS ^{SH*}					FEAT 1		
UNCOMMON	ANCESTRY	GENERAL	STORY				
Access <i>Negotiated Encounter</i> ^{E1} story, <i>Boss</i> ^{I1} associate, <i>Liege Lord</i> ^{C11} associate or <i>Socialite</i> ^{C11} associate. Goal <i>Negotiation Veteran</i> ^{E4} or <i>Puppet Master</i> ^{E4} to retrain into <i>Repeated Requests</i> .							
If you critically succeed at a Diplomacy check to make a request of a creature also improve the creature's attitude towards you by one step.							
INSPIRING MEDICINE ^{UCA}					FEAT 8		
UNCOMMON	ANCESTRY	GENERAL	GOAL	HEALING	LINGUISTIC		
Prerequisites <i>Remote Medicine</i> . Access <i>Battlefield Healing</i> ^{E4} goal.							
As <i>Remote Medicine</i> except you remove the wounded condition and your target is temporarily immune until the end of the current encounter. If you also have the <i>Ward Medic</i> ^{PF} feat, you can remotely treat the same number of allies as you can with that feat.							
INNATE DISGUISE ^{HOFHC*}					FEAT 1		
UNCOMMON	ANCESTRY	GENERAL	STORY				
Access <i>Self Exile</i> ^{E1} story.							
Goal <i>Emancipated Victory</i> ^{E4} to retrain into <i>Persistent Disguise</i> .							
You chose to leave nobility behind. You can case <i>Illusory Disguise</i> once per day as a 1 st level occult innate spell.							
INNER RESERVE ^{UCA} ◆◆					FEAT 1		
UNCOMMON	ANCESTRY	GENERAL	STORY				
Access <i>Apotheosis</i> ^{E1} story, <i>Cursed Birth</i> ^{B11} origin, <i>Left to Die</i> ^{E1} story, <i>Prophesised</i> ^{E1} story, or <i>Reincarnated</i> ^{E1} story.							
Goal <i>Divine Encounter</i> ^{E4} to retrain into <i>Averse to Death</i> .							
Frequency once per day.							
Escaping death strengthened your bond to life but fills you with a need for answers. You carry on by strength of will alone, gaining 1 temporary hit point per level. These temporary hit points last for 10 minutes.							
INNOCENT BLOOD ^{UCA} ◆					FEAT 1		
UNCOMMON	ANCESTRY	GENERAL	STORY				
Access <i>First Kill</i> ^{E12} story or <i>Slaughter</i> ^{E1} story.							
Goal <i>Bloodbath</i> ^{E4} to retrain into <i>Slayer of the Innocent</i> .							
Trigger you slay an intelligent creature.							
With their deaths, the pitiful wretches that inhabit this world open your path to greatness. You gain a +1 circumstance bonus on attack rolls until the end of your next round.							
INSPIRING COMMANDER ^{UCA} ◆					FEAT 1		
UNCOMMON	ANCESTRY	AUDIBLE	AURA	GENERAL	LINGUSITIC	MENTAL	STORY
Access <i>Commander</i> ^{E1} story.							
Goal <i>Stronghold Established</i> ^{E4} to retrain into <i>Siege Commander</i> .							
You seek to build a bastion against which your enemies shall break like water against the rocks. You give battle orders to your troops, granting creatures under your command within 60 feet a +1 status bonus to either attack rolls, AC, or a single type of saving throw. All creatures must receive the same benefit. You can't use this benefit on allies not under your command.							
LACKING IN EMOTION ^{UCA}					FEAT 1		
UNCOMMON	ANCESTRY	FORTUNE	GENERAL	STORY			
Access <i>Death Inside</i> ^{E1} story, <i>Sole Survivor</i> ^{E1} story, or <i>Sunless</i> ^{B12} origin							
Goal <i>Emotional Purge</i> ^{E4} to retrain into <i>Mastery of Emotion</i> .							
When you are the target of an effect with the emotion or fear trait, you can roll your saving throw twice and take the better result.							
LIBERATOR ^{UCA}					FEAT 1		
UNCOMMON	ANCESTRY	GENERAL	STORY				
Access <i>Enslaved</i> ^{E1} story, <i>Imprisoned</i> ^{B23} role, or <i>Kidnapped</i> ^{E12} story.							
Goal <i>Liberation</i> ^{E4} to retrain into <i>Liberating Aura</i> .							
Your time in shackles has forever marked your soul. You gain a +1 status bonus on attack rolls, weapon damage rolls, and skill checks when your actions would directly lead to freeing prisoners or slaves.							
LIBERATING AURA ^{UCA}					FEAT 5		
UNCOMMON	ANCESTRY	AURA	GENERAL	GOAL	MENTAL		
Prerequisites <i>Liberator</i> . Access <i>Liberation</i> ^{E4} goal.							
You gain the ability to inspire others through your dedication to your cause. As <i>Liberator</i> and allies within 20 feet receive the bonuses when working with you to free prisoners or slaves.							

LIBERATING VOICEUCA

FEAT 9

UNCOMMON	ANCESTRY	AURA	GENERAL	LINGUISTIC	MENTAL
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Prerequisites *Liberating Aura*. **Frequency** once per day.

Your inspiring speech adds weight to your Liberating Aura to inspire slaves and former slaves in addition to your allies. Friendly or helpful individuals within 120 feet gain temporary hit points equal to 1/2 your level and a +1 circumstance bonus on saving throws. These benefits last for 1 hour.

LOCATE ALIGNMENTHA*

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Sense Alignment*. **Access** *Cult Eradicated*^{E4} goal.

As *Sense Alignment* except Detect Alignment is heightened to 2nd level and you can cast it three times a day.

LOST LEGACYUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Dishonoured Family*^{B11} origin, *Evidence of Birth-right*^{E1} story, or *Penniless Heir*^{E1} story.

Goal *Birth-right Restored*^{E4} to retrain into *Restored Legacy*.

What once belonged to your family shall be yours again. You gain a +1 status bonus on Wisdom-based skill checks.

MASKED ALIGNMENTPF131*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Betrayal*^{E1} story, *Dishonoured Family*^{B11} origin or *Public Family Secret*^{E1} story.

Goal *Family Redeemed*^{E1} to retrain into *Faked Alignment*.

You gain the benefit of a constant *undetectable alignment* as a constant innate divine spell, except you can only appear as either faintly good or faintly evil. You can use an action with the concentration trait to suppress or resume this ability, or to change your apparent alignment.

MASTERY OF EMOTIONUCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Lacking in Emotion*. **Access** *Emotional Purge*^{E4} goal.

As per *Lacking in Emotion* and you can ignore any status or circumstance bonuses or penalties from effects with the emotion or fear trait.

MISSED MEUCA

FEAT 1

UNCOMMON	ANCESTRY	FORTUNE	GENERAL	STORY
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Access *Betrayed*^{E1} story. **Story** *Justice*^{E4} to retrain into *Cover Me*.

Believing in a just cause left you with a knife in your back. Now you hoard your trust in others, rarely sharing it. When you are in a harmful area of effect created by an ally (through a spell or other means), you can roll your saving throw twice and take the better result. If you do so, your shaken trust means you do not provide flanking to any allies for 1 hour.

MONSTER BANE

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Monster Vendetta* or *Monster Hunter*. **Access** *Monster Slayer*^{E4} or *Monster Defender*^{E4} goal.

As *Monster Vendetta* or *Monster Defender* and you may select a new breed of celestial, dragon, elemental, giant, fiend, or monitor each day during your daily preparation, selecting from the breeds you have slain or the breed you selected for *Monster Vendetta* or *Monster Defender*.

MONSTER HUNTERPF131*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Duty*^{B35} fighter profession, *Raiders*^{E12} story, or *Monster Survivor*^{E1} story. **Goal** *Monster Defender*^{E4} to retrain into *Monster Bane*.

Choose one breed of celestial, dragon, elemental, giant, fiend, or monitor that has previously defeated you in combat. You gain the rangers *Hunt Prey* ability, which you can only use against the chosen breed.

MONSTER VENDETTA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Monster Survivor*^{E1} story. **Goal** *Monster Slayer*^{E4} to retrain into *Monster Bane*.

Choose one breed of celestial, dragon, elemental, giant, fiend, or monitor that has previously defeated you in combat. Treat any critical failure against the effects of that breed as a failure, and any of your successes targeting that breed as a critical success.

MONUMENT ARCHITECTUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Famous Architect*^{E1} story.

Goal *Monument Constructed*^{E4} to retrain into *Monument Builder*.

Your inspired architecture shall make your name immortal. Reduce the initial material cost by 10% for object you craft or supervise that is of a large size or larger.

MONUMENT BUILDERUCA

FEAT 11

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Monument Architect*. **Access** *Monument Constructed*^{E4} goal.

The value of any past and future object you construct that is large or larger can be sold for its full market price.

NATION BUILDERUCA

FEAT 7

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Colonial Aspirant*. **Access** *Nation Founded*^{E4} goal.

You retain the benefits of Colonial Aspirant. The bonus increases to +2, and also applies to initiative checks, attack rolls, and saving throws while in the area you have claimed.

NEURAL COMPASSQ&C

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Explorer*^{E4} story, or *Survival*^{B35} fighter profession. **Goal** *Dangerous Journey*^{E4} to retrain into *Trekker*.

You dream of discovering new vistas. You gain *Know Direction* as an innate primal cantrip that you can cast at will. A cantrip is heightened to a spell level equal to half your level rounded up.

NOBLEUCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Aspiring Noble*. **Access** *Ennobled*^{E4} goal.

As *Aspiring Noble* except your status bonus increases to +2 if you have expert proficiency in the skill you are using, +3 if you have master proficiency and +4 if you have legendary proficiency.

NOT-SO-EVIL CASTERQ&C*

FEAT 8

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Evil Purchases*. **Access** *Evil Library*^{E4} goal.

Every time you cast a spell with the evil trait, you can remove that trait from the spell and treat yourself as a neutral-aligned caster for the purpose of determining the spell's effects.

NOT-SO-GOOD CASTERQ&C*

FEAT 8

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Good Purchases*. **Access** *Good Library*^{E4} goal.

Every time you cast a spell with the good trait, you can remove that trait from the spell and treat yourself as a neutral-aligned caster for the purpose of determining the spell's effects.

ONE OF THE WATCHUCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Bounty Hunter*^{B31} profession or *Lawbringer*^{E1} story. **Goal** *Criminal Crackdown*^{E4} to retrain into *Watch Veteran*.

This town needs cleaning up, and you're just the one to do it. Choose a particular settlement. When you're in your chosen settlement, you gain a status bonus to the DC of Intimidate checks made against you equal to half your level (minimum 1).

PAINFUL SURPRISESH*

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Forceful Surprise*. **Access** *Justice*^{E1} goal. **Frequency** once per encounter.

As *Forceful Surprise* except for the increased frequency and your attack also causes 1d4 bleed damage.

PERCEPTIVE DEFENCES^{SH*} FEAT 5

UNCOMMON ANCESTRY GENERAL STORY

Prerequisites trained in Perception.

Access *Successful Commander*^{E1} story.

Frequency once per day. **Trigger** you attempt a saving throw.

Those who observe your imposing demeanour assume muscle is your sole advantage, but you prove them wrong every time. You can choose to use your perception proficiency in place of your saving throw proficiency to determine the results of the save.

PERCEPTIVE ENCOUNTERS^{SH*} FEAT 9

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites expert in Perception. **Access** *Ambusher*^{E4} goal.

Frequency once per encounter.

As per *Perceptive Defences* except for the improved frequency.

PERSISTENT DISGUISE^{HofHC*} FEAT 7

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Skilful*. **Access** *Emancipated Victory*^{E4} goal.

As Innate Disguise except the spell is heightened to 3rd level and you can cast it once per hour.

POPULAR ARTISTE^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL STORY

Prerequisites *Speciality Crafting* or *Virtuosic Performer*.

Access *Virtuoso*^{B35} bard profession or *Famous Artist*^{E1} story.

Goal *Acclaimed Theatre Run*^{E4}, *Artistic Patron*^{E4} or *Masterpiece*^{E4} to retrain into *Restored Legacy*.

You seek to create a true masterpiece. Treat your level as 3 higher when using an Earn Income activity which benefits from Speciality Crafting or Virtuosic Performance.

PORTAL TRAVELLER^{Q&C} FEAT 5

UNCOMMON ANCESTRY GENERAL STORY

Prerequisites any planar heritage or origin.

Access *Planar Encounter*^{E1} story. **Goal** *Planar Explorer*^{E4} or *Planar Resident*^{E4} to retrain into *Accurate Traveller*.

You can identify portals and other planar connections as well as where they lead by sight or touch with a successful DC 20 Perception check. If you critically succeed at this check you gain a glimpse of what you would see, hear, and smell upon arriving on the other end of the portal.

PROPHET OF CORRUPTION^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Corrupt Aspirant*. **Access** *Mass Conversion*^{E4} goal.

As per *Corrupt Aspirant* except your bonus also applies on saving throws.

PROPHET OF RIGHTEOUSNESS^{UCA} FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Righteous Aspirant*. **Access** *Mass Conversion*^{E4} goal.

As per *Righteous Aspirant* except your bonus also applies on saving throws.

PROSPEROUS INSTINCT^{PF131*} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Inheritance*^{E12} story, *Socialite*^{C11} associate, or *Worldshaker*^{B25} bard profession.

Goal *Community Expanded*^{E4} to retrain into *Astounding Resilience*.

Restriction you are in a settlement the size of a large city or smaller

Trigger you attempt a skill check to appraise, buy or sell an item or service.

Your family has raised cities and mastered trade, and you seek to do the same. Treat a critical failure as a failure and a success as a critical success.

PROSPEROUS TOUCH^{PF131*} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Prosperous Instinct*.

Access *Community Expands*^{E4} goal.

As *prosperous instinct* except that it works in any size settlement and to checks to Repair an item.

PROTECTION FROM EVIL AGGRESSOR^{Q&C*} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Blessed Encounter*^{E1} story, *Blessed Bloodline*^{??}, or *Zealous Devotion*^{B35} champion profession.

Goal *Redemption Encounter*^{E4} retrains this into *Aura of Protection from Evil*. **Trigger** you take damage from a creature with the good trait.

Frequency once per day.

The repeated notice and boons of celestials have marked you as one of their chosen agents. For 1 minute you gain the benefits of the protection spell but only against the creature that damaged you.

PROUD TO HELP^{PF131*} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Planar Explorer*^{E4}, *Planar Resident*^{E4}

Goal *Community Expands*^{E4} to retrain into *Proud to Shine*.

Frequency once per day.

You teach others how to get the most out of their equipment. You spend 10 minutes to increase the item bonus provided by a suit of nonmagical armor, a tool kit, or nonmagical shield by 1. This bonus lasts for 1 hour.

PROUD TO SHINE^{PF131*} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Proud to Help*. **Access** *Community Expanded*^{E4} goal.

As proud to help except for the frequency and items effected become temporarily immune to *Proud to Shine* for 24 hours.

PURIFIED^{PotTW} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Purifier*. **Access** *Fight Corruption*^{E4} goal.

As Purifier, and once per day, you can cast any one of the following primal innate spells: neutralize poison, remove curse, or remove disease.

PURIFIER^{PotTW} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Blight*^{E1} story or *Corrupted Friend*^{E1} story.

Goal *Remove Corruption*^{E4} to retrain into *Purified*.

You have devoted your life to purging blight from the world. Choose one type of terrain affiliated with the relevant blight. You gain a +1 status bonus on Nature checks regarding the blighted terrain, on attack rolls against creatures corrupted by the relevant blight, and on saving throws against the abilities of such creatures.

REACTIVE DISARM^{UCA} FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

Prerequisites *Fortunate Thief*. **Access** *Infamous Heist*^{E4} goal.

Trigger you trigger a trap.

You gain the ability to reactively disarm a trap. Attempt a Thievery check to Disable Device to interrupt the trap's function, leaving it still armed but effectively preventing it from activating. The trap is then temporarily immune to your Thief of Legend attempts for 24 hours. Since the trap is still armed, it might activate again if you don't immediately back away or otherwise avoid repeating the act that set it off the first time.

Special: You also retain the benefits of the *Fortunate Thief* feat.

REDEEMED^{UCA} FEAT 5

UNCOMMON ANCESTRY FORTUNE GENERAL GOAL

Prerequisites *Redemption*. **Access** *Atoning Quest*^{E4} goal.

Frequency once per day.

Roll a failed attack roll, saving throw, or skill check. You must keep the result of the second roll, even if it is lower.

REDEMPTION^{UCA} FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

Access *Dishonoured*^{B11} origin or *Code Violation*^{E1} story.

Goal *Atoning Quest*^{E4} to retrain into *Redeemed*.

Trigger you fail or critically fail an attack roll, saving throw or skill check. The trigger always applies in these circumstances and is not optional.

Your past failure haunts you and drives you on. Add a +1 status bonus to the roll and reassess the result. If you still fail or critically fail you gain the frightened 5 condition.

REMOTE MEDICINE

UCA

FEAT 1

UNCOMMONANCESTRYGENERALHEALINGLINGUISTICSTORY

Prerequisites Battle Medicine^{PF}.

Access Healed^{B35} cleric profession or *Combat Healing*^{E1} story.

Goal *Battlefield Healer*^{E4} to retrain into *Inspiring Medicine*.

In even the fiercest battles, your soothing words act to save your allies. Attempt a medicine check on an ally within 30 feet of with the same DC as for Treat Wounds and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Inspiring Medicine for 1 day. You do not need a Healers Kit.

RENOWNED ARTISTE

UCA

FEAT 5

UNCOMMONANCESTRYGENERALGOAL

Prerequisites Popular Performer. **Access** *Acclaimed Theatre Run*^{E4}, *Artistic Patron*^{E4} or *Masterpiece*^{E4} goal.

As per Popular Performer and also treat your proficiency as one stage better (expert if you are trained, master if you are expert, or legendary if you are a master).

REPEATED REQUESTS

PF131*

FEAT 6

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Impressive Requests*.

Access *Negotiation Veteran*^{E4} or *Puppet Master*^{E4} goal.

As Impressive Requests and the target will continue to automatically grant your further requests for 1d4 rounds.

REQUEST A PAUSE

UCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Conciliator*^{E1} story.

Goal *Seasoned Negotiator*^{E4} retrains this into *Frequent Pauses*.

Requirements you and your apparent allies have make no attacks or hostile actions for 1 round. **Frequency** once per day.

You have witnessed terrible violence and prefer a better way. You can attempt a Diplomacy check to Request a pause in combat even if your opponent is unfriendly or hostile. If you are successful, during the pause your allies can attempt to Recall Knowledge about your opponents, treating any critical failure as a failure and success as a critical success.

REQUEST CLEMENCY

UCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Conciliator*^{E1} story.

Goal *Seasoned Clemency*^{E4} retrains this into *Frequent Clemency*.

Requirements you and your apparent allies have make no attacks or used only nonlethal attacks against the target for 24 hours.

Frequency once per day.

You cannot bring yourself to surrender, but there must be a better way to avoid your allies being injured. You can attempt a Diplomacy check to Request that all combatants use only nonlethal attacks even if your opponent is unfriendly or hostile. If you are successful, your allies get an immediate reaction to an attempt to Recall Knowledge about your opponents.

RESILIENT

AOE*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Subdued*^{E1} or *Humiliation*^{E1} story.

Goal *Humiliating Victory*^{E4} to retrain into *Astounding Resilience*.

Others made you feel small for too long, and now you drive yourself hard and never settle for second place. You do not take any penalty from being fatigued, although if you have the condition it still counts for other purposes.

RESIST FIENDS

HA*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Fiendish Murder*^{E1} story, *Hated Foe*^{B35} barbarian profession or *An Eye for an Eye*^{B35} ranger profession. **Goal** *Cleanse Cult*^{E4} or *Redeem Cultist*^{E4} to retrain into *Emotionally Secure*. **Frequency** once per day

Trigger you identify your foe as fiend or as a fiend worshiper.

You’ve sworn to send fiends back to whence they came, and you’ve become an expert at rooting out their kind and their servants. Once per day, until the end of the encounter you gain resistance to physical, negative and evil damage equal to your level.

RESTORED LEGACY

UCA

FEAT 3

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Lost Legacy*. **Access** *Birth-right Restored*^{E4} goal.

You gain a +1 status bonus on Wisdom-based skill checks, and Will saving throws.

RIGHTEOUS ASPIRANT

UCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Marked by the Gods*^{E1} story or *Righteous Vision*^{E1} story.

Goal *Mass Conversion*^{E4} to retrain into *Prophet of Corruption*.

Restriction you are nonevil and worship a nonevil deity.

Trigger you cast a beneficial spell on an ally.

You gain a +1 status bonus to AC for 1 round per spell level.

RIVAL

UCA

FEAT 5

UNCOMMONANCESTRYGENERALOCCULTSTORY

Access *Rival Emerges*^{E1} story.

Goal *Enemy Slain*^{E4} to retrain into *Fallen Enemy*.

Requirements you roll initiative for an encounter with your rival.

Frequency once per day.

A past foe seeks your ruin. You can cast *haste* as a 3rd level occult innate spell, and the spell lasts until the end of the encounter.

SENSE ALIGNMENT

HA*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Enemy Cult*^{E1} or *Ordained Target*^{E1} story.

Goal *Cult Eradicated*^{E4} to retrain into *Locate Alignment*.

You have crossed paths with a cult opposed to everything you believe in. You can cast *Detect Alignment* once a day as a 1st level innate divine spell.

SHAMELESS

UCA

FEAT 3

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Shamed*.

Access *Chosen Hero*^{E4}, *Honoured*^{E4} or *Public Victory*^{E4} goal.

As Shamed, and your newfound confidence gives you temporary hit points equal to your level. These temporary hit points last until lost and refresh any time you rest long enough for natural healing to occur, whether or not any healing actually occurs.

SHAMED

UCA

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Humiliation*^{E4} story. **Goal** *Chosen Hero*^{E4}, *Honoured*^{E4} or *Public Victory*^{E4} to retrain into *Shameless*.

A past humiliation haunts you to this day. When you're in a conflict that is being observed by others not involved in the conflict, you gain a +1 status bonus on attack rolls and skill checks.

SIEGE COMMANDER

UCA

FEAT 11

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Inspiring Commander*.

Access *Stronghold Established*^{E4} goal.

As per Inspiring Commander except the range of your orders increases to 120 feet. In addition, you can give two different orders to your troops. For example, you could grant your archers a bonus on attack rolls while your front line gains a bonus to AC.

SKILFUL

SH*

FEAT 1

UNCOMMONANCESTRYGENERALSTORY

Access *Rival Emerges*^{E1} story.

Goal *Rival Thwarted*^{E4} to retrain into *Skilful Assurance*.

You push to become ever more skilful. Choose a skill to gain a skill increase in and a skill feat with proficiency in that skill as a prerequisite.

SKILFUL ASSURANCE

SH*

FEAT 6

UNCOMMONANCESTRYGENERALGOAL

Prerequisites *Skilful*. **Access** *Rival Thwarted*^{E4} goal.

Treat a skill check as if you had *Assurance* with that skill.

Special you also retain the benefits granted by *Skilful*.

SLAVE-FRIEND ^{SH} ↷	FEAT 1
UNCOMMON FORTUNE STORY	
Access <i>Slave Emancipation</i> story.	
Goal <i>Liberation</i> ^{E4} to retrain into <i>Slavers-Bane</i> .	
Frequency once per day.	
Trigger You take damage while attempting to directly free a slave.	
You witnessed or were party to the rescue of slaves and have channelled that into your reactions in combat slavers. Until you take damage again or the end of the encounter (whichever comes first) you can roll twice and select either result on Athletics and Acrobatics checks.	
SLAVERS-BANE ^{SH} ↷	FEAT 5
UNCOMMON FORTUNE GOAL	
Prerequisites <i>Slave-Friend</i> . Access <i>Liberation</i> ^{E4} goal.	
Frequency once per encounter.	
As <i>Slave-Friend</i> except for the frequency.	
SLAVE RUNNER ^{SH}	FEAT 1
UNCOMMON DOWNTIME FORTUNE STORY	
Access <i>Slave Emancipation</i> story.	
Goal <i>Liberation</i> ^{E4} to retrain into <i>Slave Underground</i> .	
You witnessed or were party to the rescue of slaves and have harnessed that to facilitate the underground movement of slaves. You can reroll any one skill check attempted as part of a heist or pursuit, although you must access the second result.	
SLAVE UNDERGROUND ^{SH} ↷	FEAT 5
UNCOMMON DOWNTIME FORTUNE GOAL	
Prerequisites <i>Slave Runner</i> . Access <i>Liberation</i> ^{E4} goal.	
As <i>Slave Runner</i> except you can roll twice and select either result.	
SLAYER OF THE INNOCENT ^{UCA*}	FEAT 9
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites <i>Innocent Blood</i> . Access <i>Bloodbath</i> ^{E4} goal.	
As <i>Innocent Blood</i> , except the duration is one round per level of the creature slain and any frightened creature takes double the normal penalties when attacking you, making saves against your spells, or resolving skill checks with you as a target.	
SPECIES INFLUENCE ^{AOE*}	FEAT 1
UNCOMMON ANCESTRY GENERAL STORY	
Access <i>Planar Offering</i> ^{B11} origin or <i>Refused Valuable Offer</i> ^{E1} story.	
Goal <i>Accepted Valuable Offer</i> ^{E4} to retrain into <i>Ancestry Influence</i> .	
Choose one breed or species of creature that has previously negotiated with you in combat. Treat any Diplomacy or Intimidate critical failures against the effects of that breed as a failure, and any of your Diplomacy or Intimidate successes targeting that breed as a critical success.	
TAUNT THE REAPER ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL STORY	
Access <i>Death in the Family</i> ^{E1} story, <i>The War</i> ^{B24} role, or <i>Preventable Death</i> ^{E1} story.	
Goal <i>Return Ally to Life</i> ^{E4} to retrain into <i>Deny the Reaper</i> .	
The lives you could not save stay with you to your final breath. You gain a +1 status bonus on Medicine checks to Administer First Aid. You don't take a penalty when attempting Medicine checks without a healing kit.	
TENACIOUS CRUSADER ^{AOE}	FEAT 5
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites <i>Doomed Crusader</i> .	
Access <i>Freed from Evil</i> ^{E4} or <i>Corrupted</i> ^{E4} goal.	
As <i>Doomed Crusader</i> except you do not gain the Doomed condition and you gain a number of hit points equal to double your level.	

TRAP INSTINCT ^{Q&C*}	FEAT 1
UNCOMMON ANCESTRY FORTUNE GENERAL STORY	
Access <i>Archaeological Discovery</i> ^{E1} story.	
Goal <i>Archaeological Publication</i> ^{E4} to retrain into <i>Persistent Amateur Trap Finder</i> .	
When you make a perception check to find search for traps, roll twice and take the best result.	
TREKKER ^{Q&C}	FEAT 5
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites <i>Neural Compass</i> . Access <i>Dangerous Journey</i> ^{E4} goal.	
As <i>Neural Compass</i> and you can also cast <i>Ant Haul</i> once per day as an innate primal spell.	
TRUE LOVE ^{UCA}	FEAT 3
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites <i>True Loves Lost</i> . Access <i>Reunited Lovers</i> ^{E4} goal.	
The inspiration of knowing your love waits for your return gives you a +1 circumstance bonus on attack rolls, saving throws, and skill checks whenever you are below a quarter of your total hit points (not counting any temporary hit points). You lose this completion benefit if your relationship with your true love comes to an end for any reason, including death.	
TRUE LOVES LOST ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL STORY	
Access Any paramour ^{C7} or <i>For Love</i> ^{B35} bard profession.	
Goal <i>Reunited Lovers</i> ^{E4} to retrain into <i>True Love</i> .	
You found love, only to have it denied by the cruelty of fate. You add 1 to the save DC and spell attack bonus of spells you cast with the emotion trait.	
UNCURSED ^{UCA} ⬢	FEAT 3
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites <i>Accursed</i> . Access <i>Curse Removed</i> ^{E4} goal.	
Trigger you attempt a saving throw against a harmful spell.	
Attempt a DC 3 flat check. If you succeed the spell has no effect on you.	
UNFORGOTTEN ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL STORY	
Access <i>Major Disaster</i> ^{E12} story or <i>Missing</i> ^{E1} story.	
Goal <i>Rescue</i> ^{E4} to retrain into <i>Found</i> .	
You search for a person dear to you—lost, but you pray not dead. You gain a +1 status bonus on Will saves.	
VENGEFUL ^{UCA}	FEAT 1
UNCOMMON ANCESTRY GENERAL STORY	
Access <i>Raiders</i> ^{E12} story, <i>Vengeance</i> ^{B35} barbarian profession or <i>Murder</i> ^{E1} story. Goal <i>Vengeance</i> ^{E4} to retrain into <i>Avenged</i> .	
The need to avenge those you loved drives you to great deeds. You gain a +1 status bonus on saving throws, attack rolls, and weapon damage rolls against your chosen foe and known minions of that foe.	
WATCH CAPTAIN ^{UCA}	FEAT 10
ANCESTRY GENERAL	
Prerequisites Watch Veteran.	
As Watch Captain except your status bonus also applies to initiative checks and Reflex saving throws and increases to +2 if you have expert proficiency in Society, +3 if you have master proficiency and +4 if you have legendary proficiency.	
WATCH VETERAN ^{UCA}	FEAT 5
UNCOMMON ANCESTRY GENERAL GOAL	
Prerequisites One of the Watch. Access Criminal Crackdown ^{E4} goal.	
As per One of the Watch and you gain the ability to designate a new chosen settlement as often as you wish. You must first live in a settlement for 1 week to make it your chosen settlement. In addition, you gain a +1 status bonus on attack rolls and AC against undesirable elements like criminals or ruffians in your chosen settlement.	

F2

FLAWS

A flaw is the opposite of a feat. Where feats are selected or granted, flaws are imposed upon you, either as a circumstance of your background or as the outcome of an event or encounter.

Source

Many of the flaws in this document are at least partly based upon drawbacks, malignancies and intersessions from other sources, many from the 1st edition. An abbreviated of the source follows the backgrounds title. See the OGL statement for the meaning of these abbreviations. When the abbreviation is followed by a * the flaw has been renamed from its original source, either because the original name is not open content, the original name is duplicated or similar to another, or the new name better describes the updated details of the flaw.

Level

Every flaw has a minimum level, which scale in the same way as class levels, indicating the relative inconvenience the flaw causes. This level categorises it into broad power levels: Minor (level 1 to 5), Moderate (level 6 to 12) or Major (level 13 or higher). If the level is followed by a + symbol this is the minimum level and the flaw can have a higher level and a greater inconvenience by adding the modifier from flaws heightened entry one or more times. The flaw cannot have a level higher than 20.

Progression and Regression

Some flaws can progress, increasing in level. Likewise, some flaws can be regressed, decreased in level. Keep a record of the flaws current level and the maximum level a flaw reaches. A flaw that is below its maximum level is *repressed*, a flaw that is below its minimum level is *suppressed*, and a flaw that reaches level 0 becomes *inert*. Flaws that are *suppressed* or *inert* are usually inactive. A *repressed* flaw becomes inactive for 24 hours if you succeed a flat check during your daily preparation, using the current level of the flaw as the DC.

Type

The Flaws in this chapter come in four types:

BANE
This is the default type for a flaw. Banes usually occur as the result of a background or event. Banes do no progress. An inert bane is lost completely and can never progress again.

MALIGNANCY
These flaws always have a biological trait and are usually imposed by an ancestry. A *repressed* or *suppressed* genetic flaw progresses by 1 level each time you gain a level. An *inert* genetic flaw increases to level 1 if you gain a level and fail a flat check with a DC equal to the maximum level of the flaw.

Biological Traits

Biological traits occur mainly on malignant flaws and describe the area of the body in which the flaw manifests.

ACQUIRED	A flaw with this trait is not permanent and has been acquired as the result of an event or encounter.
COGNITIVE	The thinking process, the brain.
COMMUNICATIONS	The ability to communicate with others.
CONSUMPTION	The ability to consume food and drink.
HORMONAL	Allergies and reactions to stimuli.

CORRUPTION
A corruption is a magical deficiency or degradation. A corruption progresses by 1 level each time you gain a level.

CURSE
Intersessions are always magical, usually divine, and are imposed upon a victim by a deity or power. An *inert*, *repressed*, or *suppressed* intercession progresses in level if you act in a way that is anathema to the deity or power that imposed the flaw.

LOCOMOTION	Movement and reaction, the legs.
MANIPULATION	Manipulation of the environment, the hands and arms.
RESPIRATION	Breathing, the lungs and gills.
SKELETAL	The bodies form and substance.
SENSORY	The sensory organs, the eyes, ears, etc.

Domain Traits

These traits occur on curses and indicate the domains granted by the deity or power that has access to the curse.

Other Traits

These traits occur mainly on drawbacks.

AFFLICTION	A disease or infection.
ENVIRONMENTAL	A situation or circumstance around you rather than on you.

ORIGIN	A flaw related to your birth or upbringing.
ROLE	A flaw relating to your role, obsession or philosophy.

Mitigation

The level of a flaw can be reduced, and the flaw eventually eliminated completely under the circumstances detailed below. The effects of the flaw change when its level is reduced sufficiency to move it into the next lower heightened bracket.

- Hero Points:** Spending a hero point reduces the level of a selected *curse* by 1, in addition to the normal benefits of the hero point.
 - Level Advancement:** Advancing in level reduces the level of all *curses* by 1 and also reduces the level of one selected *bane* by 1.
- Narrative Feats:** Completing a goal to cause a story feat to retrain reduces the level of any one selected flaw by the level of the goal.
 - Quests:** Some flaws, especially *corruptions*, require a specific quest to mitigate them. Reduce the level of the flaw as indicated by the details of the quest.

F21 BANES

This is the default type for a flaw. Banes usually occur as the result of a background or event. Banes do no progress.

Name	Level	Traits	Effect
ANXIOUS	3+	Emotion, Mental	Penalty to diplomacy, speak slowly and quietly
ATTACHED	3+	Emotion, Mental	Penalty to will saves and saves against fear
BITTER	2+	Emotion, Mental	Reduced benefit from healing
BURN SCARS	1+	Epidermal, Emotion, Fear, Mental	Penalty to saves against fire and to checks when near fire
CONDESCENDING	2+	Emotion, Mental	Penalty to diplomacy and intimidate to improve targets attitude
CRUELTY	2+	Emotion, Mental	Penalty to attack foes not dying or helpless
EMPTY MASK	2+	Fear, Mental	Penalty to will saves against compulsions
ENTOMOPHOB	1+	Fear, Mental	Penalty to attack swarms and animals with more than 4 legs
ENVY	1+	Emotion, Mental	Escalating penalty to will and reflex saves unless you steal each day
FAMILY TIES	2+	Emotion, Mental	Penalty of wisdom and charisma bases checks if you fail to complete a request from a family member
FEY-TAKEN	1+	Primal	Penalty on saves against death, illusion, poison and the abilities of fey
FOUL BRAND	4+	Divine	Penalty on diplomacy, thievery and deception checks
FUNGAL INFECTION	1+	Affliction	Penalty on saves against poison
GNARLED JOINTS	1+	Affliction	Penalty on reflex saves
GUILTY FRAUD	1+	Emotion, Mental	Penalty on deception checks against indifferent, friendly or helpful creatures
HAUNTED	1+	Fear, Emotion	Penalty on saves against evil spells
HAUNTING REGRET	1+	Primal	Penalty on saves against mental effects and the distraction ability of swarms
HELPLESS	4	Fear, Mental	Dazed if an ally within 30 ft. falls unconscious or dies
INFAMOUS	1+	Spat	Penalty on diplomacy checks to interact with law-abiding citizens
INFORMATION OVERLOAD	3+	Environmental	Penalty on recall knowledge checks and diametrically opposed information on a critical failure
INSATIABLE	5+	Mental	Goods and services cost more
LONER	2+	Mental	Penalty to AC and attacks while adjacent to allies ot taking the aid action
LOVESICK	1+	Emotion, Mental	Penalty to initiative and perception when apart from lover
MAGICAL KLUTZ	6	Occult, Misfortune	Roll twice and take the worst result on reflex saves against effects produced by magic items
MARK OF SLAVERY	3+	Mental, Emotion	Penalty skill checks and attack rolls until the end on next turn after a failed skill check
MILKY EYE	1+	Affliction	Penalty to saves against light effects and dazzled when exposed to bright light
NATURE'S BANE	3	Primal	Succeed a nature check to handle animals to prevent animals staying more than 30 ft. away
NERVOUS	1+	Emotion, Mental	Penalty to checks with the concentration trait
OCCULT BARGAIN	6+	Occult, Misfortune	Penalty on checks with the concentration trait and extend daily preparation to two hours
OZING SORE	3+	Affliction	Penalty on saves against disease
OPPRESSIVE EXPECTATIONS	3+	Mental	Penalty on skill checks after failing a check with that skill
OVERPROTECTIVE	3+	Mental	Penalty on attack rolls and skill checks when more than 10 tf. From a fallen ally
PARANOID	4+	Emotion, Mental	More difficult for others to aid you
RIGHTEOUS INDIGNATION	2+	Mental	Penalty to will saves against effects that have the emotion but not fear traits
SECRET SHAME	2+	Fear, Mental	Penalty on saves against fear and the DC of intimidate checks to demoralise you.
SHADOW-SCARRED	3+	Fear, Mental	Penalty on saves while in dim light or darkness
SHELTERED	4+	Fear, Mental	Frightened when less than half max hp
SPOOKED	3+	Fear, Mental	Frightened in the presence of monsters
STIFF JOINTS	1+	Affliction	Penalty on athletic attacks and checks to escape
STIGMATIZED	1+	Mental	Penalty on diplomacy checks to gather information or improve a creatures attitude
STONE ARM	1+	Affliction	Penalty on skill checks or attack rolls that require two hands
SUPERSTITIOUS	2+	Fear, Mental	DC 5 flat check to prevent spells cast on you from failing
SWOLLEN EYES	1+	Affliction	Penalty on sight based perception checks
TAINTED SPIRIT	3+	Mental, Origin	Chance of becoming fatigued at the end of an encounter
TOO MANY SECRETS	3+	Role	Penalty on deception checks and on saves against illusion
UMBRAL UNMASKING	3+	Occult	You cast no shadow
UNTRUSTING	2	Emotion, Mental, Misfortune	Roll twice and take the worst result on perception checks to sense motive

ANXIOUS Q&C

BANE 3+

EMOTION	MENTAL
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After suffering terribly for not being tightlipped enough as a child, such as when you accidentally exposed your family to enemy inquisitors, you developed a habit of being overly cautious with your words. You take a –1 status penalty on Diplomacy checks and must speak slowly due to the concentration required. Unless stated otherwise, you are assumed to not be speaking at a volume above a whisper.

Heightened (+3) The status penalty gets worse by 1.

ATTACHED UCA

BANE 3+

EMOTION	MENTAL
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You have a strong emotional attachment to a person or object that you're terrified of losing. The GM chooses the object of your attachment. Whenever the object of your attachment is either threatened, in danger, or in someone else's possession, you take a –1 status penalty on Will saves and a –2 status penalty on saves against fear effects. If the person or object to which you're attached is ever lost, killed, or destroyed, exchange this flaw for the Doubt flaw.

Heightened (+3) The status penalty to will saves gets worse by 1 and the status penalty against will saves gets worse by 2.

BITTER AHH

BANE 2+

EMOTION	MENTAL
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You have been hurt repeatedly by those you trusted, and it has become difficult for you to accept help. When you receive healing from an ally's class feature, or spell reduce the amount of that healing by 1 hit point.

Heightened (+7) The reduce the amount of healing by a further 1 hit point.

BURN SCARS Q&C

BANE 1+

EPIDERMAL	EMOTION	FEAR	MENTAL
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You were badly burned once by volcanic ash, torch-wielding mobs, or some fiery accident, and the scars pain you terribly you whenever you are too near to fire. You take a –1 status penalty on saving throws against fire effects. In addition, whenever you are adjacent to open flames or are on fire, you take a –1 status penalty on all attack rolls, saving throws, and skill checks until you spend an entire round away from fire. These penalties are not cumulative. (An instantaneous fire effect adjacent to you or affecting you causes this penalty to apply until 1 round after it is gone.)

Heightened (+2) The status penalty gets worse by 1.

CONDESCENDING Q&C BANE 2+

EMOTIONMENTAL

Raised with the assurance that only those like you are truly worthy of respect, you have an off-putting way of demonstrating that you look down on those not of your race and ethnicity or nationality. You take a –1 status penalty on Diplomacy and Intimidate checks to improve other creatures’ attitudes toward you.

Heightened (+3) The status penalty gets worse by 1.

CRUELTY Q&C BANE 2+

EMOTIONMENTAL

You were rewarded as a child for flaunting your victory over others as completely as possible, and you discovered you enjoyed the feeling of rubbing your foes’ faces in the dirt. Whenever you are engaged in combat and there are dying or helpless foes within 30 feet, you take a –1 status penalty on attack rolls against foes who are neither dying nor helpless.

Heightened (+2) The status penalty gets worse by 1.

EMPTY MASK SH BANE 2+

FEARMENTAL

You have spent so long hiding your true identity to escape political enemies that you have lost much of your sense of self. You take a –1 status penalty on Will saving throws against compulsions. This penalty increases to -2 against foes who know your true identity.

Heightened (+2) The status penalty gets worse by 1.

ENTOMOPHOBIA AHH BANE 1+

FEARMENTAL

A harrowing experience with insects when you were young instilled in you a deep-seated fear of vermin of all description, especially when they swarm together. You take a –1 penalty on attacks against swarms and animals with more than four legs, and you take a –1 status penalty on saving throws against the nauseated condition of a swarm’s distraction ability.

Heightened (+2) The status penalties get worse by 1.

ENVY Q&C BANE 1+

EMOTIONMENTAL

You grew up in or near an opulent, decadent culture that valued nothing more than showing up the material wealth or accomplishments of others, causing the seed of envy to be planted in your heart. For each day you spend without stealing at least 1 gp worth of valuables or other wealth, attempt a DC 10 Will save. If you fail, you take a cumulative –1 penalty on Will and Reflex saving throws (up to a –5 penalty). If you succeed, the penalty is reset to 0.

Heightened (+2) Double the value of the valuables that need to be stolen (up to 512gp at 19th level) and increase the DC of the will save by 2.

FAMILY TIES UCA BANE 2+

EMOTIONMENTAL

Your family is extremely important to you, and you feel disheartened when you can’t do what they ask. When a family member makes a request of you, you must fulfil that request or take a –1 penalty on all Wisdom- and Charisma-based ability checks and skill checks until you either do what was requested or succeed at a DC 10 Will saving throw, which you can attempt once per day at the start of each day. You can’t take this flaw if you have no family. If you ever lose your family or lose contact with your family, exchange this flaw for the Doubt flaw.

Heightened (+4) Increase the penalty by 1 and increase the DC of the will save by 4.

FEY-TAKEN UCA BANE 1+

PRIMAL

As a child, you were whisked away to the First World by mischievous fey for a time. When you returned, you were ever after considered odd and distant. You long to return there and find the mortal world dull and at times revolting, so you do not eat as you should and do not question strange visions. You take a –1 status penalty on saving throws against disease, illusions, and poison of all kinds, as well as against the spells and abilities of fey.

Heightened (+2) The status penalty gets worse by 1.

FOUL BRAND Q&C BANE 4+

DIVINE

You have the symbol of an evil deity burned into a visible area of your flesh. You take a –1 status penalty on Diplomacy, Thievery and Deception checks. This does not count as a holy symbol for the purposes of a divine focus for spellcasting.

Heightened (+4) The status penalty gets worse by 1.

FUNGAL INFECTION BOTCV BANE 1+

AFFLICTION

A tenacious patch of fungus has sprouted on your back, weakening your system against toxins. You take a –1 status penalty on saves against poison effects.

Heightened (+2) The status penalty gets worse by 1.

GNARLED JOINTS BOTCV BANE 1+

AFFLICTION

Your flesh grows bark, and your major joints have become gnarled and knotted like tree limbs, causing you to move slowly and stiffly. You take a –1 status penalty on Reflex saves.

Heightened (+4) The status penalty gets worse by 1.

GUILTY FRAUD SH BANE 1+

EMOTIONMENTAL

You received something through trickery that you did not deserve, and your guilt for the misdeed distracts you from dangers around you. You take a –1 status penalty on Deception checks against creatures with an attitude toward you of indifferent or better.

Heightened (+2) The status penalty gets worse by 1.

HAUNTED SH BANE 1+

FEARMENTAL

Something from your past—or a dark secret you presently hold—makes it difficult for you to ever be at peace, and your chronic worry that you might fall to evil influence has become a self-fulfilling prophecy. You take a –1 status penalty on saves against spells with the evil descriptor.

Heightened (+2) The status penalty gets worse by 1.

HAUNTING REGRET Q&C BANE 1+

PRIMAL

When you were young, a relative with whom you had frequently quarreled passed away where his or her soul could not rest. Now, the unquiet spirit appears around you at inconvenient times, distracting you with regret for being unable to help. You take a –1 status penalty on saving throws against the distraction ability of swarms and mental effects.

Heightened (+2) The status penalty gets worse by 1.

HELPLESS AHH BANE 4

FEARMENTAL

You once stood helpless as great harm befell a loved one, and that paralysis sometimes returns when an ally is in a dire position. The first time per combat encounter that an ally within 30 feet falls unconscious or dies as the result of an attack, you are stunned until the end of your next turn.

INFAMOUS SH BANE 1+

SPAT

You were publicly linked, truthfully or not, to a crime of significant infamy. You draw attention wherever you go and risk imprisonment or worse in the jurisdiction where the crime was committed. You and your apparent allies take a –1 status penalty on Diplomacy checks to interact with law-abiding citizens (except enemies of the authority that accused you).

Heightened (+2) The status penalty gets worse by 1.

INFORMATION OVERLOAD ^{SH}

BANE 3+

ENVIRONMENTAL

You have had access to thousands of reports, many of which turned out to be based on faulty deductions or even intentionally false stories spread by opposed groups. At this point, you have been exposed to false knowledge as much as accurate information, and you can't always remember which is which. You take a –1 status penalty on all checks to Recall Knowledge checks, and if you critically fail a Recall Knowledge check, you recall information that is diametrically opposed to the truth.

Heightened (+3) The status penalty gets worse by 1.

INSATIABLE ^{AHH}

BANE 5+

MENTAL

You have become so accustomed to binging on the finer things in life that you find going without such excess particularly strenuous. Goods and services cost you 10% more (and can't be paid for by allies), and you need twice as much food and liquid as normal for the purposes of preventing starvation and thirst.

Heightened (+5) Add an additional 5% to the cost increase.

LONER ^{Q&C}

BANE 2+

MENTAL

Raised by pirates, bandits, or other troublemakers unwilling to stick out their necks for you, you are accustomed to operating on your own. The presence of allies can easily become a distraction to you, and you do your best to keep them out of your space. You take a –1 status penalty to AC and on attack rolls while adjacent to allies or when taking the aid action.

Heightened (+3) The status penalty gets worse by 1.

LOVESICK ^{UCA}

BANE 1+

EMOTION MENTAL

Your love for another occupies your every thought, and you become despondent when you are away from that person. The person is selected from your Lifepath or chosen by your GM. At the start of each day, if you are away from this person you take a –1 status penalty on initiative checks and Perception checks. If you ever lose or fall out of love with this person, exchange this flaw for the Doubt flaw.

Heightened (+3) The status penalty gets worse by 1.

MAGICAL KLUTZ ^{UCA}

BANE 6

OCCULT MISFORTUNE

You were born in a place with a plethora of strangely interacting magic which is dangerously eager to surge into action around you. You roll twice and take the lower result on Reflex saving throws against effects produced by magic items.

MARK OF SLAVERY ^{Q&C}

BANE 3+

EMOTION MENTAL

You were enslaved for part or all of your youth and marked as such with a brand or tattoo that still reminds you of how you were punished whenever you failed to do what you should. Whenever you fail a skill check, you take a –1 penalty on any skill check or attack roll you attempt before the end of your next turn unless it is a part of retrying the failed skill check.

Heightened (+4) The status penalty gets worse by 1.

MILKY EYE ^{BOTCV}

BANE 1+

AFFLICTION

One of your eyes has grown enlarged and developed a pale, milky film. Daylight seems uncomfortably bright to you. You take a –2 status penalty on saving throws against effects with the Light trait, and you are automatically dazzled for 1d6 rounds when exposed to bright light or sunlight.

Heightened (+2) The status penalty gets worse by 1.

NATURE'S BANE ^{CoC*}

BANE 3

PRIMAL

Animals do not willingly approach within 30 feet of you, unless you or the animal's master succeeds at a Nature check to Handle an Animal with a DC that is Very Hard for the flaw's level. Animal companions, familiars, and mounts granted by your class abilities are immune to this effect.

NERVOUS ^{Q&C}

BANE 1+

EMOTION MENTAL

Living under constant threat of death or worse from your oppressive government, your nerves have frayed terribly. You take a –1 status penalty to any check with the concentration trait.

Heightened (+2) The status penalty gets worse by 1.

OCCULT BARGAIN ^{SH}

BANE 6+

OCCULT MISFORTUNE

You draw magical power from a source, such as a mysterious eidolon, shame-filled phantom, or fay patron, who insists that its identity remains secret. You take a -1 penalty on checks with the concentration trait, and you must extend hour daily preparation time by 1 hour invoking the entity's name by word or text or be unable to regain spell slots and focus points that day.

Heightened (+6) The status penalty gets worse by 1 and your preparation time is extended by an additional hour.

OZZING SORE ^{BOTCV}

BANE 3+

AFFLICTION

An oozing sore has developed on your face that refuses to heal and makes you more susceptible to illness. You take a –1 penalty on saving throws against disease.

Heightened (+3) The status penalty gets worse by 1.

OPPRESSIVE EXPECTATIONS ^{Q&C}

BANE 3+

MENTAL

You were raised with the belief that your family was special, and that those of your status always succeed at whatever they do. Due to your concern about upholding the family name and your memories of the consequences for disappointing them (such as violence or unsettling disapproval), you are easily frustrated. When you fail at a skill check, you take a –1 status penalty on checks with that skill until you succeed or until you fail at a different skill check, whichever comes first.

Heightened (+3) The status penalty gets worse by 1.

OVERPROTECTIVE ^{Q&C}

BANE 3+

MENTAL

In your youth, you saw a younger friend or loved one suffer a grievous injury or die, and you blamed yourself for not having been there to help, even if there was nothing you could have done. If one of your allies should fall unconscious from hit point damage, you take a –1 status penalty on attack rolls and skill checks as long as you are farther than 10 feet away from your fallen ally.

Heightened (+3) The status penalty gets worse by 1.

PARANOID ^{UCA}

BANE 4+

EMOTION MENTAL

You believe that someone or something is always out to get you, so you have a hard time truly trusting anyone. Anyone who attempts an aid another action of any type to assist you must succeed at a DC 22 check instead of the normal DC 20 check.

Heightened (+4) Increase the DC by 2.

RIGHTEOUS INDIGNATION ^{UCA}

BANE 2+

MENTAL

You have difficulty controlling your temper after living in inhuman conditions. Whenever a foe provokes a reaction from you, you must take it unless you succeed at a Will save against a DC equal to 10 + your level. You take a –1 status penalty on Will saving throws against effects with the emotion trait that do not also have the fear trait.

Heightened (+2) The status penalty gets worse by 1.

SECRET SHAME^{SH}

BANE 2+

FEARMENTAL

You have a terrible fear of the public at large, a group, or an important person (such as your order of knights, your liege lord, your family, or your lover) learning a shameful truth about you. You take a –1 status penalty on saving throws against fear effects, and the DC of any Intimidate check to demoralize you is reduced by 1. If you would normally be immune to fear, you lose that immunity (regardless of its source).

You gain access to the *Ascendant* story feat.

Heightened (+2) The status penalty gets worse by 1, and the DC increases by 1.

SHADOW-SCARRED^{Q&C}

BANE 3+

FEARMENTAL

You were touched by terrible horrors that live in the darkness just outside the human sphere and feel your life-force ebb away ever so slightly whenever you return to the shadows. Whenever you are in an area of dim light or darkness, you take a –1 status penalty on saving throws.

Heightened (+3) The status penalty gets worse by 1.

SHELTERED^{Q&C}

BANE 4+

FEARMENTAL

Brought up in courtly environments and knowing little of violence, you have trouble getting accustomed to it. Whenever you have less than half your maximum hit points, you are frightened 1. Your frightened condition does not reduce until you have more than half your maximum hit points.

Heightened (+5) The frightened condition increases by 1.

SPOOKED^{Q&C}

BANE 3+

FEARMENTAL

You had a traumatic experience with a spirit at a young age that colors your reactions to such creatures even to this day. Whenever you perceive a fey, celestial, monitor, fiend, or undead from within 60 feet, you become frightened 1 you succeed at a Will save with a DC equal to 10 + the creature’s Charisma modifier. Immunity to fear effects does not allow you to forgo this saving throw; even if you are immune to fear, you must roll the Will saving throw for this drawback when applicable, albeit with a +4 bonus.

Heightened (+4) The frightened condition increases by 1 and the DC increases by 5.

STIFF JOINTS^{BOTCV}

BANE 1+

AFFLICTION

The painful and stiff swelling of your joints puts you at a disadvantage in combat. You take a –1 status penalty on Athletics Attacks and on checks to Escape.

Heightened (+2) The status penalty gets worse by 1.

STIGMATIZED^{AHH}

BANE 1+

MENTAL

You were kept at the periphery of society for a long period of time, so that even when you are among strangers in a new place, you feel the weight of your missing socialization. You take a –1 status penalty on Diplomacy checks to gather information or improve a creature’s attitude.

Heightened (+2) The status penalty gets worse by 1.

STONE ARM^{BOTCV}

BANE 1+

AFFLICTION

One arm is turning to stone, though you retain limited mobility. You take a –4 status penalty on all skill checks requiring the use of two hands and on attack rolls when wielding a two-handed weapon or fighting with two weapons.

Heightened (+2) The status penalty gets worse by 1.

SUPERSTITIOUS^{Q&C}

BANE 2+

FEARMENTAL

Raised around those who regarded most magic as innately dangerous, no matter the source, you cannot bring yourself to submit to magic willingly even for your own good. Whenever you are affected with a harmless spell, attempt a flat check against DC 5 to prevent that effect, even if it would benefit you. This does not apply to harmless spells cast by you upon yourself.

Heightened (+4) Increase the DC of the flat check by 3.

SWOLLEN EYES^{BOTCV}

BANE 1+

AFFLICTION

Your eyes have swollen to mere slits. You take a –1 status penalty on sight-based Perception checks.

Heightened (+3) The status penalty gets worse by 1.

TAINTED SPIRIT^{Q&C}

BANE 3+

MENTALORIGIN

When you were a child, a parent or other person with authority over you made a minor pact with a fiend on your behalf, stealing some of your vitality in exchange for a minor boon. At the end of any combat, you must attempt a Fortitude saving throw. The DC is 5 + the number of rounds you acted in combat. If you fail this save, you become fatigued for 10 minutes per round you acted during that encounter.

Heightened (+4) Increase the DC by 5.

TOO MANY SECRETS^{SH}

BANE 3+

ROLE

You’ve told too many lies, and made up too many cover stories, and now even you can’t keep it all straight. The lies have become reality to you, which makes it difficult to think of a new convincing lie. You hesitate at crucial moments when trying to fool those around you, and likely shouldn’t be in the field at all anymore. You take a –1 status penalty on Deception checks and saving throws against illusions.

Heightened (+4) The status penalty gets worse by 1.

UMBRAL UNMASKING^{CoC}

BANE 3+

OCCULT

You cast no shadow whatsoever, or the shadow you do have is monstrous. Under normal lighted conditions, this is not hard to observe—but uncommon to notice. Creatures that succeed at a DC 20 Wisdom check notice it plainly (an additional Perception check may be required based on environmental conditions). This telltale sign of wickedness cannot be concealed by misdirection, nondetection, or illusions, except those that also affect shadows (such as invisibility).

Heightened (7th) Reduce the Wisdom check to DC 15.

Heightened (13th) Reduce the Wisdom check to DC 10.

UNTRUSTING^{SH*}

BANE 2

EMOTIONMENTALMISFORTUNE

You were reported to a dangerous authority and narrowly escaped death. You second-guess your instincts constantly, leaving you never sure whether or not to trust someone and endangered if you encounter that group’s agents again. You can roll twice and take the lower result on Perception checks to Sense Motive.

F22 CURSES

These flaws are always magical, usually divine, and are imposed upon a victim by a deity or power.

Name	Alignment	Level	Traits	Effect
			Divine	
CATASTROPHIC SUBTERFUGE	N	1	Fate, Trickery	Deception and Stealth failures become critical failures
CONCEALING VISIONS	CE	1	Nightmares, Trickery	Everything is concealed
DISHONOURABLE SICKNESS	NG	1	Confidence, Trickery	Vomit up small animal after refusing a request
ENCLOSING DARKNESS	LG	1	Delirium, Moon	Lose low-light vision and darkvision.
FEELING OLD	N	1	Freedom, Perfection	Penalty to initiative rolls
FRAGILE EQUIPMENT	LG	1	Duty, Perfection	After attempting an attack weapon or armour becomes broken
FRAGILE TOOLS	LG	1	Creation, Protection	Damaged items automatically become broken
HOSTILE INSECTS	LE	1	Death, Zeal	All insects are hostile and attack on sight
HUNGER	NE	1	Indulgence, Undeath	Eat 20 times as much as normal
LEADEN WARRIOR	CN	1	Destruction, Might	Weapons, armour and shields have half hit points and break threshold
MARKED CRIMINAL	LN	1	Cities	After any crime a symbol or word appears on your skin
PRONE TO VENGEANCE	CN	1	Pain	Stung whenever a new person desires vengeance against you
REVERSED CRITICAL	N	1	Luck, Trickery	Once per day a natural 20 becomes a natural 1
RESTRICTED ACCESS	NL	1	Protection, Time	It takes longer to open a stuck door or a lock
SHAKY CRAFT	N	1	Creation, Time	All craft or repair failures become critical failures
TAKE THE DIFFICULT PATH	LN	1	Perfection, Truth	Roll twice and take the lower result if using a better check when a lower one is appropriate
TASTELESS FOOD	LG	1	Earth, Nature	Any food not grown by you takes like ash and leaves you fatigued
UNFRIENDLY COMMUNITY	NG	1	Freedom, Cities	Indifferent humanoids in your community become unfriendly
UNREWARDING WORD	NE	1	Trickery, Wealth	Reduced level when attempting to earn income
UNWELCOME DRUNK	CG	1	Indulgence	Awake with a hang over and find that drink tastes foul
WEIGHT OF CHAINS	LE	1	Ambition	Permanently encumbered and noisy
YOU SCURVY DOG	CN	1	Destruction, Water	Difficult to remove bleed damage
FLAMMABLE	LE	1+	Fire, Tyranny	Weakness to fire
ANCIENT WOUND	LE	1+	Tyranny	Drained 1, and sicked 1 after performing a chaotic act
BEACON OF DESTRUCTION	CE	1+	Destruction	Permanently confused, attacks cause more damage
BROKEN ARMOUR	CE	1+	Destruction	Worn armour automatically becomes broken
CONFUSION INSIGHT	N	1+	Ambition, Knowledge	Once per day confused after receiving a strange insight
CROWN OF THORNS	CG	1+	Zeal	Weakness to piercing damage
DISTRACTING VISIONS	N	1+	Knowledge	Penalty to initiative rolls
DRY SPELL	CN	1+	Indulgence, Water	Penalty to charisma-based skills.
EASY PREY	CE	1+	Might, Trickery	Nearby creatures smell you as prey
ENTROPY	CN	1+	Destruction, Decay	Worn items become broken after 10 minutes
FEAR OF IMPRISONMENT	CE	1+	Earth	Clumsy and stupefied when imprisoned
GET LOST	CG	1+	Travel	Exploration movement is reduced
HOUNDED BY TRUTH	LG	1+	Knowledge, Truth	Penalty on deception checks
LIFEFORCE LEECH	CE	1+	Decay, Plague	Permanently drained
MENTALLY TAXED	N	1+	Magic	Permanently stupefied
MISFORTUNATE	CG	1+	Luck, Misfortune	Roll twice and take the worse result when attempting a check
NIGHT CLOSING IN	CN	1+	Darkness, Travel	Reduced visibility
PROTECT THE WEAK	NE	1+	Protection, Sorrow	Foes gain a bonus to attach you
RAINBOW HAIR	N	1+	Delirium, Music	Penalty to deception check to Impersonate
SICKENED WITH REMORSE	NG	1+	Passion, Protection	Permanently sickened
SPLINTERED BLADES	CN	1+	Confidence, Destruction	Weapons become broken after use in combat
SUNBURNT	NG	1+	Fire, Sun	Permanently clumsy
TROUBLED SLEEP	CE	1+	Nightmares	Need extra time to achieve a full nights rest
VULNERABLE TO DRAGONS	LG	1+	Duty	Weakness to dragon breath and all imperial dragons and animals are hostile
VULNERABLE TO THE SEAS	N	1+	Travel, Water	Lose or penalty to swim speed
VULNERABLE TO THE SKY	N	1+	Air	Weakness to electricity
WARRING MAGIC	N	1+	Destruction, Magic	Flat check when casting a spell to prevent a harmful spell becoming beneficial and visa-versa.
WEAKNESS	NG	1+	Might	Reduced maximum and encumbered bulk limits
WEAKENED ARMOUR	CN	1+	Destruction	Reduced benefit from armour and shields
BURNING BOUNDS	CG	3+	Destruction, Freedom	Restrains burn and are destroyed
CHALLENGED TO PERFECTION	N	3+	Might, Perfection	Clumsy 1 and encumbered until a challenging task is accomplished
DAUNTING THRESHOLDS	LN	3+	Change	Sickened when crossing a threshold
EXPLOSIVE SCIENCE	N	3+	Fire, Knowledge	Attempt to interact with complex items cause fire damage
LIGHTWEIGHT	NG	3+	Might	Permanently enfeebled
PAIN	LE	3+	Pain	Take damage whenever you witness another creature take damage
SEASICKNESS	CN	3+	Water	Sickened when on or in sight of the sea
STARSTRUCK	CG	3+	Dreams	Sickened in starlight
STERILE	LG	3+	Nature, Family	Unable to reproduce
WITHERED	NG	3+	Ambition	Permanently enfeebled and possibly drained
INFORMATION LEAK	NE	4	Confidence, Freedom	A secret about you becomes known
MARKED FOR DEATH	CN	4	Darkness	When not in natural sunlight head appears to be a skull, and penalty to recovery checks
ANIMAL ANIMOSITY	LG	6	Nature	Animals attitudes are one category worse
CLUMSY	CN	6	Creation	Always untrained in Crafting, Performance and one other skill
COWARDICE	CG	6	Might	Worse results from saves against fear
EARTH-BOUND	N	6	Earth	Constantly affected by <i>earthbind</i>
EDGE OF THE CROWD	NG	6	Family	Diplomacy check failures become critical failures
EMOTIONALLY VULNERABLE	CN	6	Indulgence	Failed saves against emotion effects become critical failures
FINANCIAL FAILURE	LN	6	Wealth	The result of all checks to earn income are one step worse
IMPASSIONED AUDIENCE	CN	6	Passion, Trickery	Results of checks to make an impression are one step worse
LACKLUSTRE ATTACKS	CN	6	Confidence, Might, Zeal	Reduce the dice size of all weapon and unarmed attacks
LETTER OF THE LAW	LE	6	Confidence, Curse	Cannon voluntarily break an agreement
LIGHT OF TRUTH	NG	6	Sun, Truth	Unable to tell lies
LOSS OF KNOWLEDGE	LG	6	Knowledge, Truth	Results from Recall Knowledge checks are one degree worse.
LOST IN THE DARK	LG	6	Delirium, Moon	At night results from any navigation checks are one degree worse.
PERSONAL TOOLS	LG	6	Creation, Family	Gain item bonuses only from items you make yourself
PORTENT OF WOE	LG	6	Fate	Once per day critically fail a divination
TACTICAL FLAWS	CN	6	Confidence, Might	Cannot receive circumstance bonus on attack rolls
UNCOVERED SECRETS	N	6	Secrecy	Everyone who you are keeping secrets from immediately learns one of your secrets

VULNERABLE TO LIFE	NE	6	Undeath	Harmed, and not healed, by positive effects
VULNERABLE TO POISON	NE	6	Death	Failure to save against a poison becomes a critical failure
DOOMED LINEAGE	N	6+	Curse	Infertile and doomed
OVERWHELMED	CN	6+	Nightmares, Void	Permanently stupefied
WASTING DISEASE	NE	6+	Might, Undeath	Clumsy, enfeebled and can only crawl
WEB-BOUND	N	6+	Trickery	Permanently slowed and speed reduced
BORDER CASE	NG	8	Ambition	Fail if check result exactly equals DC
LIGHT BLINDNESS	LG	8	Sun, Vigil	Gain light blindness
STAMINA LEECH	CE	8	Decay, Plague	Become fatigued after failing a fortitude save
DO NO HARM	NG	8+	Healing	All attacks do nonlethal damage except against fiends and undead
ASSASSIN HUNTED	LE	10	Death, Might	Hunted by an assassin
BAD LUCK	NG	10	Luck, Misfortune	Always roll twice and take the worse result
CONTAGIOUS	CE	12	Decay, Plague	Struck by a contagious disease
CONTAGIOUS SPONGE	LG	12	Delirium, Moon	Touch contracts disease, curses and conditions from target
DENY THE ODDS	N	12	Earth	Compelled to accept all wagers
DEPENDANT	NG	12	Might	Most be given food, drink and equipment by another
EXILED	LG	12	Creation, Family	Community attitudes are one step worse
FACE IN THE CROWD	NG	12	Family	Lose the ability to distinguish one living creature from another
FORGOTTEN	LN	12	Knowledge, Truth	All living creatures forget your existence
HOSTILE CONSTRUCTS	N	12	Earth	All constructs are hostile and attack on sight
ILLITERATE	LG	12	Knowledge, Truth	Incapable of reading anything
JOYLESS	LE	12	Destruction	Something you value is taken
MIRROR-BANE	N	12	Delirium	Mirrors beak and cannot be concealed by illusion magic
SLOW COMBATANT	CN	12	Confidence, Might, Zeal	Slowed which in combat
STOLEN MEMORIES	NE	12	Secret	A change each day of permanently forgetting the events of the previous day
UNDERDOG SUCCESS	N	12	Family	Successful checks against you from lower level foes become critical successes
UNREALISED VENGEANCE	CN	12	Pain, Passion	Manifested foe whenever an individual imagines vengeance upon you
VULNERABLE TO BLEED	CG	12	Destruction	Slashing or piercing damage also causes bleed
VULNERABLE TO HARM	N	12	Perfection	Never temporarily immune to a harmful effect
VULNERABLE TO NATURE	N	12	Nature	Nonsapient plant creatures become hostile
STORM-BOUND	CN	12+	Lightning, Water	Surrounded by a permanent storm cloud
CURSE OF HONESTY	LN	13	Cities	Constant Zone of Truth
FINANCIAL RUIN	CN	15	Wealth	All wealth is stolen
IMMUNE TO LUCK	NG	15	Luck	Cannot benefit from status bonuses
IMMUNE TO TELEPORTATION	LN	15	Magic	Cannot be teleported or transport, conjure or summon others
ISOLATION	CN	15	Creation	Cannon communicate with other creatures
PAINFUL HEALING	NE	15	Pain	Take damage instead of healing
BARRED FROM MAGIC	N	18	Magic	Lose all spellcasting abilities
FINAL DEATH	LE	20	Death	Killed and soul dragged to judgement

ANCIENT WOUND^{WG3}

CURSE 1+

LE

CURSE

TYRANNY

The chaos you have wrought has flawed you. You receive an ancient wound that feels older than time itself. You become permanently drained 1, and nothing short of another intercession can remove the condition. Your wound aches fiercely whenever you perform a particularly chaotic act, causing you to become sickened 1.

Heightened (+5) Increase the drained condition by 1.

ANIMAL ANIMOSITY^{WG3}

CURSE 6

LG

DIVINE

NATURE

Beasts take a dislike to you. Animals’ attitudes toward you are one category worse (friendly instead of helpful, indifferent instead of friendly, and so on).

ASSASSIN HUNTED^{WG3}

CURSE 10

LE

DIVINE

DEATH

MIGHT

Hubris brings death. Your name and location are mentally projected into the mind of an assassin, who is tasked with eliminating you.

BEACON OF DESTRUCTION^{LOG&M}

CURSE 1+

CE

DIVINE

DESTRUCTION

You are useful only as a beacon of destruction. You are permanently confused, rampaging against anything and everything in your sight, and you deal an additional 5 damage with your unarmed and weapon Strikes.

Heightened (+1) Increase the additional damage by 1.

BAD LUCK^{LOG&M}

CURSE 10

NG

DIVINE

LUCK

MISFORTUNE

You are plagued with ill luck just when fortune is most needed. You must always roll flat checks twice and use the worse result.

BARRED FROM MAGIC^{LOG&M}

CURSE 18

N

DIVINE

MAGIC

Your connection to magic has been severed. You lose all your spellcasting abilities and cannot gain any future spellcasting.

BROKEN ARMOUR^{LOG&M}

CURSE 1+

CE

DIVINE

DESTRUCTION

Your destructive rage seeks to remain unbound. Any armour you wear automatically becomes broken. Other items in your possession

occasionally become broken over time. Items with a level higher than the curse are not affected.

BORDER CASE^{LOG&M}

CURSE 8

NG

DIVINE

AMBITION

Your flaw breaks your competitive edge, causing you to fail at the cusp of success. If your check result exactly equals the DC, you fail instead of succeeding.

BURNING BOUNDS^{LOG&M}

CURSE 3+

CG

DIVINE

DESTRUCTION

FREEDOM

Ropes, chains, manacles, and other equipment used to bind or constrain become blazing hot in your hands, bursting into flame or melting as if engulfed in a forge. When you attempt to hold such an item, you take 1d6 fire damage and the item is destroyed.

Heightened (+3) Increase the fire damage by 1d6.

CATASTROPHIC SUBTERFUGE^{LOG&M}

CURSE 1

N

DIVINE

FATE

TRICKERY

When your pranks start going wrong, they dissolve into a string of catastrophic failures. When you roll a failure on a Deception or Stealth check, you get a critical failure instead.

CHALLENGED TO PERFECTION^{LOG&M}

CURSE 3+

LN

DIVINE

MIGHT

PERFECTION

You are challenged to adapt to adversity in order to perfect yourself. You become weighed down as if under heavy weights, becoming clumsy 1 and encumbered until you accomplish a challenging task.

Heightened (+3) Increase the clumsy condition by 1.

CLUMSY^{LOG&M}

CURSE 6

CN

DIVINE

CREATION

You are plagued with doubt in your own skills. You are always untrained with Crafting, Performance, and one other skill (determined by the GM, but themed to the event that brought on your curse), regardless of any effect that would improve your proficiency. You can’t retrain those skills.

CONCEALING VISIONS^{LOG&M}

CURSE 1

CE

DIVINE

NIGHTMARES

TRICKERY

Horrid visions torment your mind, overlaying reality at inopportune times. You treat everything around you as if it was concealed.

CONFUSING INSIGHT LOG&M CURSE 1+

N DIVINE AMBITION KNOWLEDGE

Your flaw attempts to bring you unwanted intellectual advancement to help you become something better. Each day, at some point during the day, you receive a strange insight upon you that you find uncomfortable. If you embrace it, you aren't otherwise affected, but if you don't, you become confused for 1 minute.

Heightened (+1) Increase the duration by 2 minutes.

CONTAGIOUS LOG&M CURSE 12

CE DIVINE DECAY PLAGUE

You are struck with a contagious disease of the GM's choice. You and anyone else you infect can't be cured of the disease or improve its condition to an earlier stage in any way until you infect two other sapient beings with the disease.

CONTAGIOUS SPONGE LOG&M CURSE 12

LG DIVINE DELIRIUM MOON

Your flaw forces you to experience the hardships of others firsthand. Whenever you touch another creature or another creature touches you, you immediately gain any negative curses, diseases, and conditions they are suffering. These effects spread to you even when you Strike another creature or a creature Strikes you.

COWARDICE LOG&M CURSE 6

CG DIVINE MIGHT

You are inflicted with cowardice. Whenever you roll a critical success on a saving throw against a fear effect, you get a success instead, and each time you roll a failure on a saving throw against a fear effect, you get a critical failure instead.

CROWN OF THORNS LOG&M CURSE 1+

CG DIVINE ZEAL

A magical wreath of thorny, bloodred roses endlessly grows from your scalp, no matter how much you try to remove it. You gain weakness 5 to piercing damage.

Heightened (+2) Increase the weakness by 1.

CURSE OF HONESTY LOG&M CURSE 13

LN DIVINE CITIES

You become honest to a fault. You constantly suffer the critical failure effect of *zone of truth*^{PF2e}. Additionally, you are always offered the worst possible option in a bargain.

DENY THE ODDS LOG&M CURSE 12

N DIVINE EARTH

You are flawed for your unworthy adherents with recklessness. Any time you are presented with a wager, you are compelled to accept, no matter the odds. If you succeed at a DC 40 Will save, you can at least attempt to alter the stakes of that wager in your favor, but you must still accept.

DEPENDANT LOG&M CURSE 12

NG DIVINE MIGHT

You are flawed to depend upon others for your survival. You can't eat anything, drink anything, or use any gear or magic items unless they were willingly given to you by someone who rightfully owns them. Workarounds like having an ally strip the gear from someone's corpse and then give it to you willingly automatically fail.

DAUNTING THRESHOLDS LOG&M CURSE 3+

LN DIVINE CHANGE

Crossing thresholds becomes daunting. Whenever you move through a portal, gateway, or door, you gain the sickened 1 condition. Magical travel is even more exhausting; after traveling via teleportation, plane shift, or the like, you also gain the fatigued condition until you get a full night's rest.

Heightened (+5) Increase the sickened condition by 1.

DISTRACTING VISIONS LOG&M CURSE 1+

N DIVINE KNOWLEDGE

Horrifying or enticing visions of your final judgment distract you from the task at hand. You take a -2 status penalty to initiative rolls.

Heightened (+5) Increase the status penalty by 1.

DISHONOURABLE SICKNESS LOG&M CURSE 1

NG DIVINE CONFIDENCE TRICKERY

Any time you refuse a request made in good faith, you vomit up a frog, mouse, or other small animal. This deals no damage and causes no conditions but is obvious to all bystanders.

DO NO HARM LOG&M CURSE 8+

NG DIVINE HEALING

Your ability to harm others is restricted. All attacks you make, spells you cast, and other sources of damage you deal are nonlethal except against fiends and undead, and you can't ever make them lethal. You deal minimum damage except against fiends and undead. All creatures except fiends and undead gain a +1 status bonus to their AC and saving throws against your attacks and other effects.

Heightened (+2) Increase the status bonus by 1.

DOOMED LINEAGE LOG&M CURSE 6+

N DIVINE DEATH

Your life and your lineage are at risk. You become unable to have children (or otherwise procreate by any means, including create spawn abilities) and are permanently doomed 1.

Heightened (+2) Increase the doomed condition by 1.

DRY SPELL LOG&M CURSE 1+

CN DIVINE INDULGENCE WATER

Belligerence hangs over you like a thunderhead. You take a -1 status penalty to checks with Charisma-based skills. If you consume even a drop of alcohol, this penalty becomes -3 until the next sunrise.

Heightened (+6) Both penalties increase by 1.

EARTH-BOUND LOG&M CURSE 6

N DIVINE EARTH

You are bound to the earth with no place to hide. You are wreathed in constant faerie fire and constantly affected by *earthbind*, and any effect that grants invisibility doesn't work on you.

EDGE OF THE CROWD LOG&M CURSE 6

NG DIVINE FAMILY

Others subconsciously recognize your past betrayals. Whenever you attempt a Diplomacy check and roll a failure, you get a critical failure instead, and if you roll a critical success, you get a success instead.

EMOTIONALLY VULNERABLE LOG&M CURSE 6

CN DIVINE INDULGENCE

Your heart is quick to change. If you roll a failure on a saving throw against an emotion effect, you get a critical failure instead.

EMPATHIC DRINKING LOG&M CURSE 1+

CG DIVINE CITIES INDULGENCE

You suffer in the presence of drinking, making it hard for you to bear entering any tavern. Whenever any creature drinks alcohol within 10 feet of you, you suffer all negative effects from the alcohol (but only the alcohol) instead. This doesn't apply if the creature gains any special effect from drinking alcohol.

Heightened (+1) Increase the distance by 10 feet.

EASY PREY LOG&M CURSE 1+

CE DIVINE MIGHT TRICKERY

You are marked as prey. Any creature with imprecise or better scent can smell you from 10 × the usual range of their scent and can't shake the feeling that you smell like prey, so they might attack you even if they would normally avoid attacking creatures of your ancestry. This smell doesn't magically compel their action, and the scent of prey doesn't overcome a deeper bond such as that with an animal companion.

Heightened (6th) Increase the range to 100 × the usual range.

Heightened (12th) Increase the range to 1000 × the usual range.

ENCLOSING DARKNESS LOG&M CURSE 1

LG DIVINE DELIRIUM MOON

Light actively shuns you due to your offense. You lose any low-light vision or darkvision you have, and you treat all light levels as one step lower.

ENTROPY LOG&M CURSE 1+

CN DIVINE DESTRUCTION DECAY

You bring about the end to everything around you. Every item you carry or wear gains the broken condition after 10 minutes of exposure to you, and is destroyed after a further hour. Items with a level higher than the curse are not affected.

EXILEDLOG&M

CURSE 12

LG	DIVINE	CREATION	FAMILY
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You are forever cast out from your home. Members of your community have their attitudes towards you shift two steps worse, meaning those who used to be helpful are now indifferent, those who were friendly are now unfriendly, and all others are now hostile. This doesn't necessarily result in violence, but hostile community members generally seek your permanent exile.

EXPLOSIVE SCIENCELOG&M

CURSE 3+

N	DIVINE	FIRE	KNOWLEDGE
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Whenever you try to perform engineering or science tasks, everything just seems to explode. Whenever you attempt to create or use an alchemical item or a construct, Disable a Device, and so on, you must attempt a DC 5 flat check. On a failure, something explodes and you take 1d6 fire damage (or a different type of damage, if appropriate) per level of the item, construct, or device (DC 40 basic Reflex save).

Heightened (+2) Increase the DC of the flat check by 1.

Heightened (+4) Increase fire damage by 1d6.

FACE IN THE CROWDLOG&M

CURSE 12

NG	DIVINE	FAMILY
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You spread misery via false love face. You lose the ability to distinguish any living being from another through appearance, voice, scent, or similar sensory means. You can make out physical size (so you wouldn't mistake an ant for a horse), but nothing further. If you were merely shallow, every creature you see has generic, bland features, but if your deeds were vile, you see only the faces of those you have wronged.

FEAR OF IMPRISONMENTLOG&M

CURSE 1+

CE	DIVINE	EARTH
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Whenever you are imprisoned, you thrash and shake as your mind fills with desperation. Any time you are restrained or otherwise imprisoned (such as being sent to jail), you are also clumsy 2 and stupefied 2.

Heightened (+2) Increase the clumsy and stupefied conditions by 1.

FEELING OLDLOG&M

CURSE 1

N	DIVINE	FREEDOM	PERFECTION
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Your joints stiffen, and your mind becomes clouded. You take a –2 status penalty to all rolls for initiative.

FINAL DEATHLOG&M

CURSE 20

LE	DIVINE	DEATH
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Your flaw is fatal. It rips open a portal to your location, kills you, drags your soul to judgment in a way that prevents resurrection magic.

FINANCIAL FAILURELOG&M

CURSE 6

LN	DIVINE	WEALTH
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Trigger You roll a check to Earn Income.

All your enterprises are cursed, leading to financial disaster as all your ventures always seem to fail. The result of your check is always one degree of success worse than the one you rolled.

FINANCIAL RUINLOG&M

CURSE 15

CN	DIVINE	WEALTH
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All of your wealth is stolen. If you want a chance to recover your lost wealth, you must parlay with your curser and accept whatever dangerous terms she offers, usually requiring a heist she will find sufficiently amusing to watch whether you succeed or fail, and requiring you to trade your spoils from that quest for your previous belongings.

FLAMMABLELOG&M

CURSE 0+

LE	DIVINE	FIRE	TYRANNY
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Your flaw burns you with great malice. You gain weakness to fire equal to 5 + the level of the curse.

FRAGILE EQUIPMENTLOG&M

CURSE 1

LG	DIVINE	DUTY	PERFECTION
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Your equipment turns on you for a disgraceful act. The next time you make an attack, your weapon or armour gains the broken condition.

FRAGILE TOOLSL&M

CURSE 1

LG	DIVINE	CREATION	PROTECTION
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Shoddy artisanship makes itself known. Whenever an item you're using takes damage, it is broken.

FORGOTTENLOG&M

CURSE 12

LN	DIVINE	KNOWLEDGE	TRUTH
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All living creatures forget your existence and your name is obliterated from all written records. In both cases, memories and writings rearrange themselves to omit you smoothly, rather than leaving obvious gaps.

GET LOSTLOG&M

CURSE 1+

CG	DIVINE	TRAVEL
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You always seem to lose your way or have strange mishaps on the road that delay your travel. You (and thus any group that travels with you) travel at only ¾ normal exploration Speed, before factoring terrain and other features that might slow you down further.

Heightened (6th) You travel at ½ your speed.

Heightened (12th) You travel at ¼ your speed.

HOSTILE CONSTRUCTSL&M

CURSE 12

N	DIVINE	EARTH
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Constructs—even mindless constructs you thought you could control—seek your demise. All constructs are hostile to you and attack you when they notice your presence. Occasionally, the curse causes inanimate statues and other objects animate as constructs to pursue its vengeance.

HOSTILE INSECTSL&M

CURSE 1

LE	DIVINE	DEATH	ZEAL
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Minions seek vengeance. Insects become hostile against you.

HOUNDED BY TRUTHLOG&M

CURSE 1+

LG	DIVINE	KNOWLEDGE	TRUTH
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As you stray from the truth, dissonant notes interrupt you whenever you speak. You take a –2 status penalty to all Deception checks.

Heightened (+4) Increase status penalty by 1.

HUNGERLOG&M

CURSE 1

NE	DIVINE	INDULGENCE	UNDEATH
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You must overindulge or partake in forbidden feasts before you find yourself even remotely sated. You need to eat 20 times as much food as normal to avoid starvation, though you always feel hungry regardless of how much you eat. If you dine on the flesh and blood of sapient creatures, you need to eat only the normal amount of such meals and your hunger abates.

ILLITERATELOG&M

CURSE 12

LG	DIVINE	KNOWLEDGE	TRUTH
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The written word turns against you, blurring into illegibility. You are incapable of reading anything or making out symbols of any sort, including the words on scrolls, spellbooks, or magic items.

IMPASSIONED AUDIENCELOG&M

CURSE 6

CN	DIVINE	PASSION	TRICKERY
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People react as though you're insulting them, even in normal conversation. Whenever you attempt to *Make an Impression*, the outcome is one degree of success worse than the result of your roll. If you converse with someone over a long enough period of time but don't attempt to *Make an Impression*, you still insult them, and you suffer the effect of a critical failure to *Make an Impression*.

IMMUNE TO LUCKLOG&M

CURSE 15

NG	DIVINE	LUCK
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Ill luck causes aid to fail with frustrating regularity. You cannot benefit from circumstance status bonuses, or from fortune effects.

IMMUNE TO TELEPORTATIONLOG&M

CURSE 15

LN	DIVINE	MAGIC
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Transportation magic no longer works for you. You cannot be transported by any magical means, nor can you transport, conjure, or summon others. Even extradimensional spaces like bags of holding are inaccessible and unusable to you, as using them requires magical transportation to the extradimensional space.

ISOLATIONLOG&M

CURSE 15

CN	DIVINE	CREATION
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You are exiled from companionship. You can't communicate with any other creature, nor can you feel other creatures' touch.

INFORMATION LEAKLOG&M

CURSE 4

NE	DIVINE	CONFIDENCE	FREEDOM
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Someone you've wronged gains information they desire about you, with the effects of a critical success at the commune ritual.

JOYLESS LOG&M CURSE 12

LE DIVINE DESTRUCTION

You have lost your joy, leaving you with only pain. You lose that which you cherish the most forever and lose the ability to feel joy. You can't gain benefits from emotion effects based on positive emotions. When your curse feels you are ready to renounce, destroy, mutilate, or torture that which you once cherished most, it might return it to you to allow you to do so.

LACKLUSTRE ATTACKS LOG&M CURSE 6

CN DIVINE CONFIDENCE MIGHT ZEAL

You've lost the glory of slaying a worthy opponent. All of your weapon and unarmed attacks decrease their damage dice by one step, and all your attacks are nonlethal.

LEADEN WARRIOR LOG&M CURSE 1

CN DIVINE DESTRUCTION MIGHT

Your blade and armour have dulled like lead. Your weapons, armour, and shields have half their usual Hit Points and Break Threshold.

LETTER OF THE LAW LOG&M CURSE 6

LE DIVINE CONFIDENCE TRICKERY

You are forced to comply. You can't voluntarily back out of an agreement or contract or go back on your word, though you need follow only the letter of the agreement, not the spirit.

LIFEFORCE LEECH LOG&M CURSE 1+

CE DIVINE DECAY PLAGUE

Your lifeforce is drawn away. You become drained 1 and can't reduce your drained condition below 1.

Heightened (+5) Increase the drained condition by 1.

LIGHT BLINDNESS LOG&M CURSE 8

LG DIVINE SUN VIGIL

Light is no longer your ally. You gain light blindness.

LIGHT OF TRUTH LOG&M CURSE 6

NG DIVINE SUN TRUTH

The sun shines its light on everything you say. You become unable to tell lies, and if you attempt to do so, you instead compulsively blurt out the truth on the matter in question. You are still able to withhold information or lie by omission.

LIGHTWEIGHT LOG&M CURSE 3+

NG DIVINE MIGHT

Your strength betrays you, preventing you from taking more than your fair share. You are enfeebled 1 and can't carry anything beyond the gear you are actively wearing or using.

Heightened (+4) Increase the enfeebled condition by 1.

LOSS FOR KNOWLEDGE LOG&M CURSE 6

LG DIVINE KNOWLEDGE TRUTH

Enlightenment begins to elude you, leaving you at a loss for knowledge. Whenever you attempt a check to Recall Knowledge, you use a result one degree of success worse than the result you rolled.

LOST IN THE DARK LOG&M CURSE 6

LG DIVINE DELIRIUM MOON

You are lost in the delusions of moonlight. When attempting to navigate or find something at night, if you roll a success or critical success on your Perception check, Survival check, or other check to do so, you get a failure instead.

MENTALLY TAXED LOG&M CURSE 1+

N DIVINE MAGIC

The secrets of magic become mentally taxing. You are permanently stupefied 1.

Heightened (+5) Increase the stupefied condition by 1.

MARKED CRIMINAL LOG&M CURSE 1

LN DIVINE CITIES

Any time you steal, illegally harm or kill another creature, or undermine a law-abiding officer or court, a symbol or word describing your crime appears on a visible spot on your skin. This symbol cannot be removed or hidden with makeup (though it can be covered with clothing) and it doesn't vanish until you make legal restitution for the crime, such as by serving your sentence.

MARKED FOR DEATH LOG&M CURSE 4

CN DIVINE DARKNESS

Whenever you are illuminated by a light source other than natural sunlight, your head appears to be a bare skull. The DC for your recovery checks is 12 + your dying value, rather than 10 + your dying value, and you don't benefit from effects that reduce the DC, such as from the Toughness feat.

MIRROR-BANE LOG&M CURSE 12

N DIVINE DELIRIUM

Mirrors break whenever you cross their paths. You cannot be concealed by illusion magic of any kind (the spell automatically fails), and all creatures that see you know your true identity.

MISFORTUNATE LOG&M CURSE 1+

CG DIVINE LUCK MISFORTUNE

Misfortune follows you in your travels and requires acts of contrition or benevolence to keep at bay. You must always roll twice and take the worst result when attempting a check. You can express your remorse and ignore this effect for 1d8 rounds by spending an action, which has the concentrate trait. If you perform a truly selfless act of compassion, you ignore this effect for 1 day.

Heightened (6th) Ignoring the effect lasts for 1d4 rounds.

Heightened (12th) Ignoring the effect lasts until the end of your round.

NIGHT CLOSING IN LOG&M CURSE 1+

CN DIVINE DARKNESS TRAVEL

Midnight looms and obscures your fate. You are only able to see up to 60 feet away from you, regardless of the lighting or what senses you have.

Heightened (+6) Reduce the distance by 10 feet.

OVERWHELMED LOG&M CURSE 6+

CN DIVINE NIGHTMARES VOID

The horrors at the end of reality become overwhelming and constantly race through your mind. You are permanently stupefied 2.

Heightened (+6) Increase the stupefied condition by 1.

PAIN LOG&M CURSE 3+

LE DIVINE PAIN

You share the pain of others, and even minor wounds bring you incredible pain. Whenever you see (or otherwise sense) a creature take damage, you take 1d3 mental damage. Whenever you take damage any other way than from the first part of this curse, you take 1d3 mental damage from increased pain and are sickened 1. Mental damage from this curse ignores any resistance you have to mental damage.

Heightened (6th) Increase the mental damage to 1d6.

Heightened (12th) Increase the mental damage to 1d12.

PAINFUL HEALING LOG&M CURSE 15

NE DIVINE PAIN

When you would regain Hit Points due to either a positive or negative effect, you lose that many Hit Points instead.

PERSONAL TOOLS LOG&M CURSE 6

LG DIVINE CREATION FAMILY

You must prove your skills at a craft by providing your own equipment. You gain item bonuses only from items you make yourself.

PORTENT OF WOE LOG&M CURSE 6

N DIVINE FATE

Fate reveals dire portents. Divinations such as augury cast by you or that involve you always suggest woe. Once per day after you attempt a check, the GM can make the result of the roll a natural 1.

PRONE TO VENGEANCE LOG&M CURSE 1

CN DIVINE PAIN

Whenever a new person desires vengeance against you, you suffer a painful sting and are afflicted with *giant wasp venom* at stage 1.

PROTECT THE WEAK LOG&M CURSE 1+

NE DIVINE PROTECTION SORROW

Creatures weaker than you gain a status bonus on all attack rolls against you equal to your difference in levels, to a maximum of +1. Whenever you are damaged by a such a creature, you take persistent bleed damage equal to twice the difference between your levels (no maximum).

Heightened (+2) Increase the maximum by 1.

RAINBOW HAIR

LOG&M

CURSE 1+

N	DIVINE	DELIRIUM	MAGIC
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Your hair becomes a wild variety of colours, which cannot be altered with mundane or magical means, and it somehow grows out from under any cap, scarf, or other headwear intended to disguise it. You gain a –2 status penalty to Deception skill checks to Impersonate anyone else.

Heightened (+4) Increase status penalty by 1.

REVERSED CRITICAL

LOG&M

CURSE 1

N	DIVINE	LUCK	TRICKERY
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You find defeat where there was sure to be victory. Once per day, when you roll a natural 20 on a die, the result becomes a natural 1 instead.

RESTRICTED ACCESS

LOG&M

CURSE 1

LN	DIVINE	PROTECTION	TIME
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Doors jam and locks stick when you try to open them. It takes 3 Interact actions for you to open even an unlocked door, and each attempt to Pick a Lock takes you 2 rounds instead of 2 actions.

SEASICKNESS

LOG&M

CURSE 3+

CN	DIVINE	WATER
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You get seasick, becoming sickened 1 whenever you can see the sea or are on a boat at sea. You can manage to stomach enough food and water to survive on a voyage, with extreme discomfort.

Heightened (+5) Increase the sickened condition by 1.

SHAKY CRAFT

LOG&M

CURSE 1

N	DIVINE	CREATION	TIME
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Your hands shake when attempting delicate work. All your failures to Craft or Repair items are instead critical failures.

SICKENED WITH REMORSE

LOG&M

CURSE 1+

NG	DIVINE	PASSION	PROTECTION
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You heart churns with remorse. Each day, you are sickened 1 as misdeeds plays out in your mind over and over in guilt. If you make amends or otherwise earnestly pursue redemption for the misdeed, the sickened condition fades completely that day, and it also abates enough for you to quickly eat and drink when necessary.

Heightened (+5) Increase the sickened condition by 1.

SLOW COMBATANT

LOG&M

CURSE 12

CN	DIVINE	CONFIDENCE	MIGHT	ZEAL
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You are unable to keep up with the rigors of combat. The moment a combat breaks out, you become fatigued and slowed 1. At the end of each of your turns, your slowed condition increases by 1. These conditions end only when you are no longer in combat.

SPLINTERED BLADES

LOG&M

CURSE 1+

CN	DIVINE	CONFIDENCE	DESTRUCTION
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All blades reject your wicked heart. Any weapon you wield automatically becomes broken after you Strike with it. Items with a level higher than the curse are not affected.

STAMINA LEECH

LOG&M

CURSE 8

CE	DIVINE	DECAY	PLAGUE
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Your curse leeches your energy from you as easily as blood. Any time you fail a Fortitude save, you become fatigued in addition to all other effects.

STARSTRUCK

LOG&M

CURSE 3+

CG	DIVINE	DREAMS
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The stars rebuke you for your ways. You are sickened 1 whenever you are exposed to starlight.

Heightened (6th) You are sickened 2.

Heightened (9th) You are sickened 3.

Heightened (12th) You are sickened 4 and slowed 1.

Heightened (15th) You are sickened 4 and slowed 2.

STERILE

LOG&M

CURSE 3+

LG	DIVINE	NATURE	FAMILY
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You are unable to have children (or otherwise reproduce or propagate if you do so in a different manner).

Heightened (6th) This curse also affects your livestock, pets, and crops.

STOLEN MEMORIES

LOG&M

CURSE 12

NE	DIVINE	SECRET
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Your memories have been stolen away. Once each day when you awake from rest, roll 1d4. On a 1, you forget the events of the previous day forever. On a 2, you temporarily experience complete retrograde amnesia for that day, unable to recall information from the past, including who you are. On a 3, you temporarily forget a single important subject for that day. On a 4, you temporarily remember false memories on a single important subject for that day, blended seamlessly into your true memories.

STORM-BOUND

LOG&M

CURSE 12+

CN	DIVINE	LIGHTNING	WATER
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A storm cloud follows you wherever you go. The weather in a 100-foot radius around you is always stormy. Roughly twice each minute you are outside, you are struck by a bolt of lightning that deals 4d6 electricity damage (DC 40 basic Reflex save).

Heightened (+2) Increase the radius by 100 feet and the damage by 2d6.

SUNBURNT

LOG&M

CURSE 1+

NG	DIVINE	FIRE	SUN
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The sun burns you for your transgression. You receive a sunburn that causes you to become permanently clumsy 1.

Heightened (+5) Increase the clumsy condition by 1.

TACTICAL FLAWS

LOG&M

CURSE 6

CN	DIVINE	CONFIDENCE	MIGHT
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Tactical advantages never seem to work the way you planned. You can't receive a circumstance bonus to your attack rolls, and enemies don't take any circumstance penalties to their AC against your attacks.

TAKE THE DIFFICULT PATH

LOG&M

CURSE 1

LN	DIVINE	PERFECTION	TRUTH
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You are challenged to seek another path, rather than treat every problem as a nail just because you have a hammer. If you select a check for which you have a higher bonus when another method would have been more appropriate for the situation, such as using Deception to lie through life because it's your highest modifier, even if it would be better to reach a compromise through Diplomacy, you must roll twice and take the lower result.

TASTELESS FOOD

LOG&M

CURSE 1

LG	DIVINE	EARTH	NATURE
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Your table is cursed, you are punished for relying on others' hard work. Any food you didn't grow, gather, or otherwise harvest yourself tastes like ash and leaves you fatigued.

TROUBLED SLEEP

LOG&M

CURSE 1+

CE	DIVINE	NIGHTMARES
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You suffer an unending stream of nightmares. You need 10 hours of rest to try to get enough sleep to recover resources in daily preparation that normally require an 8-hour rest, and even then, you must succeed at a DC 5 flat check to do so, and you are still fatigued on a successful check.

Heightened (+2) Increase the number of hours and the check DC by 1.

UNCOVERED SECRETS

LOG&M

CURSE 6

N	DIVINE	SECRECY
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Those who betray the secrets of others find their own secrets laid bare. Each person from whom you are keeping a secret immediately learns one of your secrets involving that person.

UNDERDOG SUCCESS

LOG&M

CURSE 12

N	DIVINE	FAMILY
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Your flaw throws all of its might behind the underdog. Any time a creature with a level lower than yours rolls a success on a check against you, it critically succeeds instead; any time you roll a failure on a check against a creature with a level lower than yours, you critically fail instead.

UNFRIENDLY COMMUNITY

LOG&M

CURSE 1

NG	DIVINE	FREEDOM	CITIES
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Community opinion turns against you. Humanoids in your community who would normally start as indifferent toward you start as unfriendly instead.

UNREALISED VENGEANCE LOG&M

CURSE 12

CN DIVINE PASSION

You have wronged those unable to obtain revenge for themselves, your curse grants their revenge its own life. Whenever another creature imagines vengeance upon you but can't pursue that vengeance because you are too powerful, well connected, or otherwise untouchable, a creature of roughly your level manifests out of their imagination and performs their desired revenge. Once the revenge is complete or the manifestation is destroyed, the summoned creature vanishes from existence.

UNREWARDING WORD LOG&M

CURSE 1

NE DIVINE TRICKERY WEALTH

Thieves get the better of you. Whenever you Earn Income, you earn money as if the task were 2 levels lower due to theft, loss, or bad fortune.

UNWELCOME DRUNK LOG&M

CURSE 1

CG DIVINE INDULGENCE

You always awake as if from a hard night of drinking and find that drink tastes foul.

VULNERABLE TO BLEED LOG&M

CURSE 12

CG DIVINE DESTRUCTION

Small wounds bleed more than seems physically possible. Whenever you take slashing or piercing damage, you also take persistent bleed damage equal to the level of the creature or effect that inflicted the damage.

VULNERABLE TO DRAGONS LOG&M

CURSE 1+

LG DIVINE DUTY

All imperial dragons and animals you encounter are automatically hostile to you, and you gain weakness 1 to draconic breath weapons.

Heightened (+1) Increase weakness by 1.

VULNERABLE TO HARM LOG&M

CURSE 12

N DIVINE PERFECTION

The code of your soul is constantly being rewritten, and not for the better. You are never temporarily immune against a harmful effect.

VULNERABLE TO LIFE LOG&M

CURSE 6

NE DIVINE UNDEATH

You are cut off from positive energy without granting you the blessing of undeath. You are harmed by positive effects and don't recover Hit Points from them, as if you were an undead or had negative healing, but you are still harmed by negative effects as normal.

VULNERABLE TO NATURE LOG&M

CURSE 12

N DIVINE NATURE

You are shunned by nature itself. All animals and nonsapient plant creatures are hostile to you, and any animal companion or familiar abandons you. Sapient plants' attitude toward you begins two categories worse than normal, as something about you seems repugnant to them. While plants and animals might not attack you outright if it's not normally in their nature to do so when they are hostile, dogs growl at you, cats hiss, and so on.

VULNERABLE TO POISON LOG&M

CURSE 6

NE DIVINE DEATH

Poisons are quick to debilitate you. When you roll a failure at a Fortitude save against a poison, you get a critical failure instead.

VULNERABLE TO THE SEAS LOG&M

CURSE 1+

N DIVINE TRAVEL WATER

The current of the waves constantly fights against you, putting you at risk of drowning any time you must Swim. You lose any swim Speed you have, unless it's your only Speed, in which case you take a -5-foot status penalty to your swim Speed. When you roll an Athletics check to Swim, you always use the outcome for one degree of success worse than the result of your roll.

Heightened (+2) Increase the status penalty by 5.

VULNERABLE TO THE SKY LOG&M

CURSE 1+

N DIVINE AIR

Lightning begins to strike twice. You gain weakness 5 to electricity, and any natural or magical bolts of lightning always target you rather than the other creatures around you.

Heightened (+1) Increase the weakness by 1.

WARRING MAGIC LOG&M

CURSE 1+

N DIVINE DESTRUCTION MAGIC

Your magic wars against itself. Whenever you cast a spell, attempt a DC 5 flat check. On a failure, if your spell was harmful, you instead cast a beneficial spell of the same level on your intended targets, and if it was beneficial, you instead cast a harmful spell of the same level on your intended targets. If the spell benefited some targets and harmed others, you cast a spell of the same level that switches who benefited (for instance, changing a heal spell that harmed undead and healed the living to a harm spell that healed undead and harmed the living). You still lose the spell slot for the spell you were trying to cast.

Heightened (+2) Increase the DC of the flat check by 1.

WASTING DISEASE LOG&M

CURSE 6+

NE DIVINE MIGHT UNDEATH

Your curse teaches you that pointless lives in slavery to death and morality are bound to end in tragedy. You develop an incurable wasting disease that leaves you clumsy 1, enfeebled 1, and unable to move except by Crawling. This disease never progresses further to kill you, but it passes to your friends and loved ones merely by sight, wasting them away unto death before your eyes and causing them to rise as undead to haunt you.

Heightened (+6) Increase the clumsy and enfeebled conditions by 1.

WEAKNESS LOG&M

CURSE 1+

NG DIVINE MIGHT

Difficulty lifting burdens is a sign of divine disapproval. Your maximum and encumbered Bulk limits decrease by 2.

Heightened (+6) Bulk limits decrease by an additional 1.

WEAKENED ARMOUR LOG&M

CURSE 1+

CN DIVINE DESTRUCTION

Your cowardice is rewarded with frailty. Any Armor you wear and shield you wield reduces its item bonus to AC by 2 (minimum 0) and its Hardness, Hit Points, and Break Threshold by half.

Heightened (6th) Reduce the item bonus to AC by 3.

Heightened (12th) Reduce the item bonus to AC by 4.

WEB-BOUND LOG&M

CURSE 6+

N DIVINE TRICKERY

Your curse weaves a web to ensnare you, and you trail webs behind you wherever you go. You become permanently slowed 1 and take a -10-foot circumstance penalty to your Speeds.

Heightened (+6) Increase the slowed condition by 1.

WEIGHT OF CHAINS LOG&M

CURSE 1

LE DIVINE AMBITION

You are surrounded by spectral chains that cause you to always be encumbered and that have the same effects as armour with the noisy trait.

WITHERED LOG&M

CURSE 3+

NG DIVINE AMBITION

Your curse withers you almost to nothing. You are permanently enfeebled 1.

Heightened (6th) You are enfeebled 2.

Heightened (9th) You are enfeebled 3 and drained 1.

Heightened (12th) You are enfeebled 4 and drained 2.

Heightened (15th) You are enfeebled 4 and drained 3.

Heightened (18th) You are enfeebled 4 and drained 4.

YOU SCURVY DOG LOG&M

CURSE 1

CN DIVINE DESTRUCTION WATER

You feel some of the effects of scurvy, making your wounds flow more easily. The DC of the flat check for you to remove persistent bleed damage is 20 instead of 15 (or 15 instead of 10 if using extremely efficient methods to assist your recovery), and you don't recover from persistent bleed damage automatically when you reach full Hit Points.

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MALIGNANCIES

Malignant flaws are disadvantageous changes that you have usually had since birth and are usually permanent. Most malignant flaws are imposed by an ancestry, and occasionally by backgrounds or feats.

Name	Level	Traits	Effect
ANOSMATIC	2	Respiration	No sense of smell
ATROPHIED	7	Manipulation	Cannot wield two-handed weapons
AVARICE	1	Cognitive, Emotion, Mental	Need 10% more treasure
BACKWARD KNEES	1+	Locomotion	Penalty on athletics checks
BALLOONING THROAT	1+	Communication, Linguistic	Penalty on linguistic checks
BRITTLE BONES	3+	Skeletal	Extra damage from bludgeoning attacks
CATS EYES	1+	Sensory	Penalty on nature checks to Command an Animal
COWARDLY	3+	Cognitive, Fear, Mental	Flee faster and take greater penalty from frightened
CURLEY EARS	3+	Sensory	Penalty to hearing based perception checks
DEFORMITY	3+	Locomotion, Manipulation	Penalty on dexterity-based checks
DEPENDENT	1+	Cognitive, Emotion, Mental	Frightened after failing a diplomacy check
DISFIGURING BIRTHMARK	1+	Epidermal	Penalty to deception checks
DOUBT	1+	Cognitive, Emotion, Mental	Penalty after failing a skill check
EASILY EMBARRASSED	1+	Hormonal	Penalty on linguistic skill checks with an audience
EMOTIONLESS	3+	Cognitive	Penalty on perception checks to sense motive, and on the same checks against you
EXTRA DIGIT	1+	Manipulation	Penalty on craft and thievery checks
FACIAL WARTS	1+	Epidermal, Acquired	Penalty on deception checks involving a disguise
FAST GROWING FINGERNAILS	2+	Manipulation	Penalty on thievery checks
FLAT FEET	5+	Locomotion	If you move too much during your round you are flat-footed until your next round
FORKED TONGUE	1+	Communication, Linguistic	Penalty on diplomacy or deception to fool or persuade others
FORGETFUL	2+	Cognitive, Mental	Accidentally leave items behind on a failed will save
FRAIL LIMBS	1+	Locomotion	Worse DC against disarm, grapple and trip attacks
FURRY	1+	Epidermal	Worse armor check penalty
FUSED THUMBS	1+	Manipulation	Succeed a flat check or drop an item when you retrieve it
FUSED TOES	3+	Locomotion	Penalty on acrobatics, athletics and performance checks.
HUGE EARS	1+	Sensory	Extra damage from sonic attacks and are deafened
HEADSTRONG	4	Cognitive, Emotion, Mental	You must attempt to intervene in actions that contradict your alignment
HEDONISTIC	3	Cognitive, Emotion, Mental	Chance of becoming fatigued unless you earned enough money on the previous day
IMPATIENT	4+	Cognitive, Emotion, Mental	Cannot use Delay or Ready actions and take a penalty if you are last in the round
LIGHT BLINDNESS	12	Sensory	Blinded until the end of your next turn when exposed to bright light
LIGHT SENSITIVITY	6	Sensory	Dazzled when in an area of bright light
LONELY	3+	Cognitive, Emotion, Mental	Penalty to perception checks to sense motive, see through a disguise, and saves vs charm effects
LONG INCISORS	1	Consumption	Consuming a potion or magic foodstuff takes three actions
LONG TAIL	2+	Skeletal	Penalty on stealth checks and on deception checks to disguise yourself
MEGALOMANIA	1+	Cognitive, Emotion, Mental	Penalty on will saves vs charm or compulsion when offered wealth or power
METICULOUS	3+	Cognitive, Mental	Penalty on skill checks in which you are untrailed
MISALIGNED EYES	3+	Sensory	Penalty on ranged attack and damage rolls
MISMATCHED LEGS	1+	Locomotion	Penalty to DC against Bull Rush and Trip attacks
NARCOLEPTIC	3+	Hormonal	Penalty on saving throws vs sleep effects
NAÏVE	3+	Cognitive, Mental	Penalty to AC against attacks from improvised weapons
OBLIVIOUS	2+	Cognitive, Emotion, Mental	Penalty on perception checks to sense motive based on sight
ODDLY DEFINED	1+	Skeletal	Worst armour check penalty and penalty to AC when wearing medium or heavy armour
PAINFUL TEETH	1+	Consumption	Penalty on saving throws against pain checks
PALLID COMPLEXION	1	Epidermal	Sickened when exposed to direct sunlight for more than 1 hour
PISCINE SCALES	1+	Epidermal	Take damage when your scales dry out
PRIDE	1+	Cognitive, Emotion, Mental	Penalty on diplomacy and perception checks to sense motive against a creature that insults you
PROVINCIAL	1+	Cognitive, Mental	Penalty on diplomacy and perception checks to sense motive against a creature with a different alignment
RAPID HAIR GROWTH	3+	Epidermal	Penalty of AC, attack rolls and stealth when outside
SCARRED	1+	Epidermal, Acquired	Penalty on deception checks to Impersonate or Lie
SELF-DOUBTING	1+	Cognitive, Emotion, Mental	After first failed will save or skill check each day take a penalty on the next one
SENSITIVE BREATH	2+	Respiration	Penalty on saves vs disease and inhaled poisons
SENTIMENTAL	3+	Cognitive, Emotion, Mental	Penalty on perception checks for initiative and reflex saves to avoid traps or hazards
SHAGGY PELT	2+	Epidermal	Penalty on checks and saves to resist environmental heat effects
SPELL ALLERGY	5	Hormonal, Acquired	Casting or being targeted by the spell you are allergic to causes damage and imposes a charisma penalty
TELEPATHY DEPENDANT	12	Communication, Sensory, Aura, Divination	Limited senses to 60 ft, and replace verbal components of spells with envision.
THIN SKINNER	1+	Epidermal	Take bleed damage whenever you take slashing damage
UNLEARNED	3+	Cognitive	Cannot attempt Lore skill checks untrained and take a penalty when using a library
VAIN	3+	Cognitive, Emotion, Mental	After failing a charisma based check take a penalty to all charisma based checks for 24 hours
VAINGLORY	7+	Cognitive, Emotion, Mental	Penalty on deception and stealth checks, and lower the DC of your illusion effects
VESTIGIAL GILLS	2	Respiration	Need 12 hours to recover from being fatigued.
WATER DEPENDANT	6	Respiration	Risk death if not submerged in water after 24 hours
XENOPHOBIC	3	Cognitive, Emotion, Fear, Mental	Penalty on diplomacy and perception checks to sense motive against a creature with a different ancestry or culture
ZEALOUS	5	Cognitive, Emotion, Mental	Penalty on attack rolls with attacking a creature with a different religion

ANOSMATIC

MALIGNANCY 2

RESPIRATION

No sense of smell and are immune to sense-dependent effects that rely on smell.

ATROPHIED

MALIGNANCY 7

MANIPULATION

Your limbs are practically vestigial. You can manipulate most tools and one-handed weapons (including small arms) without difficulty. You can't properly wield a two-handed weapon without magical assistance, and even then you take a −4 penalty to attack rolls.

AVARICEUCA

MALIGNANCY 1

COGNITIVEEMOTIONMENTAL

Deep, compulsive greed gnaws at you. Whenever monetary treasure is divided, you must end up with a greater share of that treasure than your companions or you're wracked with feelings of jealousy and ill will. When treasure is divided, if you do not end up with at least 10% more treasure than any other individual companion does, you have a hard time being helpful to your allies. You become irritable and can't take the aid another action for the next week.

BACKWARDS KNEES <small>BOTCV</small>	MALIGNANCY 1+
LOCOMOTION	
Your knees bend backward like a bird’s, which makes many athletic movements difficult to master. You take a –1 penalty on Athletics checks.	
Heightened (+3) The penalty gets worse by 1.	
BALLOONING THROAT <small>BOTCV</small>	MALIGNANCY 1+
COMMUNICATION LINGUISTIC	
Your throat balloons out like a frog’s, and your voice comes out as an odd croak. You take a –1 penalty on checks with the Linguistic trait.	
Heightened (+3) The penalty gets worse by 1.	
BRITTLE BONES <small>BOTCV</small>	MALIGNANCY 3+
SKELETAL	
Your bones shatter as easily as glass. You take 2 additional points of damage each time you are hit by an attack made with a bludgeoning weapon.	
Heightened (+3) Increase the addition damage by 1 point.	
CATS EYES <small>BOTCV</small>	MALIGNANCY 1+
SENSORY	
The pupils of your eyes resemble a cat’s, and beasts cannot abide your presence. You take a –1 penalty on Nature checks to Command an Animal.	
Heightened (+3) The penalty gets worse by 1.	
COWARDLY <small>AHH</small>	MALIGNANCY 3+
COGNITIVE FEAR MENTAL	
You might face dangerous situations with bravado, but you are constantly afraid. Your base speed when frightened and fleeing increases by 5 feet, and the penalties you take from having the frightened condition increases by 1. If you would normally be immune to fear, you do not take these penalties but instead lose your immunity to fear (regardless of its source).	
Heightened (+5) The penalties gets worse by 1.	
CURLED EARS <small>BOTCV</small>	MALIGNANCY 3+
SENSORY	
Your ears curl up like dried leaves, and you experience difficulty picking up sounds. You take a –1 penalty on hearing-based Perception checks.	
Heightened (+4) The penalty gets worse by 1.	
DEFORMITY <small>Q&C*</small>	MALIGNANCY 3+
LOCOMOTION MANIPULATION	
Whether due to the influence of malign magic, disease, or the scorn of the gods, you were born with a troublesome deformity that interferes with your movement. You take a –1 penalty on all Dexterity-based skill checks.	
Heightened (+4) The penalty gets worse by 1.	
DEPENDENT <small>UCA</small>	MALIGNANCY 1+
COGNITIVE EMOTION MENTAL	
You are dependent upon the acceptance of others. Whenever you fail a Diplomacy check, you become frightened 1 for 10 minutes.	
Heightened (+4) The frightened condition gets 1 worse.	
DISFIGURING BIRTHMARK <small>BOTCV</small>	MALIGNANCY 1+
EPIDERMAL	
Your skin bears a sizable scarlet mark that flushes and lightens with your moods. You take a –1 penalty on Deception checks.	
Heightened (+3) The penalty gets worse by 1.	
DOUBT <small>UCA</small>	MALIGNANCY 1+
COGNITIVE EMOTION MENTAL	
You lack confidence in your abilities or confidence in the universe at large. Whenever you fail a skill or ability check, you take a –1 penalty on that type of skill or ability check for the next hour.	
Heightened (+2) The penalty gets worse by 1.	
EASILY EMBARRASSED <small>BOTCV</small>	MALIGNANCY 1+
HORMONAL	
When you get flustered, heat builds up in your face until it glows with inner fire. You take a –1 penalty on checks with the Linguistic trait when in the presence of 5 or more creatures.	
Heightened (+2) The penalty gets worse by 1.	

EMOTIONLESS	MALIGNANCY 3+
COGNITIVE	
You find emotions confusing and keep them bottled up. You take a –1 penalty to Perception checks to Sense Motive, but the DCs of Sense Motive checks attempted against you increase by 1.	
Heightened (+2) The penalty gets worse by 1 and the DC increases by 1.	
EXTRA DIGIT <small>BOTCV</small>	MALIGNANCY 1+
MANIPULATION	
You have an extra digit on each hand, which hampers your fine motor skills. You take a –1 penalty on Craft and Thievery checks.	
Heightened (+3) The penalty gets worse by 1.	
FACIAL WARTS <small>BOTCV</small>	MALIGNANCY 1+
EPIDERMAL AQUIRED	
A massive patch of multicolored warts covers much of your face. People cannot help but stare, and they always remember you once they’ve seen you. You take a –2 penalty on Deception checks involving a disguise.	
Heightened (+2) The penalty gets worse by 1.	
FAST GROWING FINGERNAILS <small>BOTCV</small>	MALIGNANCY 2+
MANIPULATION	
Your curving, clawlike fingernails grow so long so quickly that they impede you in dangerous situations. You take a –2 penalty on Thievery checks.	
Heightened (+3) The penalty gets worse by 1.	
FLAT FEET <small>BOTCV</small>	MALIGNANCY 5+
LOCOMOTION	
The soles of your feet are flat, and you tire quickly. If you move more than 30 ft. during a round you are flat-footed until the start of your next round.	
Heightened (+5) Reduce the threshold distance by 5 ft..	
FORKED TONGUE <small>BOTCV</small>	MALIGNANCY 1+
COMMUNICATION LINGUISTIC	
The tip of your tongue is forked and stiff. You have difficulty making yourself understood. You take a –1 penalty on Deception and Diplomacy checks to fool or persuade others.	
Heightened (+3) The penalty gets worse by 1.	
FORGETFUL <small>Q&C</small>	MALIGNANCY 2+
COGNITIVE MENTAL	
You are easily distracted and prone to forgetting important things. Whenever you leave a location you have been at for longer than 1 hour, you must attempt a DC 15 Will save. If you fail, you leave behind one random mundane item (a purse of money counts as an item).	
Heightened (+1) The DC increases by 2.	
FRAIL LIMBS <small>BOTCV</small>	MALIGNANCY 1+
LOCOMOTION	
Your limbs are thin and frail. You take a –1 penalty to your DC against disarm, grapple, and trip attempts.	
Heightened (+3) The penalty gets worse by 1.	
FURRY <small>BOTCV</small>	MALIGNANCY 1+
EPIDERMAL	
You grow velvety-soft fur along your back, arms, and legs that chafes and catches under clothing and armor, increasing the armor check penalty of any armor by 1 and applying a –1 armor check penalty to ordinary clothing. Clothing and armor can be specially fitted for you, eliminating the increased penalty but increasing their price by 5 gp.	
Heightened (+3) Double the cost to eliminate the penalty.	
FUSED THUMBS <small>BOTCV</small>	MALIGNANCY 1+
MANIPULATION	
The joints in your unnaturally long thumbs have fused, and you often fumble objects. When you retrieve a stored item, you have must succeed a DC 2 flat check or drop it.	
Heightened (+2) The DC increases by 1.	
FUSED TOES <small>BOTCV</small>	MALIGNANCY 3+
LOCOMOTION	
The smallest three toes on each of your feet have fused together. You take a –1 penalty on Acrobatics, Athletics, and Performance checks.	
Heightened (+3) The penalty gets worse by 1.	

HUGE EARS

BOTCV

MALIGNANCY 1+

SENSORY

Your ears have stretched to an abnormal size, making you overly sensitive to loud noises. Whenever you are dealt sonic damage, you take 1 additional point of damage, and you are deafened for 1 minute whenever you take damage from any sonic effect.

Heightened (+1) The damage increases by 1 point.

HEADSTRONG

UCA

MALIGNANCY 4

COGNITIVE

EMOTION

MENTAL

You feel compelled to correct every action and argument that contradicts your worldview. Whenever you witness an action or hear an argument that contradicts your alignment, you must attempt to stop or correct that action or argument. If you either don't try to stop it or fail in your attempt to stop it (as adjudicated by the GM), you are shaken for 1 hour.

HEDONISTIC

UCA

MALIGNANCY 3

COGNITIVE

EMOTION

MENTAL

You are a creature of pleasure and comfort. Whenever you spend a day without gaining reward or treasure (at least 10 or more gold pieces) or spending an hour on entertainment or pleasure, attempt a DC 20 Fortitude save at the end of that day. If you fail, you begin the next day fatigued. This fatigue lasts 4 hours, or until you receive a reward or sufficient entertainment or pleasure.

IMPATIENT

AHH

MALIGNANCY 4+

COGNITIVE

EMOTION

MENTAL

You love leaping into battle at the earliest opportunity, and it frustrates you to wait for others to act. You can't use the Delay or Ready base actions, and if you are the last of your allies to act in a round of combat, you take a –1 penalty on all checks.

Heightened (+4) The penalty gets worse by 1.

LIGHT BLINDNESS

MALIGNANCY 12

SENSORY

When first exposed to bright light, you blinded until the end of your next turn. After this exposure, light doesn't blind you again until after you spends 1 hour in darkness. However, if you are in an area of bright light, you are dazzled.

LIGHT SENSITIVITY

MALIGNANCY 6

SENSORY

You are dazzled if you are in an area of bright light.

LONELY

SP

MALIGNANCY 3+

COGNITIVE

EMOTION

MENTAL

You are far too easily convinced of the friendly intentions of others. You take a -1 penalty on Perception checks to Sense Motive or to see through disguises, and on saving throws against charm effects.

Heightened (+3) The penalty gets worse by 1.

LONG INCISORS

BOTCV

MALIGNANCY 1

CONSUMPTION

Your incisors grow so long and sharp that you have difficulty eating. Eating takes twice as long. Consuming a potion or other magical foodstuff requires three actions.

LONG TAIL

BOTCV

MALIGNANCY 2+

SKELETAL

You grow a tail that you can't easily conceal and that thrashes violently at inconvenient moments. You take a –1 penalty Stealth checks and Deception checks to Disguise yourself.

Heightened (+3) The penalty gets worse by 1.

MEGALOMANIA

UCA*

MALIGNANCY 1+

COGNITIVE

EMOTION

MENTAL

You're addicted to power. You take a –1 penalty on Will saving throws against charm and compulsion effects if the creature creating the effect promises wealth or power.

Heightened (+3) The penalty gets worse by 1.

METICULOUS

UCA

MALIGNANCY 3+

COGNITIVE

MENTAL

You plan and prepare everything in detail and aren't good at improvising when things don't go as planned. You take a –1 penalty on skill checks for skills with which you're untrained.

Heightened (+3) The penalty gets worse by 1.

MISALIGNED EYES

BOTCV

MALIGNANCY 3+

SENSORY

Your misaligned eyes affect your ability to judge distances. You take a –1 penalty on ranged attack and damage rolls.

Heightened (+5) The penalty gets worse by 1.

MISMATCHED LEGS

BOTCV

MALIGNANCY 1+

LOCOMOTION

One of your legs measures noticeably longer than the other, and you lose your balance easily. You take a –1 penalty to your DC against bull rush and trip attempts.

Heightened (+2) The penalty gets worse by 1.

NARCOLEPTIC

Q&C*

MALIGNANCY 3+

HORMONAL

You must sleep or rest for at least 12 hours each night to get the benefits of a full night's rest. You take a –1 penalty on saving throws against sleep effects.

Heightened (+3) The penalty gets worse by 1.

NAIVE

Q&C

MALIGNANCY 2

COGNITIVE

MENTAL

Your perception that everyone is innately good does not bode well in the heat of battle, when less scrupulous foes might take advantage of your misguided optimism. You take a –1 penalty to AC against attacks with improvised weapons.

Heightened (+4) The penalty gets worse by 1.

OBLIVIOUS

Q&C

MALIGNANCY 2+

COGNITIVE

EMOTION

MENTAL

Whether because you are an avid daydreamer or you are accustomed to everything being handed to you and spelled out for your benefit, you pay little attention to your surroundings and other people. You take a –1 penalty on Perception checks to Sense Motive or based upon sight.

Heightened (+4) The penalty gets worse by 1.

ODDLY DEFINED

BOTCV

MALIGNANCY 1+

SKELETAL

It is nearly impossible to find armor that fits your concave chest and unusually narrow, sloping shoulders. The armor check penalty of any armor you wear increases by 1, and you take a –1 penalty to AC when wearing medium or heavy armor.

Heightened (+6) The penalty gets worse by 1.

PAINFUL TEETH

BOTCV*

MALIGNANCY 1+

CONSUMPTION

You grow an extra row of sharp, crooked teeth. The uneven set of your jaws gives you constant headaches. You take a –1 penalty on saving throws against pain effects.

Heightened (+3) The penalty gets worse by 1.

PALLID COMPLEXION

BOTCV

MALIGNANCY 1

EPIDERMAL

Your pallid complexion is unusually sensitive to the rays of the sun. Exposure to direct sunlight for more than 1 hour at a time makes you sickened 1 for 24 hours.

PISCINE SCALES

BOTCV

MALIGNANCY 1+

EPIDERMAL

Your limbs and torso are covered with piscine scales that you must constantly moisten. If more than 1 day passes without you applying at least a gallon of water to them, you take 1d3 points of damage each hour until you do so.

Heightened (+2) The damage increases by 1d3.

PRIDE ^{UCA}	MALIGNANCY 1+
COGNITIVE EMOTION MENTAL	
You can't abide challenges to your dignity, authority, or honour. When someone threatens, accuses, or challenges you, you take a –1 penalty on Diplomacy checks and Perception checks to Sense Motive involving that creature until the creature apologizes to you.	
Heightened (+3) The penalty gets worse by 1.	
PROVINCIAL ^{UCA}	MALIGNANCY 1+
COGNITIVE MENTAL	
You have only one way of looking at things: the right way. You take a –1 penalty on Diplomacy checks and Perception checks to Sense Motive checks made against all creatures whose religion or alignment differs from your own.	
Heightened (+3) The penalty gets worse by 1.	
RAPID HAIR GROWTH ^{BotCV}	MALIGNANCY 3+
EPIDERMAL	
Your unruly hair grows with alarming speed. If you do not spend 1 hour trimming and grooming your hair every 48 hours, it snarls in nearby foliage whenever you are outdoors, imposing a –1 penalty to your AC, attack rolls and Stealth checks.	
Heightened (+4) The penalty gets worse by 1.	
SCARRED ^{AHH}	MALIGNANCY 1+
EPIDERMAL ACQUIRED	
An injury left you horribly, visibly scarred, making it more difficult for you to hide your true face, and also making most people distrustful of you merely due to your appearance. You take a –2 penalty on Deception checks to Impersonate or Lie.	
Heightened (+2) The penalty gets worse by 1.	
SELF-DOUBTING ^{AHH}	MALIGNANCY 1+
COGNITIVE EMOTION MENTAL	
Your ever-present fear of failure causes a downward spiral. The first time each day that you fail a Will saving throw or skill check, you take a –1 penalty on the next Will saving throw or skill check of that kind.	
Heightened (+3) The penalty gets worse by 1.	
SENSITIVE BREATH	MALIGNANCY 2+
RESPIRATION	
You take a –1 penalty on saving throws against disease and inhaled poisons.	
Heightened (+2) The penalty gets worse by 1.	
SENTIMENTAL ^{UCA}	MALIGNANCY 3+
COGNITIVE EMOTION MENTAL	
You are sentimental, and your thoughts often stray to the past at inappropriate times. You take a –1 penalty on Perception checks for initiative and on Reflex saving throws to avoid traps or hazards.	
Heightened (+4) The penalty gets worse by 1.	
SHAGGY PELT ^{BotCV}	MALIGNANCY 2+
EPIDERMAL	
You develop a shaggy pelt about your neck and shoulders that makes you overheat quickly. You take a –2 penalty on checks and saves to resist environmental heat effects.	
Heightened (+2) The penalty gets worse by 1.	
SPELL ALLERGY ^{BotCV}	MALIGNANCY 5
HORMONAL ACQUIRED	
You develop an allergy to one spell per spell level from the arcane spell list (determined by your GM). Casting or being the target of a spell you're allergic to causes you to break out in a painful rash. This rash deals 1d4 points of damage per spell level, and imposes a penalty on your Charisma equal to the level of the spell. The rash fades after a number of hours equal to the level of the spell.	

TELEPATHY DEPENDANT	MALIGNANCY 12
COMMUNICATION SENSORY AURA DIVINATION	
You can't speak or see, but can mentally sense the area within 60 feet, as per darkvision, and can speak telepathically. You can't see anything beyond 60 feet. You must provide envision components for spells that normally require verbal components. You can use language-dependent abilities with telepathy, but not abilities with the auditory trait.	
THIN SKINNED ^{BotCV}	MALIGNANCY 1+
EPIDERMAL	
Your thin, almost translucent skin is delicate and tears easily. You take 1 point of bleed damage from slashing attacks that deal at least 1 point of damage to you.	
Heightened (+6) Increase the bleed damage by 1.	
UNLEARNED ^{Q&C}	MALIGNANCY 3+
COGNITIVE	
You have always had difficulty learning and retaining information and know very little about the world beyond the obvious and what pertains to your profession. Choose one Lore skill. You cannot attempt untrained checks with any other Lore skills. If you have access to a library that covers a specific Lore skill, you may attempt an untrained Recall Knowledge check with a –1 penalty.	
Heightened (+4) The penalty gets worse by 1.	
VAIN ^{UCA}	MALIGNANCY 3+
COGNITIVE EMOTION MENTAL	
You are sensitive about the way others perceive you. Whenever you fail an opposed Charisma-based check, you take a –1 penalty on all Charisma-based checks for the next 24 hours.	
Heightened (+3) The penalty gets worse by 1.	
VAINGLORY ^{SH}	MALIGNANCY 7+
COGNITIVE EMOTION MENTAL	
You compulsively seek recognition for your deeds, making it hard to act with subtlety. You take a -1 penalty on Deception and Stealth checks, and the save DC of any illusion you create is 1 lower than normal.	
Heightened (+6) The penalty gets worse by 1.	
VESTIGIAL GILLS ^{BotCV}	MALIGNANCY 2
RESPIRATION	
You grow vestigial gills. While they grant you no ability to breathe in water, they make it harder for you to catch your breath. When you are fatigued, it takes 12 hours of complete rest to recover.	
WATER DEPENDANT	MALIGNANCY 6
RESPIRATION	
Your body requires constant submersion in fresh or salt water. If you spend more than 1 day without fully submerging themselves in water you risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.	
XENOPHOBIC ^{UCA}	MALIGNANCY 2+
COGNITIVE EMOTION FEAR MENTAL	
You have a hard time understanding and trusting those with unfamiliar ways and appearances. You take a –1 penalty on Diplomacy and checks and Perception checks to Sense Motive made against creatures of a different ancestry or from a different culture.	
Heightened (+3) The penalty gets worse by 1.	
ZEALOUS ^{UCA}	MALIGNANCY 3+
COGNITIVE EMOTION MENTAL	
You are fanatical in your beliefs, ruled by emotion over reason. When you attack a creature that you know worships a different religion than you do, you take a –2 penalty on the attack roll and a +1 circumstance bonus on the damage roll with your first attack.	
Heightened (+5) The penalty gets worse by 1 and the circumstance bonus increases by 1	

F3

FAVOURS

A favour is a temporary feat. Where feats are selected or granted, favours are granted to you, usually as the outcome of an event or encounter. Favours are coming in PHASE 2. Below is a selection of previews.

ANIMAL PURCHASE	BOON 1+
MILITARY MARKET	
Purchase a combat trained animal at a 5% discount.	
Heightened (+5) Increase the discount by 5%.	
DARKVISION	EVOLUTION 1+
SENSORY	
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.	
Heightened (5th) You can see perfectly in darkness of any kind, including that created by the <i>darkness</i> spell.	
DIPLOMATIC ATTACHÉ	BOON 1+
ARISTOCRAT SKILL	
Attends a character on his visit to the royal court, granting the PC a +1 status bonus on Perception check on interactions with the court's members during that outing.	
Heightened (+4) Increase the status bonus by 1.	
HEALING	BOON 1+
ADEPT	
Cast a free 1 st level heal spell on a single occasion.	
Heightened (+2) Increase the level of the spell by 1.	
LETTER OF RECOMMENDATION	BOON 1+
ADEPT	
Letter of recommendation to lower-ranking priests, ordering them to help the PCs by granting the aid of a level 0 adept hireling for 3 days.	
Heightened (+1) Increase the level of the hireling by 1.	

MERCENARIES	BOON 3+
MILITARY UNIQUE	
Provide access to trustworthy mercenary troops. PCs can hire mercenaries at a 10% discount.	
Heightened (+5) Increase the discount by 10%.	
LOCK IN CLAUSE	BLESSING 12
LOG&M	
LE DIVINE TRICKERY TYRANNY	
Your patron helps enforce your bargains and contracts. When a creature enters a bargain or contract with you, uncoerced and of its own free will, it can't voluntarily violate its side of the bargain as long as you uphold your side. You can always choose to violate the bargain yourself, but if you do, the creature is no longer bound to fulfill its part.	
SQUIRE	BLESSING 1+
DIVINE MILITARY COMPANION	
A squire agrees to serve a martial PC for a limited time, usually a single mission or adventure.	
Heightened (5th) the squire serves until knighted.	
SWIM	EVOLUTION 1+
LOCOMOTION	
You have a swim speed of 10 feet.	
Heightened (+1) Increase the speed by 5 feet.	
TRUTHFUL LIES	BLESSING 1+
LOG&M	
CE DIVINE SECRET TRICKERY	
Frequency once per level of the boon. Trigger You fail at a check to lie.	
You patron smiles on the riskiest deceptions, typically granting this favour for an extremely consequential lie. You get a critical success instead.	