

# 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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<b>BANE</b> <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.
<b>BLESSING</b> <i>level</i>	These favours and are always magical, usually divine, and are granted by a deity or power.
<b>BOON</b> <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 suppressed boon is lost completely and can never progress again.
<b>CORRUPTION</b> <i>level</i>	A corruption is a magical deficiency or degradation. A corruption progresses by 1 level each time you gain a level.
<b>CURSE</b> <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.
<b>EVOLUTION</b> <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.
<b>FEAT</b> <i>level</i>	A selectable option to expand upon a character.
<b>MALIGNANCY</b> <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.
<b>ACQUIRED</b>	A flaw with this trait is not permanent and has been acquired as the result of an event or encounter.
<b>AFFLCTION</b>	A disease or infection.
<b>ANCESTRY</b>	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.
<b>CLASS</b>	The feat is only available to a specific character class and is tagged with the trait for that class.
<b>CONGNITIVE</b>	The thinking process, the brain.
<b>COMMUNICATIONS</b>	The ability to communicate with others.
<b>CONSUMPTION</b>	The ability to consume food and drink.
<b>ENVIRONMENTAL</b>	A situation or circumstance around you rather than on you.
<b>GENERAL</b>	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.
<b>GOAL</b>	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.
<b>HORMONAL</b>	Allergies and reactions to stimuli.
<b>LOCOMOTION</b>	Movement and reaction, the legs.
<b>MANIPULATION</b>	Manipulation of the environment, the hands and arms.
<b>ORIGIN</b>	A flaw related to your birth or upbringing.
<b>RESPIRATION</b>	Breathing, the lungs and gills.
<b>ROLE</b>	A flaw relating to your role, obsession or philosophy.
<b>SKELETAL</b>	The bodies form and substance.
<b>SKILL</b>	Feats that are a subtype of general feats, expanding on what you can accomplish via skills.
<b>STORY</b>	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.
<b>UNCOMMON</b>	Most of the feats in this chapter have an Uncommon rarity and are unlocked with a background, contact or event that grants access.
<b>VERSATILE</b>	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 geo-political 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
Crew	Passengers	School	Congregation	Audience
Office	Factory	Caravan	Convoy	Camp

**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> <sup>E11</sup>
AGRICULTURAL	Farming, Fishing, Hunting, Milling	<i>Know the Land</i> <sup>E11</sup>
ANCESTRY	A specific ancestry	<i>Lorekeeper</i> <sup>E11</sup>
ARCHAEOLOGICAL	Specific lost empire or community	<i>Scholar of Ruins</i> <sup>E11</sup>
BIOLOGICAL	Anatomy, Animal, Disease, Tanning, Midwifery, Butchery	<i>Naturalist</i> <sup>E11</sup>
BOTANIC	Herbalism, Tea, Alcohol	<i>Herbal Tradition</i> <sup>E11</sup>
COMMUNITY	Specific community	<i>World Traveller</i> <sup>E11</sup>
CONTEST	Gladiatorial, Martial Arts, Track, Field	<i>Style Sage</i> <sup>E11</sup>
CRIMINAL	Underworld, Peacekeeper, Legal	<i>Child of the Streets</i> <sup>F1211</sup> , <i>Criminal</i> <sup>E11</sup>
CULTURAL	Art, Noble, Genealogy	<i>Civilized citizen</i> <sup>E11</sup>
DEITY	Specific deity	<i>Child of the Temple</i> <sup>E11</sup>
ENTERTAINMENT	Circus, Games, Theatre, Tavern	<i>Ear for Music</i> <sup>E11</sup>
EXPLORATION	Scouting, Weather	<i>Windspeaker</i> <sup>E11</sup>
FORTUNE	Curse, Fortune Telling, Prophecy	<i>Astrologer</i> <sup>E11</sup>
HABITAT	Rugged, Lowland, Wetland, Desert, Ocean, Swamp, Arctic, Forest	<i>Uncivilized</i> <sup>E11</sup>
HISTORY	History of a specific community or region	<i>Historian</i> <sup>E11</sup>
INDUSTRIAL	Mining, Smelting, Ceramics	<i>Forge Guardian</i> <sup>E11</sup>
LITERACY	Library, Scribing, Heraldry	<i>Avid Reader</i> <sup>E11</sup>
LOGISTICS	Mercantile, Transport, Wagon, Warehousing	<i>Market-savvy</i> <sup>E1</sup>
MARITIME	Sailing, Fishing	<i>Shoreline Skirmisher</i> <sup>E11</sup>
MARTIAL	Mercenary, Warfare, Militia	<i>Contract Negotiator</i> <sup>E11</sup> , <i>Militia Veteran</i> <sup>F1211</sup>
MONSTER	Demon, Devil, Dragon, Undead, Spirit	<i>Monster Scholar</i> <sup>E11</sup>
NUMERACY	Accounting, Engineering, Astronomy, Astrology	<i>Mathematical Prodigy</i> <sup>E11</sup>
PHILOSOPHICAL	Monastic, Temple, Festival	<i>Ritual Scion</i> <sup>E11</sup>
PLANAR	Shadow, Infernal, Abyssal, Astral, Heaven	<i>Scholar of the Great Beyond</i> <sup>E11</sup>
POLITICAL	Government, Guild, Politics	<i>Bureaucrat</i> <sup>E11</sup>
SERVICE	Labour, Stabling, Baking, Cooking	<i>Pioneer</i> <sup>E11</sup>
FACTION	A specific society or organisation	<i>Mystery Initiate</i> <sup>E11</sup>
SUBSTANCE	Alchemical, Alcohol, Drugs, Medicines, Poisons	<i>Cartel Scion</i> <sup>E11</sup>

## 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	Raised by Beasts <sup>B12</sup> or Desert Born <sup>B12</sup>	Bonus with will saves when adjacent to an animal
BLOOD OF DRAGONS	1	Draconic, Kobold	Adopted by Dragons <sup>B11</sup>	Bonus to skills and perception targeting draconic creatures
CELESTIAL ANCESTRY	1	Ancestry	Celestial class path or Raised by Angels <sup>B12</sup>	Gain a 1 <sup>st</sup> level Aasimar feat
DARKVISION	1	Ancestry, Versatile	Low-light vision, versatile heritage	You gain darkvision
DEATHLESS	1	Ancestry	Death/Undead class path or Raised Among the Dead <sup>B11</sup>	Gain a 1 <sup>st</sup> level Dhampir feat
DEATHTOUCHED	1	Dhampir, Duskwalker	Raised Among the Dead <sup>B11</sup> , Reborn <sup>B415</sup> , Unliving <sup>C11</sup>	Bonus to saves against Death, Haunt and Possession effects
DRACONIC RESILIENCE	1	Draconic, Kobold	Adopted by Dragons <sup>B11</sup>	Bonus to saves against incapacitation effects
DRACONIC SENSES	1	Draconic, Kobold	Adopted by Dragons <sup>B11</sup>	Low-Light vision
DIVINE GRACE	1	Aasimar, Duskwalker, Tiefling	Acolyte <sup>B33</sup>	Gain a divine cantrip
FAILED APPRENTICE	1	Half-Elf	Waste Refugee <sup>B12</sup>	Bonus to save against arcane effects
FEY ANCESTRY	1	Ancestry	Fey class path or Raised by Fey <sup>B12</sup>	Gain a 1 <sup>st</sup> level Gnome feat
FIENDISH ANCESTRY	1	Ancestry	Fiendish class path or Raised by Fiends <sup>B12</sup>	Gain a 1 <sup>st</sup> level Tiefling feat
FIEND BLOOD	1	Tiefling	Cursed Birth <sup>B11</sup> or Raised by Fiends <sup>B12</sup>	Bonus to skills and perception targeting good creatures
GOLDSNIFFER	1	Dwarf	Miner <sup>B32</sup>	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	Raised Cross-Species <sup>B11</sup>	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	Child of the Rooftops <sup>B12</sup>	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 <sup>st</sup> level Duskwalker feat
TUNNEL FIGHTER	1	Dwarf	Sunless <sup>B12</sup>	Cultural weapons gain deadly d8 trait
VESTIGIAL WINGS	1	Tiefling		Use vestigial wings to glide or control your descent
HERITAGE GRACE	5	Ancestry, Versatile	Divine Grace <sup>F11</sup>	Gain your heritages spell as a 2 <sup>nd</sup> 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	Vestigial Wings <sup>F11</sup>	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<sup>B11</sup> 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<sup>B11</sup> 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<sup>B12</sup> origin.

You have some celestial ancestry. You gain a 1<sup>st</sup> 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<sup>B11</sup> origin.

You have some celestial ancestry. You gain a 1<sup>st</sup> 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<sup>B11</sup> origin, Reborn<sup>B415</sup> cleric role, or Unliving<sup>C11</sup> 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<sup>B11</sup> 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<sup>B11</sup> origin.

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

FEAT 1	FEAT 1
<b>DIVINE GRACE</b> AASIMAR   DUSKWALKER   TIEFLING Prerequisites Aasimer heritage, Duskwalker heritage, Tiefling heritage or Acolyte <sup>B33</sup> 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.	<b>FEAT 1</b>
<b>FAILED APPRENTICE</b> <sup>APG</sup> HALF-ELF Prerequisites Half-Elf ancestry or <i>Waste Refugee</i> <sup>B12</sup> 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.	<b>FEAT 1</b>
<b>FEY ANCESTRY</b> <sup>LOFFW*</sup> ANCESTRY Prerequisites a fey class path (such as a bloodline or patron) or <i>Raised by Fey</i> <sup>B11</sup> origin. You must have a fey ancestor somewhere in your family line. You gain a 1 <sup>st</sup> level ancestry feat with the Gnome trait for with you meet the prerequisites and have access.	<b>FEAT 1</b>
<b>FIENDISH ANCESTRY</b> <sup>UCA*</sup> ANCESTRY Prerequisites a fiendish class path (such as a bloodline or patron) or <i>Raised by Fiends</i> <sup>B12</sup> origin. Access <i>Aspiring Damnation</i> <sup>F13</sup> . <i>Goal Accept Damnation</i> <sup>E4</sup> . You have some fiendish ancestry. You gain a 1 <sup>st</sup> level ancestry feat with the Tiefling or Versatile trait for with you meet the prerequisites and have access.	<b>FEAT 1</b>
<b>FIEND BLOOD</b> <sup>UCA</sup> TIEFLING Prerequisites Tiefling heritage, <i>Cursed Birth</i> <sup>B11</sup> origin or <i>Raised by Fiends</i> <sup>B12</sup> 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.	<b>FEAT 1</b>
<b>FLIGHT</b> TIEFLING Prerequisites <i>Vestigial Wings</i> <sup>F11</sup> . 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.	<b>FEAT 9</b>
<b>GOLDSNIFFER</b> <sup>APG</sup> DWARF Prerequisites Dwarf ancestry or <i>Miner</i> <sup>B32</sup> profession. Your keen senses lead you to hidden treasures. You gain a +1 status bonus to Perception checks while in an underground terrain.	<b>FEAT 1</b>
<b>HERITAGE AFFINITY</b>  ANCESTRY   VERSATILE Prerequisites a bloodline, domain, lesson or mystery the matches your heritages affinity. <b>Frequency</b> once per day. You regain a focus point.	<b>FEAT 1</b>
<b>HERITAGE LORE</b> 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.	
<b>HERITAGE GRACE</b> ANCESTRY   VERSATILE Prerequisites <i>Divine Grace</i> <sup>F11</sup> . You gain your Heritage spell as a 2nd-level divine innate spell castable once per day.	<b>FEAT 5</b>
<b>HERITAGE RESISTANCE</b> ANCESTRY   VERSATILE You gain resistance equal to half your level (minimum 1) to one of your ancestry or heritage's resistances. <b>Special</b> You can select this feat more than once, each time it applies to a different resistance.	<b>FEAT 1</b>
<b>LEECHING BITE</b> TIEFLING Prerequisites Bite special ability. You recover 1d4 temporary hit points back on critically successful strike with your bite.	<b>FEAT 1</b>
<b>LOW-LIGHT VISION</b> ANCESTRY   UNIVERSAL You gain low-light vision.	<b>FEAT 1</b>
<b>MIGHTY CLAWS</b> TIEFLING Your claw or hands grow sharper. You gain the Claws special ability.	<b>FEAT 1</b>
<b>MIGHTY CUNNING</b> ANCESTRY Prerequisites Bite, Claws, or Tail Attack special ability. Your unarmed attack granted by an ancestral special ability gain the deadly d6 trait.	<b>FEAT 5</b>
<b>MIGHTY TAIL</b> TIEFLING You have trained yourself to use your tail as a weapon. You gain the Tail Attack special ability.	<b>FEAT 1</b>
<b>MONITOR ANCESTRY</b> <sup>UCA*</sup> ANCESTRY Prerequisites a monitor class path (such as a bloodline or patron). You have some monitor ancestry. You gain a 1 <sup>st</sup> level ancestry feat with the Duskwalker or Versatile trait for with you meet the prerequisites and have access.	<b>FEAT 1</b>
<b>TUNNEL FIGHTER</b> <sup>APG</sup> DWARF Prerequisites Dwarf ancestry or <i>Sunless</i> <sup>B12</sup> origin. Caves and tunnels are a second home to you. While underground your weapon attacks with Dwarven cultural weapons gain the Deadly d8 trait.	<b>FEAT 1</b>
<b>VESTIGIAL WINGS</b> 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.	<b>FEAT 5</b>

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

OATHBOUND	1	Atonement <sup>B415</sup> , Dread Penance <sup>B414</sup> , Henchman <sup>B41a</sup> , Ongoing Patron <sup>B413</sup> , Role Model <sup>C13</sup>	Reroll a failed save against a charm or compulsion effect
PAIN IS PLEASURE	1	Agitator <sup>B34</sup> , Slave Maestro <sup>E12</sup> , Swindler <sup>B24</sup>	Bonus to Fortitude and Will saves when below half your hit points
PASSIONATE INERTIA	1	Hedonist <sup>B24</sup> , Revolutionary <sup>B22</sup>	Bonus to Will saves against mental effects
PAST LIFE	1	Alchemical Prodigy <sup>B32</sup> , Reincarnated <sup>E1</sup>	Bonus to saves against fear and death effects
PRECISE AUGURY	1	Divinely Marked <sup>E12</sup>	Once per day avoid a 'nothing' augury result.
POSSESSED	1	Fiend <sup>C11</sup> , Undead Crusader <sup>B22</sup>	Add your level to any check to Recall Knowledge in a skill in which you are untrained.
PUNISH INSURRECTION	1	Aspiring Monarch <sup>B22</sup> , Despot <sup>B24</sup>	Reroll a critical failure to attack a subordinate
REACTIONARY	1	Death in the Family <sup>E1</sup> , Dishonoured Family <sup>B11</sup> , One of a Dying Breed <sup>B412</sup> , Rootless Wanderer <sup>B12</sup>	Bonus to initiative and activate rage at the start of an encounter.
REDEEMER	1	Ambassador <sup>B34</sup> , Redeemer <sup>B24</sup>	Once per hour a creature adjacent to you can reroll a saving throw
RESILIENT	1	Raised by Beasts <sup>B11</sup> , Major Disaster <sup>E12</sup> , Lost in the Wild <sup>B416</sup> , Survival <sup>B417</sup>	Bonus to fortitude saves
RICH PARENTS	1	Affluent <sup>B34</sup> background; Boarder <sup>B22</sup> , Heir to a Legacy <sup>B11</sup> , Inheritance <sup>E12</sup>	Increase starting wealth
RIVER RAT	1	Boatwright <sup>B33</sup> , Caravel Wanderer <sup>B12</sup>	Ignore the penalty for underwater strikes with finesse weapons
SACRED CONDUIT	1	Energy Infused <sup>B11</sup>	Bonus to DC of Heal and Harm spells
SLOW TO TRUST	1	Betrayed <sup>E1</sup> , Bastard Born <sup>B11</sup> , Born of Violence <sup>B11</sup> , Pariah <sup>C11</sup> , Secret of the Faithful <sup>E12</sup> , Survivor <sup>B22</sup>	Bonus to perception checks to sense motive.
STORM-TOUCHED	1	Raised on the Sea <sup>B12</sup> , Sudden Scavenger <sup>B12</sup>	Gain resistance to creatures and attacks with electricity trait
SUPERNATURAL REACTIONS	1	Mercane Scion <sup>B22</sup> , Awakened from Stasis <sup>E12</sup>	Use tradition skills for initiative with a bonus
SHADOW WHISPERS	7	Expert in Intimidation; Corruption <sup>E12</sup> , Faction Uprising <sup>B11</sup> , Narcissist <sup>B24</sup>	Spend a day to intimidating a target in advance of a meeting
DOWNTIME			
TACTICIAN	1	Actor of Intrigue <sup>B23</sup> , Avenger <sup>B23</sup> , Guard <sup>B32</sup> , Lovesick Warden <sup>B32</sup> , Soldier <sup>B32</sup> , Warrior <sup>B32</sup> , Schooled <sup>E417</sup>	Once per day treat a successful strike against a flat-footed foe as a critical success.
UNABASHED GALL	1	Exiled <sup>B22</sup> , Rebel <sup>B24</sup>	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	People Smuggler <sup>B22</sup> , Saboteur <sup>B24</sup>	Weapon attacks gain the Agile trait during the first round of an encounter
VETERAN OF BATTLE	1	Rebel <sup>B24</sup> , Unifier <sup>B22</sup>	Draw a weapon before the first round of an encounter
VIGILANT BATTLER	1	Assassin's Scion <sup>B22</sup> , Double Agent <sup>B22</sup>	Bonus to DC against Feint, and cannot critically fail perception checks to Sense Motive
VOICE OF MONSTERS	1	Fury <sup>B24</sup> , Moderniser <sup>B22</sup>	Cast 2 <sup>nd</sup> -level Speak with Animals once per day
WANDERER'S SHROUD	1	Foundling <sup>E12</sup> , Groomed Agent <sup>B11</sup> , Terrible Secret <sup>B414</sup> , Wandering Savant <sup>B418</sup>	Difficult to Gather Information about you, and you gain a bonus on saving throws against scrying and mental effects
WATER-TOUCHED	1	Home in the Deep <sup>B12</sup> , Undersea Enthusiast <sup>B12</sup> , Wave-touched <sup>B12</sup>	Gain resistance to creatures and attacks with water trait
WEAPON OF PEACE	1	Guardian <sup>B24</sup> , Restore the Land <sup>B22</sup>	No penalty for making nonlethal attacks with a lethal weapon
WISDOM IN THE FLESH	1	Executor <sup>B24</sup> , Wave-touched <sup>B12</sup>	Use wisdom in place of normal ability score for one of Athletics, Acrobatics, Stealth or Thievery.
WRECKING WRATH	1	Bonded Labourer <sup>B22</sup> , Fury <sup>B24</sup>	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
UNCOMMON			
ANCESTRY			
GENERAL			
SKILL			
ASSURANCE	PF2e	1 trained in at least one skill	Receive a fixed result on a skill check
FORTUNE			
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			
FORTUNE		1 Impulsive <sup>B24</sup> , Champion of a God <sup>B412</sup> , Holy Epiphany <sup>B414</sup> , Converted <sup>B415</sup>	Reroll a failed skill check
KNOW THE ENEMY		1 trained in a Recall Knowledge skill; Born into Bondage <sup>B11</sup> , Guardian <sup>B24</sup> , Ancient Hatred	Recall Knowledge before the start of an encounter
SEEKER		1 Vigilante <sup>B24</sup> , Gift <sup>B413</sup> , Knight-Errant <sup>B414</sup> , Adventurer <sup>B417</sup>	Automatically critically succeed a seek before encounter starts
TIRELESS LOGIC		1 Facilitator <sup>B24</sup> , Barrister <sup>B34</sup> , Bureaucrat <sup>B33</sup> , Dangerous Intellect <sup>B41c</sup>	Once a day roll twice for an intelligence-based skill check
UNCONVENTIONALLY SKILLED		1 Balanced Education <sup>E12</sup>	Once per day use mental ability score in place of physical or physical in place of mental.
FORTUNE			
WORLDLY		1 Conscripted <sup>B417</sup> , Dabbler <sup>B413</sup> , Imperial Scion <sup>B22</sup> , Imperial Scion <sup>B22</sup> , Politician <sup>B34</sup> , Revelation <sup>B415</sup> , Sailor <sup>B32</sup> , Wanderer <sup>C11</sup> , Troubled First Love <sup>E12</sup>	Once a day roll twice for an untrained skill
SELF-TAUGHT SCHOLAR	3	trained in a Decipher Writing skill, Born out of Time <sup>B11</sup> , Clerk <sup>B33</sup>	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 Merchandiser <sup>B33</sup> , Magical Accident <sup>E12</sup>	Prevent critical failures to Trick Magic Item
PARTIAL PROTÉGÉ		5 Merchandiser <sup>B33</sup>	Your success lasts until the end of your next turn
CARTELLICALLY SCHOoled		1 Devotee <sup>B24</sup> , Scholar <sup>B33</sup> , Tomb Seeker <sup>B23</sup>	Prevent critical failures to Recall Knowledge
LUCKY IDENTIFICATION		1 Antiquarian <sup>B34</sup> , Hedonist <sup>B24</sup> , Spiritualist <sup>B33</sup> , Witch Wary <sup>B12</sup>	Reroll critical failures and non-critical successes
FORTUNE			
OUTCAST'S INTUITION		1 Fatalist <sup>B24</sup> , Outcast <sup>B41b</sup> , Winter's Child <sup>B12</sup>	+2 bonus to DC of foes counteracting your spells
DECIPHER SCROLL		3 Itinerant Scholar <sup>B32</sup> , Mage <sup>B33</sup> , Waste Refugee <sup>B12</sup>	Learn a spell from a scroll in 10 minutes
RELUCTANT APPRENTICE		5 Esoterist <sup>B33</sup> , Failed Wizard <sup>B41b</sup>	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 <sup>B32</sup> , Disciple of Acrobatics <sup>B33</sup> , Thrill Seeker <sup>B41a</sup>	Treat a balance success as a critical success

## F121a Trained in Athletics

COMBAT CLIMBER	PF2e	1	Fight more effectively as you Climb	
HEFTY HAULER	PF2e	1	Increase your Bulk limits by 2	
QUICK JUMP	PF2e	1	High Jump or Long Jump as a single action	
UNDERWATER MARAUDER	PF2e	1	Fight more effectively underwater	
TITAN WRESTLER	PF2e	1	Disarm, Grapple, Shove, or Trip larger creatures	
<b>SIMPLE DISCIPLE</b>		1	<i>Bellicose Historian</i> <sup>B418</sup> , <i>Classically Schooled</i> <sup>B418</sup> , <i>Disciple of Athletics</i> <sup>B33</sup> , <i>Home in the Deep</i> <sup>B12</sup> , <i>Minion</i> <sup>B24</sup> , <i>Undersea Enthusiast</i> <sup>B12</sup>	Once a day you cannot fail an Athletics attack
<b>CLIMBER</b>		3	<i>Rite of Passage</i> <sup>B32</sup> , <i>Thrill Seeker</i> <sup>B41a</sup>	Treat a climb success as a critical success

## F121a Trained in Arcana

ARCANE SENSE	PF2e	1	Cast detect magic at will as an arcane innate spell
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## F121c Trained in Crafting

ALCHEMICAL CRAFTING	PF2e	1	Craft alchemical items	
<b>ALCHEMICAL ADEPT</b>		3	<i>Master Craftsman</i> <sup>B411</sup>	Prevent critical failures from alchemical crafting
<b>ALCHEMICAL INTUITION</b>		3	<i>Technologist</i> <sup>B32</sup> , <i>Accidental Discovery</i> <sup>B411</sup>	Improve successes with alchemical crafting
<b>PERFECTIONIST'S BREW</b>		3	<i>Elixir Researcher</i> <sup>B33</sup> , <i>To Recreate a Miracle</i> <sup>B411</sup>	Once per day double the duration of an alchemical elixir
<b>MAGICAL CRAFTING</b>	PF2e	2	Craft magic items	
<b>ELDRITCH CRAFTER</b>		5	<i>Activist</i> <sup>B24</sup> , <i>Alchemical Prodigy</i> <sup>B22</sup> , <i>The Way Things Work</i> <sup>B41c</sup>	Improve successes with magical crafting
<b>SPARK OF CREATION</b>		5	<i>Activist</i> <sup>B24</sup>	Cannot critically fail and improve success with magical crafting
<b>HEDGE MAGICIAN</b>		3	<i>Dabbler</i> <sup>B413</sup>	Reduce the material cost to make a magic item by 5%.
QUICK REPAIR	PF2e	1	Repair items quickly	
SNARE CRAFTING	PF2e	1	Craft snares	
<b>SPECIALTY CRAFTING</b>	PF2e	1	Gain bonuses to Craft certain items	
<b>ARTISAN CRAFTING</b>		5	<i>Any Modest</i> <sup>B33</sup> , <i>Artist</i> <sup>B32</sup> , <i>Bohemian</i> <sup>B32</sup> , <i>Creative</i> <sup>C11</sup> , <i>Historian</i> <sup>B34</sup> , <i>Tinker</i> <sup>B32</sup>	Prevent critical failures and improve successes from Speciality Crafting
<b>HARVESTER</b>		3	<i>Artisan</i> <sup>B33</sup> , <i>Opportunist</i> <sup>B419</sup> , <i>Ooze-Tender</i> <sup>B23</sup>	Craft talismans

## F121de Trained in Deception

CHARMING LIAR	PF2e	1	Improve a target's attitude with your lies	
<b>TRUSTWORTHY</b>		3	<i>Confidante</i> <sup>C11</sup> , <i>Revolutionary</i> <sup>B23</sup>	Prevent critical failures from a Lie
LENGTHY DIVERSION	PF2e	1	Remain hidden after you Create a Diversion	
LIE TO ME	PF2e	1	Use Deception to detect lies	
SECRET SPEECH	PF2e	1	Learn the secret language of a society	
<b>CANTER</b>		5	<i>Criminal</i> <sup>C11</sup> , <i>Elite Fighting Force</i> <sup>B418</sup> , <i>Kidnapped</i> <sup>E12</sup> , <i>Scout</i> <sup>B41a</sup>	Bonus to deception DC against observers
<b>FAST TALKER</b>		1	<i>Cultural Mandate</i> <sup>B413</sup> , <i>Operative</i> <sup>B33</sup> , <i>Spy</i> <sup>B41a</sup> , <i>Swindler</i> <sup>B24</sup>	Use deception to Lie then stride.
<b>BRAVADO</b>		3	<i>Schemer</i> <sup>B34</sup>	Improve successes when deceiving the opposite sex.
<b>DEEP COVER</b>		3	<i>Bandit</i> <sup>B31</sup> , <i>Groomed Agent</i> <sup>B11</sup>	Reroll critical failures to impersonate
<b>FORTUNE</b>				
<b>SUBJECTIVE TRUTH</b>		3	<i>Charlatan</i> <sup>B32</sup> , <i>Psychopath</i> <sup>B24</sup>	Bonus to checks to Lie when the target has never known you to lie to them before
<b>UNPREDICTABLE</b>		3	<i>Breather</i> <sup>B12</sup> , <i>Chaos Embraced</i> <sup>B412</sup> , <i>Competing</i> <sup>B22</sup> , <i>Fool</i> <sup>C11</sup>	Once per day reroll an unsuccessful check.

## F121di Trained in Diplomacy

BARGAIN HUNTER	PF2e	1	Earn Income by searching for deals	
GROUP IMPRESSION	PF2e	1	Make an Impression on multiple targets at once	
HOBNOBBER	PF2e	1	Gather Information rapidly	
<b>AMBITIOUS</b>		1	<i>Champion</i> <sup>C11</sup> , <i>Double Agent</i> <sup>B22</sup> , <i>Greed</i> <sup>B41a</sup>	Prevent critical failures and improve successes from Requests.
<b>CHARMING</b>		1	<i>Adopted by Fey</i> <sup>B11</sup> , <i>Celebrity</i> <sup>B413</sup> , <i>Creator</i> <sup>B24</sup> , <i>First Love</i> <sup>C11</sup> , <i>Initiate</i> <sup>B32</sup> , <i>Progeny of Power</i> <sup>B11</sup>	Improve successes when deceiving the opposite sex.
<b>WELL INFORMED</b>		1	<i>Barkeep</i> <sup>B33</sup> , <i>Mediator</i> <sup>B24</sup> , <i>Political Opposition</i> <sup>B22</sup> , <i>Socialite</i> <sup>C11</sup>	Cannot critically fail to Gather Information
<b>AMIABLE BLUNDER</b>		3	<i>Agent of Balance</i> <sup>B34</sup> , <i>Clan Training</i> <sup>B22</sup> , <i>Merchant</i> <sup>B33</sup>	Reroll a critically failed Diplomacy check to Make an Impression
EASE OF FAITH		3	<i>Raised by Belief</i> <sup>B11</sup> , <i>Adherent</i> <sup>B23</sup>	Prevent critical failures and improve successes to Make an Impression with creatures with opposing deity.
FEARFUL REPUTATION		3	<i>Angelic Encounter</i> <sup>B415</sup>	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
NATURAL-BORN LEADER		3	<i>Boss</i> <sup>C11</sup> , <i>Child of the Resistance</i> <sup>B11</sup> , <i>Criminal Roots</i> <sup>E12</sup> , <i>Faction Upbringing</i> <sup>B11</sup> , <i>Outcast</i> , <i>Worldshaker</i> <sup>B413</sup> , <i>Righteous Mentor</i> <sup>B414</sup> , <i>Religious Colony</i> <sup>B415</sup>	Grant controlled allies a bonus to will saves.
PATIENT OPTIMIST		3	<i>Raised by Angels</i> <sup>B12</sup> , <i>Guardian</i> <sup>B24</sup> , <i>Moderniser</i> <sup>B22</sup>	React to reroll a critical failure to Make an Impression on a hostile or unfriendly creature.
PERSUASIVE INSIGHT		3	<i>Spirit Guide</i> <sup>B32</sup>	Use wisdom in place of charisma to make a request

## F121ii Trained in Intimidation

GROUP COERCION	PF2e	1	Coerce multiple targets simultaneously	
INTIMIDATING GLARE	PF2e	1	Demoralize a creature without speaking	
QUICK COERCION	PF2e	1	Coerce a creature quickly	
<b>BULLY</b>		5	<i>Collaborator</i> <sup>B23</sup> , <i>Shadow Hunted</i> <sup>B22</sup>	Stride and then Coerce
BRUISING INTELLECT		1	<i>Gifted Pride</i> <sup>B14c</sup>	Use intelligence instead of charisma to Demoralise
DEMORALIZING REACTION		1	<i>The Omen</i> <sup>B11</sup>	React to demoralize after taking damage
INEXORABLE AUTHORITY		1	<i>Judge</i> <sup>B24</sup> , <i>Raised on the Sea</i> <sup>B12</sup>	Cannot critically fail and improve success to Coerce or Demoralise when pronouncing a lawful judgement
ENTITLED		3	<i>Apotheosis</i> <sup>E1</sup> , <i>Angelic Encounter</i> <sup>B415</sup> , <i>Unifier</i> <sup>B23</sup>	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
IMPOSING SCION		5	<i>Aspiring Captain</i> <sup>B23</sup> , <i>Clan Training</i> <sup>B22</sup> , <i>Proud Heritage</i> <sup>B22</sup>	Regain focus from a critically successful Coerce.
UNNATURAL REVENGE		5	<i>Nature's Foe</i> <sup>B411</sup> , <i>Tribal Slayer</i> <sup>B12</sup>	Using intimidation to Demoralize loses the Emotion and Mental traits.

## F121 Trained in Lore

ADDITIONAL LORE	PF2e	1	Become trained in another Lore subcategory	
EXPERIENCED PROFESSIONAL	PF2e	1	Prevent critical failures when Earning Income	
<b>CHILD OF THE STREETS</b>		1	Use Lore instead of Stealth to Conceal an Object	
<b>LORE SPECIALIST</b>		1	Once a day you cannot fail a Lore check	
<b>MENTORED</b>		1	+2 bonus when using Lore to Aid a related skill check	
<b>MILITIA VETERAN</b>		3	Ride; Any Martial Lore. <i>Joined the Watch</i> <sup>B417</sup> , <i>Military Strategist</i> <sup>B22</sup> , <i>Smuggler</i> <sup>B32</sup>	Use Lore in place of Nature to ride and Survival in an urban environment

### F121m Trained in Medicine

BATTLE MEDICINE	1		Heal yourself or an ally in battle
HEALING MANIPULATE			
MOBILE MEDIC	5	Healed <sup>B415</sup>	As an action stride and apply battle medicine.
BEDSIDE MANNER	1	Field Medic <sup>B23</sup>	Reduce the DC to treat wounds
PRECISE TREATMENT	3	Physician <sup>B411</sup>	Use intelligence instead of wisdom to Treat Wounds
REACTIVE MEDIC	3	Medic <sup>B33</sup> , Restore the Land <sup>B23</sup>	Attempt first aid as a reaction which you cannot critically fail.
SACRED TOUCH	10	Expert; Energy Infused <sup>B11</sup> , Healed <sup>B415</sup> , Marked by the Gods <sup>E1</sup> , Progeny of Power <sup>B11</sup> , Spirit of Nature <sup>B416</sup>	Automatically stabilize a creature by touch.

### F121n Trained in Nature

NATURAL MEDICINE	1		Use Nature to Treat Wounds
SELF-MEDICATING	3	Born into Bondage <sup>B11</sup> , Hatred of Civilization <sup>B412</sup> , Left to Die <sup>E1</sup> , Raised by Savages <sup>B11</sup> , Savage <sup>B416</sup> , Serf <sup>B31</sup>	Use CON instead of WIS when using Natural Medicine on yourself
TRAIN ANIMAL	1		Teach an animal a trick
DOWNTIME MANIPULATE			
DEVOTEE OF THE GREEN	1	Tree Tender <sup>B416</sup> , Woodlander <sup>B12</sup>	Improve successes with Recall Knowledge
BEAST BOND	3	Animal Whisperer <sup>B32</sup> , Dung Sweeper <sup>B31</sup> , Beastlord <sup>B416</sup> , Animalistic Affliction <sup>E12</sup>	Prevent critical failures when you Command an Animal
BORN TO THE SADDLE	3	Rancher <sup>B32</sup>	While riding treat you cannot critically fail and improve successes
NATURE'S MIMIC	3	Nature's Disciple <sup>B418</sup>	While you have a stance active you cannot fail a Nature check to Command an Animal

### F121o Trained in Occultism

ODDITY IDENTIFICATION	1		+2 to Occultism checks to Identify Magic with certain traits
PLANAR SAVANT	1	Ancient traveller <sup>B122</sup>	Use charisma instead of intelligence to Recall Knowledge

### F121p Trained in Performance

FASCINATING PERFORMANCE	1		Perform to fascinate observers
IMPRESSIVE PERFORMANCE	1		Make an Impression with Performance
VIRTUOSIC PERFORMER	1		+1 with a certain type of performance
MAJESTIC PERFORMANCE	5	Entertainer <sup>B32</sup> , Savant <sup>E12</sup> , Virtuoso <sup>B413</sup>	Once a day you cannot fail a Performance check that benefits from Virtuosic Performance

### F121r Trained in Religion

STUDENT OF THE CANON	1		More accurately recognize the tenets of your faith or philosophy
CHILD OF NATURE	3	Avatar <sup>B416</sup> , Hunter <sup>C11</sup> , Naturalist <sup>B24</sup>	Use Religion in place of Survival to Subsist in the Wild, and in place of Nature to Recall Knowledge about natural creatures

### F121so Trained in Society

COURTELY GRACES	1		Use Society to get along in noble society
MULTILINGUAL	1		Learn two new languages
ADAPTIVE LINGUIST	5	Feral Community <sup>E12</sup>	During your daily preparation select a temporary additional language.
READ LIPS	1		Read the lips of people you can see
SIGN LANGUAGE	1		Learn sign languages
STREETWISE	1		Use Society to Gather Information and Recall Knowledge
INFLUENCE	1	Any Affluent <sup>B34</sup> profession; Bounty Hunter <sup>B32</sup> , Celebrity <sup>B413</sup> , Competing <sup>B23</sup> , Heir to a Legacy <sup>B11</sup> , Knighted <sup>B417</sup> , Liege Lord <sup>C11</sup> , Student <sup>B32</sup>	Prevent critical failures when you Recall Knowledge
FRIEND IN EVERY TOWN	1	Adventurer <sup>B22</sup> , Detective <sup>B33</sup> , Rootless Wanderer <sup>B12</sup>	Once a day per community automatically critically succeed.
POVERTY-STRICKEN	1	Any Destitute <sup>B31</sup> profession, Exiled <sup>B23</sup> , Labourer <sup>B32</sup> , Poverty <sup>B41a</sup>	Once per day acquire an inexpensive light 0 level item

### F121st Trained in Stealth

EXPERIENCED SMUGGLER	1		Conceal items from observers more effectively
TERRAIN STALKER	1		Sneak in certain terrain without attempting a check
HIGHLANDER	5	Bushman <sup>B12</sup>	Use Terrain Stalker at full speed in hilly or rocky terrain
ORDINARY	3	Alien <sup>B31</sup> , Entrapment <sup>E12</sup> , Ordinary Childhood <sup>B0</sup> , Ordinary <sup>E12</sup> , Uneventful Lifestyle <sup>B0</sup>	Prevent critical failures and improve successes when hiding in a crowd.

### F121su Trained in Survival

EXPERIENCED TRACKER	1		Track at your full Speed at a -5 penalty
FORAGER	1		Forage for supplies to provide for multiple creatures
SURVEY WILDLIFE	1		Identify nearby creatures through signs and clues
TERRAIN EXPERTISE	1		+1 to Survival checks in certain terrain
WILD ORPHAN	3	Guerrilla <sup>B22</sup> , Outcast <sup>B31</sup> , Survivalist <sup>B419</sup>	Use survival in place of diplomacy to make requests
STARCHILD	1	Vigilante <sup>B24</sup>	Once per hour, when the stars are visible, automatically critically succeed a Survival check to Sense Direction.
URBAN JUNGLE	1	Bohemian <sup>B24</sup> , Bounty Hunter <sup>B32</sup> , Civilized Outcast <sup>B416</sup>	Use survival for society Recall Knowledge topics.
WILDERNESS SURVIVOR	3	Bushman <sup>B12</sup> , Lovesick Warden <sup>B23</sup> , Scout <sup>B32</sup> , Sodden Scavenger <sup>B12</sup>	Roll twice against natural effects caused by a selected terrain

### F121t Trained in Thievery

PICKPOCKET	1		Steal or Palm an Object more effectively
SUBTLE THEFT	1		Your thefts are harder to notice
VAGABOND CHILD	1	The War <sup>B11</sup>	Prevent critical failures

## ACROBAT UCA ♦

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in Acrobatics.**Access** *Acrobat*<sup>B32</sup>, *Disciple of Acrobatics*<sup>B33</sup>, *Thrill Seeker*<sup>B41a</sup>.**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
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**Prerequisites** Multilingual. **Access** *Feral Community*<sup>E12</sup>.**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
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**Access** *Raised Cross Species*<sup>F12</sup>.

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
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**Access** *Avatar*<sup>B416</sup>.

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
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**Prerequisites** trained in Crafting. **Access** *Master Craftsman*<sup>B411</sup>.**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
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**Prerequisites** trained in Crafting.**Access** *Technologist*<sup>B32</sup>, *Accidental Discovery*<sup>B411</sup>.**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
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**Prerequisites** trained in Diplomacy.**Access** *Champion*<sup>C11</sup>, *Double Agent*<sup>B22</sup>, *Greed*<sup>B41a</sup>.**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
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**Access** *Breather*<sup>B12</sup> or *Death Cult Scion*<sup>B22</sup>.**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
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**Prerequisites** trained in Diplomacy.**Access** *Agent of Balance*<sup>B24</sup>, *Clan Training*<sup>B22</sup>, *Merchant*<sup>B33</sup>.**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
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**Prerequisites** you have a focus spell with an Arcane tradition.**Access** *Born out of Time*<sup>B11</sup>. **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
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**Access** *Hunter*<sup>B22</sup>.

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
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**Prerequisites** trained in Crafting.**Access** any *Modest*<sup>B33</sup> profession *Artist*<sup>B32</sup>, *Bohemian*<sup>B32</sup>, *Creative*<sup>C11</sup>, *Historian*<sup>B34</sup>, *Tinker*<sup>B32</sup>.**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
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**Access** *Born of Violence*<sup>B11</sup>, *Personal Flaw*<sup>B412</sup>, *Raiders*<sup>E12</sup>, *Tribal Slayer*<sup>B12</sup>, *Vengeance*<sup>B412</sup>.**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
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**Access** *Fatalist*<sup>B412</sup>. **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
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**Access** *Evangelist*<sup>B33</sup>, *Tribe War Orphan*<sup>B22</sup>.

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
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**Access** *Raised by Belief*<sup>B11</sup>, *Acolyte*<sup>B33</sup>, *Taken by the Church*<sup>B415</sup>,*Mystic*<sup>C11</sup>. **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
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Prerequisites trained in Nature. Access *Animal Whisperer*<sup>B32</sup>, *Dung Sweeper*<sup>B31</sup>, *Beastlord*<sup>B416</sup>, *Animalistic Affliction*<sup>E12</sup>.

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
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Prerequisites trained in Medicine. Access *Field Medic*<sup>B23</sup>.

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
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Access *Blessed Birth*<sup>B11</sup>, *Marked by the Gods*<sup>E1</sup>, *Mark of Faith*<sup>B414</sup>.

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
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Access *Blessed Birth*<sup>B11</sup>, *Raised by Angels*<sup>B12</sup>, *Divine Calling*<sup>B414</sup>,

*Devoted*<sup>B415</sup>. 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
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Access *Herbalist*<sup>B32</sup>, *Creator*<sup>B24</sup>.

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
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Access *Devotee*<sup>B24</sup>, *Shadow Hunted*<sup>B22</sup>, *The Omen*<sup>B11</sup>.

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
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Prerequisites trained in Nature; Ride. Access *Rancher*<sup>B32</sup>.

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
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Prerequisites trained in Deception. Access *Schemer*<sup>B34</sup>.

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
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Prerequisites trained in Intimidation. Access *Gifted Pride*<sup>B14c</sup>.

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
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Prerequisites Quick Coercion.

Access *Collaborator*<sup>B23</sup>, *Shadow Hunted*<sup>B22</sup>.

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
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Prerequisites Secret Speech.

Access *Criminal*<sup>C11</sup>, *Elite Fighting Force*<sup>B418</sup>, *Kidnapped*<sup>E12</sup>, *Scout*<sup>B41a</sup>.

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
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Access *Rite of Passage*<sup>B22</sup>, *Vigilante*<sup>B24</sup>.

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
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Prerequisites trained in Diplomacy.

Access *Adopted by Fey*<sup>B11</sup>, *Celebrity*<sup>B413</sup>, *Creator*<sup>B24</sup>, *First Love*<sup>C11</sup>, *Initiate*<sup>B32</sup>, *Progeny of Power*<sup>B11</sup>.

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
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Prerequisites trained in Religion.

Access *Avatar*<sup>B416</sup>, *Hunter*<sup>C11</sup>, *Naturalist*<sup>B24</sup>.

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
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Prerequisites trained in any Criminal Lore.

Access *Criminal*<sup>B31</sup>, *Gang Member*<sup>B22</sup>, *Henchman*<sup>B41a</sup>, *On the Street*<sup>B417</sup>, *Street Urchin*<sup>B31</sup>.

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
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Prerequisites trained in Arcana, Nature, Occultism or Religion.

Access *Devotee*<sup>B24</sup>, *Scholar*<sup>B33</sup>, *Tomb Seeker*<sup>B23</sup>.

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.

## CLIMBER UCA ♦

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Athletics.

Access *Rite of Passage*<sup>B22</sup>, *Thrill Seeker*<sup>B41a</sup>.

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 CANNIBAL UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Ooze Tender*<sup>B22</sup>, *Psychopath*<sup>B24</sup>.

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.

## COURAGEOUS UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Adventurer*<sup>B22</sup>, *Left to Die*<sup>E1</sup>, *Noble*<sup>B34</sup>, *Duty*<sup>B417</sup>.

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 CURIOUS UCA ♦

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites Trick Magic Item.

Access *Merchandiser*<sup>B33</sup>, *Magical Accident*<sup>E12</sup>.

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 SCROLL SH\* ♦

FEAT 1

UNCOMMON	ANCESTRY	EXPLORATION	GENERAL	SKILL
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Prerequisites trained in Arcana, Nature, Occult or Religion.

Access *Itinerant Scholar*<sup>B32</sup>, *Mage*<sup>B33</sup>, *Waste Refugee*<sup>B12</sup>.

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 DEFENDER UCA ♦

FEAT 5

UNCOMMON	ANCESTRY	GENERAL
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Access *Child of the Resistance*<sup>B12</sup>, *Emissary*<sup>B34</sup>, *Loyalist*<sup>B23</sup>, *Ooze Tender*<sup>B22</sup>, *Raised by Heritage*<sup>B11</sup>. 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 COVER SH ♦

FEAT 1

UNCOMMON	ANCESTRY	SKILL	FORTUNE	GENERAL	SKILL
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Prerequisites trained in Deception.

Access *Bandit*<sup>B31</sup>, *Groomed Agent*<sup>B11</sup>.

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 CALLING QAC ♦

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Divinely Marked*<sup>E12</sup>. 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 INSPIRATION QAC ♦

FEAT 1

UNCOMMON	ANCESTRY	AUDIBLE	FORTUNE	GENERAL	LINGUISTIC
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Access *Divinely Marked*<sup>E12</sup>.

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 temporally immune to this feat until you next complete your daily preparation.

## DEFT DODGER UCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL
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Access *Clan Training*<sup>B22</sup>, *Unscrupulous Family*<sup>B11</sup>, *Mammoth Speaker*<sup>B12</sup>.

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 REACTION UCA ♦

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in intimidation. Access *The Omen*<sup>B11</sup>.

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 ADVANTAGE PF2E

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Fugitive*<sup>E2</sup>.

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 RESOLVE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Righting a Wrong*<sup>B41c</sup>, *Imprisoned*<sup>B22</sup>, *Long-Term Hostage*<sup>E12</sup>.

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 DISOBEDIENCE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Aspiring Captain*<sup>B22</sup>, *Minion*<sup>B24</sup>.

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 GREEN UCA ♦

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Nature.

Access *Tree Tender*<sup>B416</sup>, *Woodlander*<sup>B12</sup>.

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 FIGHTER UCA ♦

FEAT 5

UNCOMMON	ANCESTRY	GENERAL
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Access *Criminal Enforcer*<sup>B23</sup>, *Gang War*<sup>B41a</sup>.

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.

<b>DISDAINFUL DEFENDER</b> UCA	<b>FEAT 1</b>	<b>FAST TALKER</b> UCA	<b>FEAT 3</b>
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>SKILL</b>	
<b>Access</b> <i>Adherent</i> <sup>B22</sup> , <i>Impure Thinker</i> <sup>B23</sup> .		<b>Prerequisites</b> trained in Deception.	
<b>Requirements</b> the caster does not worship your Patron Deity.		<b>Access</b> <i>Cultural Mandate</i> <sup>B413</sup> , <i>Operative</i> <sup>B33</sup> , <i>Spy</i> <sup>B41a</sup> , <i>Swindler</i> <sup>B24</sup> .	
<b>Trigger</b> you attempt a Will saving throw against a divine effect.		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.	
You are resistant to the magic of other faiths. You gain a +2 status bonus to the save.			
<b>DISPELLED BATTLER</b> UCA	<b>FEAT 1</b>	<b>FEARFUL REPUTATION</b> UCA	<b>FEAT 3</b>
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>SKILL</b>	
<b>Access</b> <i>Witch Wary</i> <sup>B22</sup> .		<b>Prerequisites</b> trained in Diplomacy. <b>Access</b> <i>Angelic Encounter</i> <sup>B415</sup> .	
<b>Trigger</b> you are targeted by a counteract or by an <i>antimagic field</i> spell.		<b>Trigger</b> you attempt a Diplomacy check while interacting with anyone familiar with you or your reputation.	
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.		Your coming was foretold in prophecy, and people familiar with your legend regard you with fear. Treat any critical failure results as a failure, and any success results as a critical success.	
<b>DIVINE COURTESAN</b> APG	<b>FEAT 1</b>	<b>FEARLESS DEFIANCE</b> UCA	<b>FEAT 1</b>
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>Access</b> <i>Impulsive</i> <sup>B24</sup> , <i>Initiate</i> <sup>B32</sup> . <b>Frequency</b> once per day.		<b>Access</b> <i>Died</i> <sup>E12</sup> , <i>Nightmare Slayer</i> <sup>B419</sup> .	
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.		<b>Trigger</b> you are attempting a saving throw against an effect with the fear trait.	
<b>DIVINE WARRIOR</b> APG	<b>FEAT 1</b>	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 on saving throws against fear until the end of your next round.	
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>METAMAGIC</b>			
<b>Access</b> <i>Crusader</i> <sup>B24</sup> .		<b>FENCER</b> UCA	<b>FEAT 1</b>
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.		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>EARTH-TOUCHED</b> UCA	<b>FEAT 1</b>	<b>Access</b> <i>Press Ganged</i> <sup>B22</sup> .	
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>		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 disenchanted 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.	
<b>Access</b> <i>Sunless</i> <sup>B12</sup> .		<b>FLAME OF THE REDEEMER</b> APG*	<b>FEAT 1</b>
You share an affinity with elemental earth. You gain cold resistance equal to half your level.		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>EASE OF FAITH</b> UCA	<b>FEAT 3</b>	<b>Access</b> <i>Redeemer</i> <sup>B24</sup> .	
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>SKILL</b>		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.	
<b>Prerequisites</b> trained in Diplomacy.		<b>FLAME-TOUCHED</b> UCA	<b>FEAT 1</b>
<b>Access</b> <i>Raised by Belief</i> <sup>B11</sup> , <i>Adherent</i> <sup>B23</sup> .		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>Trigger</b> you attempt a Diplomacy check to Make an Impression on a creature that has an opposing deity or philosophy.		<b>Access</b> <i>Desert-Born</i> <sup>B12</sup> .	
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.		You share an affinity with elemental fire. You gain fire resistance equal to half your level.	
<b>ELDRITCH CRAFTER</b> UCA*	<b>FEAT 5</b>	<b>FOCUSED DISCIPLE</b> UCA	<b>FEAT 1</b>
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>SKILL</b>		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>Prerequisites</b> Magical Crafting.		<b>Access</b> <i>Fey Meeting</i> <sup>B416</sup> .	
<b>Access</b> <i>Activist</i> <sup>B24</sup> , <i>Alchemical Prodigy</i> <sup>B22</sup> , <i>The Way Things Work</i> <sup>B41c</sup> .		When weaker wills falter, you keep a clear mind. You gain a +2 status bonus on saving throws against charm and compulsion effects.	
<b>Trigger</b> you succeed a Craft check to create a magical item.		<b>FOCUSED MIND</b> UCA	<b>FEAT 1</b>
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.		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>ENTITLED</b> UCA	<b>FEAT 3</b>	<b>Access</b> <i>Apotheosis</i> <sup>E1</sup> , <i>Angelic Encounter</i> <sup>B415</sup> , <i>Unifier</i> <sup>B23</sup> .	
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>SKILL</b>		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.	
<b>Prerequisites</b> trained in Intimidate.		<b>FORTIFIED DRINKER</b> APG	<b>FEAT 1</b>
<b>Access</b> <i>Apotheosis</i> <sup>E1</sup> , <i>Angelic Encounter</i> <sup>B415</sup> , <i>Unifier</i> <sup>B23</sup> .		<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>	
<b>Trigger</b> you attempt an Intimidate check while interacting with anyone familiar with you or your reputation.		<b>Access</b> <i>Freedom Fighter</i> <sup>B24</sup> . <b>Frequency</b> once per day.	
Your coming was foretold in prophecy, and people familiar with your legend regard you with awe. Treat any critical failure results as a failure, and any success results as a critical success.		<b>Trigger</b> you imbibe an alcoholic beverage.	
<b>EYES AND EARS OF THE CITY</b> APG	<b>FEAT 1</b>	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.	
<b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>			
<b>Access</b> <i>Facilitator</i> <sup>B24</sup> .			
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.			

FRIEND IN EVERY TOWN UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Society.

Access Adventurer<sup>B22</sup>, Detective<sup>B33</sup>, Rootless Wanderer<sup>B12</sup>.

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). **Trigger** 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
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Access Winter's Child<sup>B12</sup>.

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

GIFTED ADEPT UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access Fantastic Encounter<sup>E12</sup>, Waste Refugee<sup>B12</sup>.

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
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Access Avenger<sup>B23</sup>, Hermit<sup>B31</sup>, Recluse<sup>B31</sup>.

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
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Access Bullied<sup>E12</sup>, Nomad<sup>B32</sup>, Persecution<sup>B412</sup>.

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
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Access Freedom Fighter<sup>B24</sup>, Imperial Scion<sup>B22</sup>, Jester<sup>B32</sup>.

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
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Prerequisites trained in Crafting.

Access Artisan<sup>B33</sup>, Opportunist<sup>B419</sup>, Ooze-Tender<sup>B23</sup>.

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
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Prerequisites Magical Crafting. Access Dabbler<sup>B413</sup>.

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
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Prerequisites Terrain Stalker. Access Bushman<sup>B12</sup>.

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
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Access Impure Thinker<sup>B23</sup>.**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
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Access Bushman<sup>B12</sup>.**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
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Access Ancient Traveller<sup>B31</sup>.**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
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Access Farm Hand<sup>B32</sup>, Gladiator<sup>B33</sup>.**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
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Access Annihilist<sup>B24</sup>.**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
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Access Devotee<sup>B24</sup>, Minion<sup>B24</sup>, Naturalist<sup>B24</sup>, Nightmare Slayer<sup>B419</sup>, Sunless<sup>B12</sup>.

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
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Prerequisites Trained in Intimidation.

Access Aspiring Captain<sup>B23</sup>, Clan Training<sup>B22</sup>, Proud Heritage<sup>B22</sup>.**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
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**Prerequisites** trained in Intimidation.

**Access** Judge<sup>B24</sup>, Raised on the Sea<sup>B12</sup>.

**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
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**Prerequisites** trained in Society.

**Access** Any Affluent<sup>B34</sup> profession; Bounty Hunter<sup>B32</sup>, Celebrity<sup>B413</sup>, Competing<sup>B23</sup>, Heir to a Legacy<sup>B11</sup>, Knighted<sup>B417</sup>, Liege Lord<sup>C11</sup>, Student<sup>B32</sup>.

**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
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**Access** Impulsive<sup>B24</sup>, Champion of a God<sup>B412</sup>, Holy Epiphany<sup>B414</sup>, Converted<sup>B415</sup>.

**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
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**Access** First Kill<sup>E12</sup>, Conquest<sup>B412</sup>, Gladiator<sup>B417</sup>, The Kill<sup>B41a</sup>.

**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
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**Access** Family Curse<sup>B23</sup>, Raised by Heritage<sup>B11</sup>.

**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
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**Access** Family Curse<sup>B23</sup>, Raised by Heritage<sup>B11</sup>.

**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
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**Prerequisites** trained in a skill with the Recall Knowledge action.

**Access** Born into Bondage<sup>B11</sup>, Guardian<sup>B24</sup>, Ancient Hatred<sup>B419</sup>.

**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
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**Access** Any Poor<sup>B32</sup> profession; Born into Bondage<sup>B11</sup>, Child of the Rooftops<sup>B12</sup>, Freed Slave<sup>B22</sup>, Gladiator<sup>B417</sup>, Prisoner<sup>B31</sup>.

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
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**Access** Caravel Wanderer<sup>B12</sup>, Perfection Seeker<sup>B22</sup>, Woodlander<sup>B12</sup>.

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
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**Prerequisites** trained in your selected specialist Lore.

**Access** Any Lore<sup>E12</sup> 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
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**Prerequisites** trained in Arcane, Nature, Occult or Religion.

**Access** Antiquarian<sup>B34</sup>, Hedonist<sup>B24</sup>, Spiritualist<sup>B33</sup>, Witch Wary<sup>B12</sup>.

**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
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**Access** Agent of Balance<sup>B24</sup>, Mercenary<sup>B33</sup>.

**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
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**Access** Adopted by Dragons<sup>B11</sup>, Adopted by Fey<sup>B11</sup>,

Raised Among the Dead<sup>B11</sup>, Fey Meeting<sup>B416</sup>.

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
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**Prerequisites** One or more metamagic feats. **Access** Failed Wizard<sup>B41b</sup>.

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 TALENT UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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**Access** *Progeny of Power*<sup>B11</sup>, *Magical Gift*<sup>E12</sup>.

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 MAGIC UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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**Prerequisites** Spellcaster. **Access** *Fortune Teller*<sup>B33</sup>, *Tomb Seeker*<sup>B23</sup>.**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 PERFORMANCE UCA\*

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** Virtuosic Performer.**Access** *Entertainer*<sup>B32</sup>, *Savant*<sup>E12</sup>, *Virtuoso*<sup>B413</sup>. **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, or if you fail you instead get a critical success.

MEDIATOR UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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**Access** *Mediator*<sup>B24</sup>, *Political Opposition*<sup>B22</sup>, *Reputable Business*<sup>E12</sup>.

You have a way with calming tempers, using cool logic to soothe 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.

MEMORABLE Q&C

FEAT 1

UNCOMMON	ANCESTRY	CONCENTRATE	EMOTION	GENERAL
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**Access** *Large Family*<sup>E12</sup>. **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.

MENTORED UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in a Lore.**Access** *Actor of Intrigue*<sup>B23</sup>, *Aspiring Monarch*<sup>B23</sup>, *Druid Circle*<sup>B416</sup>, *Loyalist*<sup>B23</sup>, *Mentor*<sup>C11</sup>, *Smuggler*<sup>B32</sup>, *The Trained*<sup>B41a</sup>.**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 VETERAN APG

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**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 MEDIC UCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** Battle Medicine. **Access** *Healed*<sup>B415</sup>.

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

NATURAL-BORN LEADER UCA

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in Diplomacy.**Access** *Boss*<sup>C11</sup>, *Child of the Resistance*<sup>B11</sup>, *Criminal Roots*<sup>E12</sup>, *Faction Upbringing*<sup>B11</sup>, *Outcast*<sup>B31</sup>, *Worldshaker*<sup>B413</sup>, *Righteous Mentor*<sup>B414</sup>, *Religious Colony*<sup>B415</sup>.

**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 MIMIC UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in Nature. **Access** *Nature's Disciple*<sup>B418</sup>.**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 ESCAPE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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**Access** *Executor*<sup>B24</sup>, *Raised by Savages*<sup>B11</sup>.**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 EFFECTS QAC\*

FEAT 1

UNCOMMON	ANCESTRY	FORTUNE	GENERAL
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**Access** *Divinely Marked*<sup>E12</sup>. **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.

OATHBOUND UCA

FEAT 1

UNCOMMON	ANCESTRY	FORTUNE	GENERAL
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**Access** *Atonement*<sup>B415</sup>, *Dread Penance*<sup>B414</sup>, *Henchman*<sup>B41a</sup>, *Ongoing Patron*<sup>B413</sup>, *Role Model*<sup>C13</sup>.**Trigger** you fail a saving throw 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.

ORDINARY UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in stealth.**Access** *Alien*<sup>B31</sup>, *Entrapment*<sup>E12</sup>, *Ordinary Childhood*<sup>B0</sup>, *Ordinary*<sup>E12</sup>, *Uneventful Lifestyle*<sup>B0</sup>.**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 INTUITION UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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**Prerequisites** trained in Arcana, Nature, Occultism, or Religion.**Access** *Fatalist*<sup>B24</sup>, *Outcast*<sup>B41b</sup>, *Winter's Child*<sup>B12</sup>.

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 PLEASURE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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**Access** *Agitator*<sup>B34</sup>, *Slave Maestro*<sup>E12</sup>, *Swindler*<sup>B24</sup>.**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
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Prerequisites Trick Magic Item. **Access Merchandiser**<sup>B33</sup>.

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
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Access **Hedonist**<sup>B24</sup>, **Revolutionary**<sup>B22</sup>.

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
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Access **Alchemical Prodigy**<sup>B22</sup>, **Reincarnated**<sup>E1</sup>.

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
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Prerequisites trained in Diplomacy.

Access **Raised by Angels**<sup>B12</sup>, **Guardian**<sup>B24</sup>, **Moderniser**<sup>B22</sup>.

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
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Prerequisites Alchemical Crafting

Access **Elixir Researcher**<sup>B33</sup>, **To Recreate a Miracle**<sup>B411</sup>.

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
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Prerequisites trained in Diplomacy. Access **Spiritual Guide**<sup>B33</sup>.

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
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Prerequisites trained in Occultism. Access **Ancient traveller**<sup>B122</sup>.

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

Access **Fiend**<sup>C11</sup>, **Undead Crusader**<sup>B22</sup>. 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
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Prerequisites trained in Society.

Access Any **Destitute**<sup>B31</sup> profession, **Exiled**<sup>B23</sup>, **Labourer**<sup>B32</sup>, **Poverty**<sup>B41a</sup>.

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 1<sup>st</sup> level and worth up to 1gp, and if you have master proficiency in Society the item can be up to 2<sup>nd</sup> level and worth up to 10gp.**PRECISE AUGURY** QAC\* ♦

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access **Divinely Marked**<sup>E1</sup>. 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
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Prerequisites trained in Medicine. Access **Physician**<sup>B411</sup>.

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
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Access **Aspiring Monarch**<sup>B22</sup>, **Despot**<sup>B24</sup>.**Restriction** your target is a member of 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
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Access **Death in the Family**<sup>E1</sup>, **Dishonoured Family**<sup>B11</sup>,**One of a Dying Breed**<sup>B412</sup>, **Rootless Wanderer**<sup>B12</sup>.

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
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Prerequisites Trained in Medicine.

Access **Medic**<sup>B33</sup>, **Restore the Land**<sup>B23</sup>.

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 to stabilise your ally. If you roll a critical failure treat your result as a failure instead.

**REDEEMER** UCA

FEAT 1

UNCOMMON	ANCESTRY	FORTUNE	GENERAL
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Access **Ambassador**<sup>B34</sup>, **Redeemer**<sup>B24</sup>.**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 APPRENTICE UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Arcana, Nature, Occultism, or Religion.

Access *Esoterist*<sup>B33</sup>, *Failed Wizard*<sup>B41b</sup>.

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.

## RESILIENT UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Raised by Beasts*<sup>B11</sup>, *Major Disaster*<sup>E12</sup>, *Lost in the Wild*<sup>B416</sup>, *Survival*<sup>B417</sup>.

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 PARENTS UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Any Affluent*<sup>B34</sup> background; *Boarder*<sup>B22</sup>, *Heir to a Legacy*<sup>B11</sup>, *Inheritance*<sup>E12</sup>.

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 RAT APG

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Boadwright*<sup>B33</sup>, *Caravel Wanderer*<sup>B12</sup>.

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 CONDUIT UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Energy Infused*<sup>B11</sup>.

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 TOUCH UCA

FEAT 10

UNCOMMON	ANCESTRY	CONCENTRATE	GENERAL	MANIPULATE	SKILL
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Prerequisites expert in Medicine.

Access *Energy Infused*<sup>B11</sup>, *Healed*<sup>B415</sup>, *Marked by the Gods*<sup>E1</sup>, *Progeny of Power*<sup>B11</sup>, *Spirit of Nature*<sup>B416</sup>.

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.

## SEEKER UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Access *Vigilante*<sup>B24</sup>, *Gift*<sup>B413</sup>, *Knight-Errant*<sup>B414</sup>, *Adventurer*<sup>B417</sup>.

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-MEDICATING UCA\*

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites Natural Medicine.

Access *Born into Bondage*<sup>B11</sup>, *Hated of Civilization*<sup>B412</sup>, *Left to Die*<sup>E1</sup>, *Raised by Savages*<sup>B11</sup>, *Savage*<sup>B416</sup>, *Serf*<sup>B31</sup>.

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 your Wisdom modifier when you use Natural Medicine on yourself.

## SELF-TAUGHT SCHOLAR UCA

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*<sup>B11</sup>, *Clerk*<sup>B33</sup>.

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 WHISPERS UCA

FEAT 7

UNCOMMON	ANCESTRY	DOWNTIME	GENERAL
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Prerequisites expert in Intimidation.

Access *Corruption*<sup>E12</sup>, *Faction Uprising*<sup>B11</sup>, *Narcissist*<sup>B24</sup>.

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 DISCIPLE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Athletics.

Access *Bellige Historian*<sup>B418</sup>, *Classically Schooled*<sup>B418</sup>, *Disciple of Athletics*<sup>B33</sup>, *Home in the Deep*<sup>B12</sup>, *Minion*<sup>B24</sup>, *Undersea Enthusiast*<sup>B12</sup>.

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 CREATION UCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites Eldritch Crafter. Access *Activist*<sup>B24</sup>.

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.

## STARCHILD APG

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Survival. Access *Vigilante*<sup>B24</sup>.

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 TOUCHED UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL
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Access *Raised on the Sea*<sup>B12</sup>, *Sodden Scavenger*<sup>B12</sup>.

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

## SUBJECTIVE TRUTH UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	SKILL
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Prerequisites trained in Deception. Access *Charlatan*<sup>B32</sup>, *Psychopath*<sup>B24</sup>.

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

## UNNATURAL REVENGE UCA

## FEAT 5

UNCOMMON ANCESTRY GENERAL

**Access** *Mercane Scion*<sup>B22</sup>, *Awakened from Stasis*<sup>E12</sup>.

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*<sup>E1</sup>, *Bastard Born*<sup>B11</sup>, *Born of Violence*<sup>B11</sup>, *Pariah*<sup>C11</sup>, *Secret of the Faithful*<sup>E12</sup>, *Survivor*<sup>B22</sup>.

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*<sup>B23</sup>, *Avenger*<sup>B23</sup>, *Guard*<sup>B32</sup>, *Lovesick Warden*<sup>B32</sup>, *Soldier*<sup>B32</sup>, *Warrior*<sup>B32</sup>, *Schooled*<sup>B417</sup>. **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** *Facilitator*<sup>B24</sup>, *Barbister*<sup>B34</sup>, *Bureaucrat*<sup>B33</sup>, *Dangerous Intellect*<sup>B41c</sup>. **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*<sup>C11</sup>, *Revolutionary*<sup>B23</sup>.

**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*<sup>B22</sup>, *Rebel*<sup>B24</sup>.

**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*<sup>E12</sup>. **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

UNCOMMON ANCESTRY GENERAL SKILL

**Prerequisites** Trained in Intimidation.**Access** *Nature's Foe*<sup>B411</sup>, *Tribal Slayer*<sup>B12</sup>. **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*<sup>B12</sup>, *Chaos Embraced*<sup>B412</sup>, *Competing*<sup>B22</sup>, *Fool*<sup>C11</sup>.

**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*<sup>B22</sup>, *Saboteur*<sup>B24</sup>.

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*<sup>B24</sup>, *Bounty Hunter*<sup>B32</sup>, *Civilized Outcast*<sup>B416</sup>.

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

**Prerequisites** trained in Thievery. **Access** *The War*<sup>B11</sup>.

**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*<sup>B418</sup>.

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*<sup>B24</sup>, *Unifier*<sup>B22</sup>.

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*<sup>B22</sup>, *Double Agent*<sup>B22</sup>.

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*<sup>B24</sup>, *Moderniser*<sup>B22</sup>. **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 SHROUD UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL

**Access** *Foundling*<sup>E12</sup>, *Groomed Agent*<sup>B11</sup>, *Terrible Secret*<sup>B414</sup>, *Wandering Savant*<sup>B418</sup>.

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-TOUCHED UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL

**Access** *Home in the Deep*<sup>B12</sup>, *Undersea Enthusiast*<sup>B12</sup>, *Wave-touched*<sup>B12</sup>.

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 PEACE UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL

**Access** *Guardian*<sup>B24</sup>, *Restore the Land*<sup>B22</sup>.

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-INFORMED UCA ♦

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

**Prerequisites** trained in Diplomacy.

**Access** *Barkeep*<sup>B33</sup>, *Mediator*<sup>B24</sup>, *Political Opposition*<sup>B22</sup>, *Socialite*<sup>C11</sup>.

**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 ORPHAN UCA

FEAT 3

UNCOMMON ANCESTRY GENERAL SKILL

**Prerequisites** Terrain Expertise.

**Access** *Guerrilla*<sup>B22</sup>, *Outcast*<sup>B31</sup>, *Survivalist*<sup>B419</sup>.

**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 SURVIVOR APG

FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

**Prerequisites** trained in Survival.

**Access** *Bushman*<sup>B12</sup>, *Lovesick Warden*<sup>B23</sup>, *Scout*<sup>B32</sup>, *Sudden Scavenger*<sup>B12</sup>.

**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 FLESH APG

FEAT 1

UNCOMMON ANCESTRY GENERAL

**Access** *Executor*<sup>B24</sup>, *Wave-touched*<sup>B12</sup>.

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.

WORLDLY UCA

FEAT 3

UNCOMMON ANCESTRY FORTUNE GENERAL SKILL

**Access** *Conscripted*<sup>B417</sup>, *Dabbler*<sup>B413</sup>, *Imperial Scion*<sup>B22</sup>, *Imperial Scion*<sup>B22</sup>, *Politician*<sup>B34</sup>, *Revelation*<sup>B415</sup>, *Sailor*<sup>B32</sup>, *Wanderer*<sup>C11</sup>, *Troubled First Love*<sup>E12</sup>. **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 WRATH UCA ♦

FEAT 1

UNCOMMON ANCESTRY GENERAL

**Access** *Bonded Labourer*<sup>B22</sup>, *Fury*<sup>B24</sup>. **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
<b>UNCOMMON</b>				
ASCENDANT RECOLLECTION	1	Sorcerer	<i>Awakened Moment</i> <sup>B41b</sup>	Bonus to DC and attacks with bloodline powers
BLOODTHIRSTY	1	Barbarian	<i>Bloodthirsty</i> <sup>B413</sup>	Once per round disregard the multiple attack penalty of a critically successful strike
COLD AND CALCULATING	1	Ranger	<i>Detached Observer</i> <sup>B419</sup>	Hunt Prey with matching trait at the beginning of an encounter
CROSS-KNOWLEDGE	1	Alchemist	<i>Magic of the Uninclined</i> <sup>B411</sup>	Once per day bonus to elixir DC and the elixir becomes arcane.
EASY WAY OF THE HARD WAY	1	Ranger	<i>Bounty Hunter</i> <sup>B419</sup>	Subdue Hunted Prey without the usual subdual penalty
ELDRITCH DELVER	1	Wizard	<i>Hunger for Knowledge</i> <sup>B41c</sup>	Become trained in Occultism and gain an Occultism skill feat
ENDURING MUTAGEN	1	Alchemist	<i>Wasn't Strong Enough</i> <sup>B411</sup>	Double the duration of mutagens you drink
EVASIVE STING	1	Ranger	<i>Big Game Hunter</i> <sup>B419</sup>	Bonus to AC against oversized Hunted Prey
FAITH'S HUNTER	1	Ranger	<i>Divine Purpose</i> <sup>B419</sup>	Once per day Sustain a Spell as a free action
FATE'S FAVOURED	1	Sorcerer	<i>Too Lucky</i> <sup>B41b</sup>	Increase benefit from Fortune bonuses
FOCUSED BURN	1	Alchemist	<i>Firebug</i> <sup>B411</sup>	Double the persistent damage inflicted by Alchemist's Fire
GREATER PURPOSE	1	Wizard	<i>Mortality's Mirror</i> <sup>B41c</sup>	Bonus to saves against death effects
HIDDEN HAND	1	Monk	<i>Secret Student</i> <sup>B418</sup>	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> <sup>B419</sup>	Once per round ready a strike against your Hunted Prey as a free action.
INDELIBLE IRE	1	Barbarian	<i>Hated Foe</i> <sup>B412</sup>	React to damage from a critical strike to gain a bonus on strikes against that foe
INDOMITABLE FAITH	1	Champion	<i>Zealous Devotion</i> <sup>B414</sup>	Bonus to Will saves
KNOWLEDGEABLE CASTER	1	Sorcerer	<i>One of a Kind</i> <sup>B41b</sup>	Add your level as a proficiency bonus to untrained Lore checks relating to your sorcerer bloodline.
MARTIAL MANUSCRIPT	1	Monk	<i>Lineage Holder</i> <sup>B418</sup>	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> <sup>B418</sup>	Deception, Diplomacy, Intimidation or Performance skill increase and skill feat
METICULOUS CONCOCTION	1	Alchemist	<i>Formulae Stickler</i> <sup>B411</sup>	Once per day bonus to DC of elixir or bomb
PRINCIPLED	1	Champion, Wizard	<i>Moral Debt</i> <sup>B414</sup> , <i>Unpaid Debt</i> <sup>B41c</sup>	Penalty on Deception checks and a bonus on saves against charm, compulsion and emotion effects
RESILIENT CASTER	1	Wizard	<i>Storied Lineage</i> <sup>B41c</sup>	Bonus to DC against attempts to counteract your spells
SCARRED DESCENDANT	1	Ranger	<i>Blood Cleansing</i> <sup>B419</sup>	Cannot critically fail and improved success when tracking a hunted target of the same ancestry.
SHROUDED CASTING	1	Wizard	<i>Fitting In</i> <sup>B41c</sup>	For a selected school of magic replace material components with somatic.
SCPTIC	1	Champion	<i>Warrior of Truth</i> <sup>B414</sup>	Bonus to saves against illusions
SPIRIT SENSE <i>SECRET</i>	1	Monk	<i>Spirit Teacher</i> <sup>B418</sup>	Once per round and before initiative attempt perception to Seek invisible or incorporeal creatures
STRENGTH FORETOLD <i>METAMAGIC</i>	1	Sorcerer	<i>Different Dreams</i> <sup>B41b</sup>	Bonus to the DC of a bloodline spell
SURPRISE WEAPON	1	Monk	<i>Entrapment</i> <sup>E12</sup> , <i>Unsuspecting Master</i> <sup>B418</sup>	Proficiency with improvised weapons equals proficiency in unarmed attacks
TENACIOUS SHIFTING	1	Wizard	<i>Brains over Brawn</i> <sup>B41c</sup>	Extend the duration of transmutation spells
TIRELESS AVENGER	1	Ranger	<i>Eye for an Eye</i> <sup>B419</sup>	Track your Hunted Enemy for an additional 4 hours per day without becoming fatigued.
UNSCATHED	1	Sorcerer	<i>Unharmed</i> <sup>B41b</sup>	Increase value of existing energy resistance
UNSEEN BUT NOT UNDONE	1	Sorcerer	<i>Shameful Heritage</i> <sup>B41b</sup>	Once per day you can replace verbal components with somatic components when casting a bloodline spell.
UNSTABLE MUTAGEN	1	Alchemist	<i>Mad Alchemist</i> <sup>B411</sup>	Once per day random change to power of a mutagen
VIOLATIVE CONDUIT	1	Sorcerer	<i>Wild Talent</i> <sup>B41b</sup>	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 were 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 UCA ♦

UNCOMMON RANGER

**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.

FEAT 1

## FATE'S FAVOURED UCA

UNCOMMON SORCERER

**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.

FEAT 1

## FOCUSED BURN UCA

FEAT 1

UNCOMMON ALCHEMIST

**Access** Firebug background.

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

FEAT 1

## GREATER PURPOSE UCA

UNCOMMON WIZARD

**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.

FEAT 1

## HIDDEN HAND UCA

UNCOMMON MONK

**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.

FEAT 1

## HUNTER'S KNACK UCA

UNCOMMON RANGER

**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.

FEAT 1

## INDELIBLE IRE ♦

UNCOMMON BARBARIAN

**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.

FEAT 1

## INDOMITABLE FAITH UCA

UNCOMMON CHAMPION

**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.

FEAT 1

## KNOWLEDGEABLE CASTER UCA

UNCOMMON SORCERER

**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.

FEAT 1

## MARTIAL MANUSCRIPT ♦

UNCOMMON MONK

**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 UCA

UNCOMMON MONK

**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 UCA

UNCOMMON ALCHEMIST

**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 UCA

UNCOMMON CHAMPION WIZARD

**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 UCA

UNCOMMON WIZARD

**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 UCA

UNCOMMON RANGER

**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 UCA

UNCOMMON WIZARD

**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 UCA

UNCOMMON CHAMPION

**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 ♦

UNCOMMON MONK SECRET

**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 UCA ♦

UNCOMMON SORCERER METAMAGIC

**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 UCA

UNCOMMON MONK

**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** UCA**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** UCA**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** UCA**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** UCA**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** UCA**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 it as the next lowest level variation
- 5 Double the penalty or drawback.
- 6 Ignore the penalty or drawback.

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

LIBERATING AURA	5	Goal	<i>Liberation</i> <sup>E4</sup>
LOST LEGACY	1	Story	<i>Evidence of Birth-right</i> <sup>E1</sup>
RESTORED LEGACY	3	Goal	<i>Birth-right Restored</i> <sup>E4</sup>
MASKED ALIGNMENT	1	Story	<i>Betrayal</i> <sup>E1</sup> , <i>Public Family Secret</i> <sup>E1</sup>
FAKED ALIGNMENT	5	Goal	<i>Family Redeemed</i> <sup>E4</sup>
MISS ED ME	1	Story	<i>Betrayed</i> <sup>E1</sup>
FORTUNE			
COVER ME	3	Goal	<i>Justice</i> <sup>E4</sup>
MONSTER VENDETTA	1	Story	<i>Monster Survivor</i> <sup>E1</sup>
MONSTER HUNTER	1	Story	<i>Duty</i> <sup>B35</sup> , <i>Raiders</i> <sup>E12</sup> , <i>Monster Survivor</i> <sup>E1</sup>
MONSTER BANE	5	Goal	<i>Monster Defender</i> <sup>E4</sup> , <i>Monster Slayer</i> <sup>E4</sup>
MONUMENT ARCHITECT	1	Story	<i>Famous Architect</i> <sup>E1</sup>
MONUMENT BUILDER	11	Goal	<i>Monument Constructed</i> <sup>E1</sup>
NEURAL COMPASS	1	Story	<i>Explorer</i> <sup>E1</sup> , <i>Survival</i> <sup>B35</sup>
TREKKER	5	Goal	<i>Dangerous Journey</i> <sup>E4</sup>
ONE OF THE WATCH	1	Story	<i>Bounty Hunter</i> <sup>B35</sup> , <i>Lawbringer</i> <sup>E1</sup>
WATCH VETERAN	5	Goal	<i>Criminal Crackdown</i> <sup>E4</sup>
WATCH CAPTAIN	10		
PERCEPTIVE DEFENCES	5	Story	<i>Successful Commander</i> <sup>E1</sup>
PERCEPTIVE ENCOUNTERS	9	Goal	<i>Ambusher</i> <sup>E1</sup>
POPULAR ARTISTE	1	Story	<i>Virtuoso</i> <sup>B35</sup> , <i>Famous Artist</i> <sup>E1</sup>
REKNOWNED ARTISTE	3	Goal	<i>Acclaimed Theatre Run</i> <sup>E4</sup> , <i>Artistic Patron</i> <sup>E4</sup> , <i>Masterpiece</i> <sup>E4</sup>
PORTAL TRAVELLER	5	Story	<i>Any planar heritage or origin</i>
ACCURATE TRAVELLER	8	Goal	<i>Planer Explorer</i> <sup>E1</sup> , <i>Planer Resident</i> <sup>E1</sup>
PROSPEROUS INSTINCT	1	Story	<i>Inheritance</i> <sup>E12</sup> , <i>Socialite</i> <sup>C11</sup> , <i>Worldshaker</i> <sup>B35</sup>
PROSPEROUS TOUCH	3	Goal	<i>Community Expands</i> <sup>E4</sup>
PROTECTION FROM EVIL AGGRESSOR	1	Story	<i>Blessed Encounter</i> <sup>E1</sup> , <i>Blessed Bloodline</i> <sup>A2</sup> , <i>Zealous Devotion</i> <sup>B35</sup>
AURA OF PROTECTION FROM EVIL	3	Goal	<i>Redemption Encounter</i> <sup>E4</sup>
PROUD TO HELP	1	Story	<i>Planer Explorer</i> <sup>E4</sup> , <i>Planer Resident</i> <sup>E4</sup>
PROUD TO SHINE	3	Goal	<i>Community Expanded</i> <sup>E4</sup>
PURIFIER	1	Story	<i>Blight</i> <sup>E1</sup> , <i>Corrupted Friend</i> <sup>E1</sup>
PURIFIED	3	Goal	<i>Remove Corruption</i> <sup>E4</sup>
REDEMPTION	1	Story	<i>Dishonoured</i> <sup>B11</sup> , <i>Code Violation</i> <sup>E1</sup>
REDEEMED	5	Goal	<i>Atoning Quest</i> <sup>E4</sup>
REMOTE MEDICINE	1	Story	<i>Healed</i> <sup>B35</sup> , <i>Combat Healing</i> <sup>E1</sup>
INSPIRING MEDICINE	8	Goal	<i>Battlefield Healer</i> <sup>E4</sup>
COMMUNAL MEDICINE	16		
REQUEST A PAUSE	1	Story	<i>Conciliator</i> <sup>E1</sup>
FREQUENT PAUSES	3	Goal	<i>Seasoned Negotiator</i> <sup>E4</sup>
REQUEST CLEMENCY	1	Story	<i>Conciliator</i> <sup>E1</sup>
FREQUENT CLEMENCY	3	Goal	<i>Seasoned Clemency</i> <sup>E4</sup>
RESILIENT	1	Story	<i>Subdued</i> <sup>E1</sup> , <i>Boarder</i> <sup>B12</sup> , <i>Humiliation</i> <sup>E1</sup>
ASTOUNDING RESILIENCE	5	Goal	<i>Humiliating Victory</i> <sup>E4</sup>
RESIST FIENDS	1	Story	<i>Fiendish Murder</i> <sup>E1</sup> , <i>Hated Foe</i> <sup>B35</sup> , <i>An Eye for an Eye</i> <sup>B35</sup>
DEATHLY BANISHMENT	7	Goal	<i>Redeem Cultist</i> <sup>E4</sup>
RIGHTEOUS ASPIRANT	1	Story	<i>Marked by the Gods</i> <sup>E1</sup> , <i>Righteous Vision</i> <sup>E1</sup>
PROPHET OF RIGHTEOUSNESS	3	Goal	<i>Mass Conversion</i> <sup>E4</sup>
RIVAL	1	Story	<i>Nemesis Emerges</i> <sup>E1</sup>
FALLEN ENEMY	3	Goal	<i>Enemy Slain</i> <sup>E4</sup>
SENSE ALIGNMENT	1	Story	<i>Enemy Cult</i> <sup>E1</sup> , <i>Ordained Target</i> <sup>E1</sup>
LOCATE ALIGNMENT	5	Goal	<i>Cult Eradicated</i> <sup>E4</sup>
SHAMED	1	Story	<i>Bastard Born</i> <sup>B11</sup> , <i>Humiliation</i> <sup>E1</sup>
SHAMELESS	3	Goal	<i>Chosen Hero</i> <sup>E4</sup> , <i>Honoured</i> <sup>E4</sup> , <i>Public Victory</i> <sup>E4</sup>
SKILFUL	1	Story	<i>Rival Emerges</i> <sup>E1</sup>
SKILFUL ASSURANCE	5	Goal	<i>Rival Thwarted</i> <sup>E4</sup>
SLAVE-FRIEND	1	Story	<i>Slave Emancipation</i> <sup>E1</sup>
SLAVERS-BANE	5	Goal	<i>Liberation</i> <sup>E4</sup>
SLAVE RUNNER	1	Story	<i>Slave Emancipation</i> <sup>E1</sup>
SLAVE UNDERGROUND	5	Goal	<i>Liberation</i> <sup>E4</sup>
SPECIES INFLUENCE	1	Story	<i>Planar Offering</i> <sup>B11</sup> , <i>Refused Valuable Offer</i> <sup>E1</sup>
ANCESTRY INFLUENCE	7	Goal	<i>Accepted Valuable Offer</i> <sup>E4</sup>
TAUNT THE REAPER	1	Story	<i>Death in the Family</i> <sup>E1</sup> , <i>The War</i> <sup>B2</sup> , <i>Preventable Death</i> <sup>E1</sup>
DENY THE REAPER	10	Goal	<i>Return Ally to Life</i> <sup>E4</sup>
LIBERATING VOICE	9		
TRAP INSTINCT	1	Story	<i>Archaeological Discovery</i> <sup>E1</sup>
FORTUNE			
AMATEUR TRAP FINDER	7	Goal	<i>Archaeological Publication</i> <sup>E4</sup>
TRUE LOVES LOST	1	Story	<i>any paramour</i> <sup>C12</sup> , <i>For Love</i> <sup>B35</sup>
TRUE LOVE	3	Goal	<i>Return Reunited Lovers</i> <sup>E4</sup>
UNFORGOTTEN	1	Story	<i>Major Disaster</i> <sup>E12</sup> , <i>Missing</i> <sup>E1</sup>
FOUND	3	Goal	<i>Rescue</i> <sup>E4</sup>
VENGEFUL	1	Story	<i>Raiders</i> <sup>E12</sup> , <i>Vengeance</i> <sup>B35</sup> , <i>Murder</i> <sup>E1</sup>
AVENGED	8	Goal	<i>Vengeance</i> <sup>E4</sup>

**ACCURATE TRAVELLER** Q&C

FEAT 8

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** *Portal Traveller*.**Access** *Planer Explorer*<sup>E4</sup> or *Planer Resident*<sup>E4</sup> 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
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**Access** *Cursed Birth*<sup>B11</sup> origin or *Cursed*<sup>E1</sup> story.**Goal** *Curse Removed*<sup>E4</sup> 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
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**Prerequisites** *Species Influence*.**Access** *Accepted Valuable Offer*<sup>E4</sup> goal.

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

**AVERSE TO DEATH** UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** *Inner Reserve*.**Access** *Divine Encounter*<sup>E1</sup> or *Left to Die*<sup>E1</sup> story.

You don't die until you reach Dying 5.

**ARTEFACT HUNTER** QAC

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** *Artefact Activation*<sup>E1</sup> story.**Goal** *Artefact Acquired*<sup>E4</sup> 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
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**Prerequisites** *Artefact Hunter*. **Access** *Artefact Acquired*<sup>E4</sup> 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
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**Access** *Champion of a God*<sup>B35</sup> barbarian profession, *Gladiator*<sup>B35</sup> fighter profession, or *Duel*<sup>E1</sup> story.**Goal** *Veteran Dueller*<sup>E1</sup> 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. Your foe then becomes temporarily immune to further duels from you for 24 hours.

**ASPIRING DAMNATION** UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** *Raised by Fiends*<sup>B11</sup> origin, *Fiend*<sup>B11</sup> associate, or *Fiendish Encounter*<sup>E4</sup> story.**Goal** *Accept Damnation*<sup>E1</sup> 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
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**Prerequisites** you are a member of an established family that is yet unrecognized as nobility. **Access** *Minute of Fame*<sup>E1</sup> story.**Goal** *Ennobled*<sup>E4</sup> 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
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**Prerequisites** *Resilience*. **Access** *Humiliating Victory*<sup>E1</sup> 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
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**Prerequisites** Protection from Evil Aggressor<sup>F13</sup>.**Access** *Redemption Encounter*<sup>E1</sup> 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
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**Prerequisites** *Vengeful*. **Access** *Vengeance*<sup>E4</sup> goal.

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

**BEYOND MADNESS** UCA

FEAT 7

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** *Glimpse Beyond*. **Access** *Slain by Madness*<sup>E4</sup> 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 Stupified conditions by 1. You take a —2 penalty on Will saving throws.

**BLESSED** PF131\*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** *Devoted*<sup>B35</sup> cleric profession, *Marked by the Gods*<sup>E1</sup> story,*Righteous Mentor*<sup>B35</sup> champion profession.**Goal** *Missionary*<sup>E4</sup> 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
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**Prerequisites** *Flood Feud*. **Access** *Genocide*<sup>E4</sup> 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
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**Prerequisites** *Aspiring Champion*.**Access** *Veteran Dueller*<sup>E4</sup> 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
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**Prerequisites** *Forgotten Past*. **Access** *Recover Memory*<sup>E4</sup> 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
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**Access** *Reincarnated*<sup>E1</sup> story or *Memory Loss*<sup>E1</sup> story.**Goal** *Recover Memory*<sup>E4</sup> 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.

<b>COLONIAL ASPIRANT</b> UCA	FEAT 3	<b>DEIFIC INTERFERENCE</b> QAC*	FEAT 10
UNCOMMON   ANCESTRY   GENERAL   STORY		UNCOMMON   ANCESTRY   FORTUNE   GENERAL   GOAL   MISFORTUNE	
<b>Access</b> <i>Famous Expedition</i> <sup>E1</sup> story.		<b>Access</b> <i>Justice</i> <sup>E4</sup> goal. <b>Frequency</b> once per encounter.	
<b>Goal</b> <i>Nation Founded</i> <sup>E4</sup> to retrain into <i>Nation Builder</i> .		<b>Trigger</b> a creature within 100 feet of you rolls for a check.	
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.		As per Deific Intervention except for the frequency and irrespective of the result the target is immune to Deific Interference for 24 hours.	
<b>CORDIAL RELATIONS</b> HA*	FEAT 1	<b>DEIFIC INTERVENTION</b> QAC	FEAT 5
UNCOMMON   ANCESTRY   GENERAL   STORY		UNCOMMON   ANCESTRY   FORTUNE   GENERAL   MISFORTUNE   STORY	
<b>Access</b> <i>Mistaken Love</i> <sup>C12</sup> paramour, <i>Troubled First Love</i> <sup>B24</sup> role or <i>Unwanted Love</i> <sup>C12</sup> paramour.		<b>Access</b> <i>Apotheosis</i> story. <b>Frequency</b> once per day.	
<b>Goal</b> <i>Reject Lover</i> <sup>E4</sup> to retrain into <i>Emotionally Secure</i> .		<b>Trigger</b> a creature within 100 feet of you rolls for a check.	
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.		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.	
<b>COMMUNAL MEDICINE</b> UCA	FEAT 16	<b>DISTRACTING CRITICAL</b> PF131*	FEAT 1
ANCESTRY   GENERAL		UNCOMMON   ANCESTRY   GENERAL   INCAPACITATION   STORY   VISUAL	
<b>Prerequisites</b> legendary in medicine, <i>Inspiring Medicine</i> , <i>Ward Medic</i> <sup>PF</sup> .		<b>Access</b> <i>Adopted by Dragons</i> <sup>B11</sup> origin or <i>Proud Heritage</i> <sup>B35</sup> sorcerer profession.	
As <i>Inspiring Medicine</i> except you can remotely treat everyone within 30 feet of you.		<b>Goal</b> <i>Personal Victory</i> <sup>E4</sup> to retrain into <i>Frightening Critical</i> .	
<b>CORRUPT ASPIRANT</b> UCA	FEAT 1	<b>Trigger</b> you critically succeed a weapon strike against a target that is not threatened by anyone else.	
UNCOMMON   ANCESTRY   GENERAL   STORY		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.	
<b>Access</b> <i>Marked by the Gods</i> <sup>E1</sup> story or <i>Disturbing Vision</i> <sup>E1</sup> story.		<b>DIVINATION CANVAS</b> SH*	FEAT 5
<b>Goal</b> <i>Mass Conversion</i> <sup>E4</sup> to retrain into <i>Prophet of Corruption</i> .		UNCOMMON   ANCESTRY   CONCENTRATION   GENERAL   GOAL	
<b>Restriction</b> you are evil and worship an evil deity.		<b>Prerequisites</b> <i>Divine Mirror</i> . <b>Access</b> <i>Inside Job</i> <sup>E4</sup> goal.	
<b>Trigger</b> you cast a harmful spell on an enemy.		<b>Frequency</b> once per encounter.	
You gain a +1 status bonus to AC for 1 round per spell level.		<b>Trigger</b> you succeed at a saving throw to avoid a divination.	
<b>COVER ME</b> UCA	FEAT 5	As <i>Divination Mirror</i> except the frequency, you get a will saving throw against all <i>Divination</i> 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.	
UNCOMMON   ANCESTRY   GENERAL   GOAL		<b>DIVINE CONFIDANTE</b> UCA	FEAT 3
<b>Prerequisites</b> <i>Missed Me</i> . <b>Access</b> <i>Justice</i> <sup>E4</sup> goal.		UNCOMMON   ANCESTRY   GENERAL   STORY	
You grow more confident in reading others, if not exactly more trusting of them. As <i>Lucky Friendly Fire</i> 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.		<b>Prerequisites</b> Trained in Perception.	
<b>DENY THE REAPER</b> UCA	FEAT 10	<b>Access</b> <i>Secret of the Faithful</i> <sup>E12</sup> story.	
UNCOMMON   ANCESTRY   AURA   GENERAL   GOAL		<b>Trigger</b> You critically fail a Perception check to <i>Sense Motive</i> to get hunches about those who discuss matters of faith, mythology, morality, religion, or the Outer Planes with you.	
<b>Prerequisites</b> <i>Deny the Reaper</i> . <b>Access</b> <i>Return Ally to Life</i> <sup>E4</sup> goal.		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.	
As <i>Taunt the Reaper</i> 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 <i>Breath of Life</i> as an innate divine spell.		<b>DIVINATION MIRROR</b> SH*	FEAT 1
<b>DAMNED</b> UCA	FEAT 3	UNCOMMON   ANCESTRY   CONCENTRATION   GENERAL   STORY	
UNCOMMON   ANCESTRY   GENERAL   GOAL		<b>Access</b> <i>Undercover</i> <sup>E1</sup> story.	
<b>Prerequisites</b> <i>Aspiring Damnation</i> . <b>Access</b> <i>Accept Damnation</i> <sup>E4</sup> goal.		<b>Goal</b> <i>Inside Job</i> <sup>E4</sup> to retrain into <i>Divination Canvas</i> .	
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.		<b>Frequency</b> once per day.	
<b>Special</b> this feat immediately retrains as <i>Aspiring Damnation</i> if you renege on the arrangement by which you traded your soul.		<b>Trigger</b> you succeed at a saving throw to avoid a divination.	
<b>DEATHLY BANISHMENT</b> Q&C*	FEAT 7	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.	
UNCOMMON   ANCESTRY   GENERAL   GOAL		<b>DOOMED CRUSADER</b> AOE	FEAT 1
<b>Prerequisites</b> <i>Resist Fiends</i> . <b>Access</b> <i>Cleanse Cult</i> <sup>E4</sup> or <i>Redeem Cultist</i> <sup>E4</sup> goal. <b>Frequency</b> once per day after a full night's rest and.		UNCOMMON   ANCESTRY   GENERAL   STORY	
<b>Requirements</b> you had a full night's rest and were fully healed since the last time you used this ability.		<b>Access</b> <i>Cursed Love</i> <sup>C12</sup> , <i>Doomed Love</i> <sup>C12</sup> , or <i>Unrequited Love</i> <sup>C12</sup> paramour. <b>Goal</b> <i>Freed from Evil</i> <sup>E4</sup> or <i>Corrupted</i> <sup>E4</sup> to retrain into <i>Tenacious Crusader</i> .	
<b>Trigger</b> you receive the <i>Dying</i> condition as a result of damage from a fiend or fiend worshiper.		Select evil divine casters, evil arcane casters, undead creatures, or humanoid shapeshifters. When you would normally gain the <i>Dying</i> condition from an attack from such a creature, you instead immediately gain the <i>Doomed 1</i> condition and a number of hit points equal to your character level.	
You allow righteous energy to pour through you and into your attacker, giving you the effects of <i>Banishment</i> 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.			
<b>Special</b> you also retain the benefits of <i>Resist Fiends</i> .			

## ELDRITCH APPRENTICE UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *The Way Things Work*<sup>B35</sup> wizard profession or *Invent Spell*<sup>E1</sup> story.  
**Goal** *Invent Powerful Spell*<sup>E4</sup> 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 RESEARCHER UCA

FEAT 13

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Eldritch Apprentice*. **Access** *Spellcraft Mastery*<sup>E4</sup> 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 SECURE Q&amp;C\*

FEAT 7

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Skilful*. **Access** *Reject Lover*<sup>E4</sup> goal.

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

## ENTHRALLING PF131\* ♦

FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Blessed*. **Access** *Missionary*<sup>E4</sup> goal.

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

## EVIL PURCHASES HA\*

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *Raised by Fiends*<sup>B11</sup> origin or *Secret Society Inductee*<sup>E1</sup> story.

**Goal** *Evil Library*<sup>E4</sup> 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 BANE AOE\*

FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Faction Spotter*. **Access** *Faction Slayer*<sup>E4</sup> 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 SPOTTER AOE\*

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *Child Soldier*<sup>E1</sup> story, *Drafted*<sup>E1</sup> story, or *Faction War Survivor*<sup>E1</sup> story. **Goal** *Faction Slayer*<sup>E4</sup> 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 ALIGNMENT PF131\*

FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Masked Alignment*. **Access** *Family Redeemed*<sup>E4</sup> goal.

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

## FAKED CREDENTIALS HOTH\*

FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL MISFORTUNE

**Prerequisites** *Hidden Credentials*. **Access** *Noble Imposter*<sup>E4</sup> 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 ENEMY UCA

FEAT 13

UNCOMMON ANCESTRY GENERAL GOAL OCCULT

**Prerequisites** *Rival*. **Access** *Enemy Slain*<sup>E4</sup> goal.

As *Rival* except *haste* is heightened to 7<sup>th</sup> level.

## FEARLESS SACRIFICE UCA ♦

FEAT 5

UNCOMMON ANCESTRY GENERAL GOAL LINGUISTIC MENTAL

**Prerequisites** *Fearless Zeal*. **Access** *Martyred*<sup>E4</sup> 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 ZEAL UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *Devoted*<sup>B35</sup> cleric profession, *Moral Debt*<sup>B35</sup> champion profession, or *Ordained*<sup>E1</sup> story.

**Goal** *Martyred*<sup>E4</sup> 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 EMBRACE UCA ♦

FEAT 11

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Feral Heart*. **Access** *Civilized Spouse*<sup>E4</sup> 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 HEART UCA ♦

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *Feral Survival*<sup>E1</sup> story.

**Goal** *Civilized Spouse*<sup>E4</sup> 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.

## FEUD UCA\*

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *An Eye for an Eye*<sup>B35</sup> ranger profession, *Hated Foe*<sup>B35</sup> barbarian profession, *Raiders*<sup>E12</sup> story, *Vengeance*<sup>B35</sup> barbarian profession, or *Robbed*<sup>E1</sup> story. **Goal** *Genocide*<sup>E4</sup> 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 SURPRISE SH\* ♦

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** *Eye for an Eye*<sup>B35</sup> ranger profession, *Injustice*<sup>E1</sup> story, or *Raiders*<sup>E12</sup> story. **Goal** *Justice*<sup>E4</sup> 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 THIEF UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL FORTUNE STORY

**Access** *Greed*<sup>B35</sup> rogue profession or *Heist*<sup>E4</sup> story.

**Frequency** once per day.

**Goal** *Infamous Thief*<sup>E1</sup> 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.

## FOUND UCA

FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** *Unforgotten*. **Access** *Rescue*<sup>E1</sup> goal.

You gain a +1 bonus on all saving throws, replacing the +1 bonus on Will saves.

**FREQUENT CLEMENCY** UCA

FEAT 3

**IMPRESSIVE REQUESTS** SH\*

FEAT 1

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** Request Clemency. **Access** Seasoned Negotiator<sup>E4</sup> goal.

You can Request Clemency any number of times a day.

**FREQUENT PAUSES** UCA

FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL

**Prerequisites** Request a Pause. **Access** Seasoned Negotiator<sup>E4</sup> goal.

You can Request a Pause any number of times a day.

**FRIGHTENING CRITICAL** PF131\* ♦

FEAT 3

UNCOMMON ANCESTRY GENERAL GOAL INCAPACITATION VISUAL

**Prerequisites** Distracting Critical. **Access** Personal Victory<sup>E4</sup> 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** Bloodthirsty<sup>B35</sup> barbarian profession, Omen<sup>B11</sup> origin, Tree Tender<sup>B35</sup> druid profession, or Unsuspecting Master<sup>B35</sup> monk profession.**Goal** Emotional Victories<sup>E4</sup> to retrain into Heroes' Sustenance.

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** Ghostly Encounter<sup>E1</sup> story, or Unliving<sup>C11</sup> associate.**Goal** Lay to Rest<sup>E4</sup> to retrain into Ghostly Truths.

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** Ghost Friend<sup>F14</sup>. **Access** Lay to Rest<sup>E4</sup> goal.

As Ghost Friend and once per day you can cast Zone of Truth as a divine innate spell. Any undead or spirit targeted by the

**GLIMPSE BEYOND** UCA

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** Unliving<sup>C11</sup> associate or Horror Encounter<sup>E1</sup> story.**Goal** Slain by Madness<sup>E4</sup> to retrain into Beyond Madness.

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** Raised by Angels<sup>B11</sup> origin or Secret Society Inductee<sup>E1</sup> story.**Goal** Good Library<sup>E4</sup> to retrain into Not-so-good Caster.

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** Fugal Sustenance. **Access** Emotional Victories<sup>E4</sup> 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** Noble Imposter<sup>E4</sup> to retrain into Faked Credentials.

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** Negotiated Encounter<sup>E1</sup> story, Boss<sup>C11</sup> associate, Liege Lord<sup>C11</sup> associate or Socialite<sup>C11</sup> associate. **Goal** Negotiation Veteran<sup>E4</sup> or Puppet Master<sup>E4</sup> to retrain into Repeated Requests.

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** Remote Medicine. **Access** Battlefield Healing<sup>E4</sup> goal.As Remote Medicine except you remove the wounded condition and your target is temporarily immune until the end of the current encounter. If you also have the Ward Medic<sup>PF</sup> feat, you can remotely treat the same number of allies as you can with that feat.**INNATE DISGUISE** HOTH\*

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** Self Exile<sup>E1</sup> story.**Goal** Emancipated Victory<sup>E4</sup> to retrain into Persistent Disguise.You chose to leave nobility behind. You can cast Illusory Disguise once per day as a 1<sup>st</sup> level occult innate spell.**INNER RESERVE** UCA ♦

FEAT 1

UNCOMMON ANCESTRY GENERAL STORY

**Access** Apotheosis<sup>E1</sup> story, Cursed Birth<sup>B11</sup> origin, Left to Die<sup>E1</sup> story, Prophesised<sup>E1</sup> story, or Reincarnated<sup>E1</sup> story.**Goal** Divine Encounter<sup>E4</sup> to retrain into Averse to Death.**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** First Kill<sup>E12</sup> story or Slaughter<sup>E1</sup> story.**Goal** Bloodbath<sup>E4</sup> to retrain into Slayer of the Innocent.**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 LINGUISTIC MENTAL STORY

**Access** Commander<sup>E1</sup> story.**Goal** Stronghold Established<sup>E4</sup> to retrain into Siege Commander.

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** Death Inside<sup>E1</sup> story, Sole Survivor<sup>E1</sup> story, or Sunless<sup>B12</sup> origin**Goal** Emotional Purge<sup>E4</sup> to retrain into Mastery of Emotion.

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** Enslaved<sup>E1</sup> story, Imprisoned<sup>B23</sup> role, or Kidnapped<sup>E12</sup> story.**Goal** Liberation<sup>E4</sup> to retrain into Liberating Aura.

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** Liberator. **Access** Liberation<sup>E4</sup> goal.

You gain the ability to inspire others through your dedication to your cause. As Liberator and allies within 20 feet receive the bonuses when working with you to free prisoners or slaves.

## LIBERATING VOICE UCA

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 ALIGNMENT HA\*

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Sense Alignment*. Access *Cult Eradicated*<sup>E4</sup> goal.

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

## LOST LEGACY UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Dishonoured Family*<sup>B11</sup> origin, *Evidence of Birth-right*<sup>E1</sup> story, or *Penniless Heir*<sup>E1</sup> story.Goal *Birth-right Restored*<sup>E4</sup> 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 ALIGNMENT PF131\*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Betrayal*<sup>E1</sup> story, *Dishonoured Family*<sup>B11</sup> origin or *Public Family Secret*<sup>E1</sup> story.Goal *Family Redeemed*<sup>E1</sup> 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 EMOTION UCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Lacking in Emotion*. Access *Emotional Purge*<sup>E4</sup> 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.

## MISSIED ME UCA

FEAT 1

UNCOMMON	ANCESTRY	FORTUNE	GENERAL	STORY
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Access *Betrayed*<sup>E1</sup> story. *Story Justice*<sup>E4</sup> 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*<sup>E4</sup> or *Monster Defender*<sup>E4</sup> 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 HUNTER PF131\*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Duty*<sup>B35</sup> fighter profession, *Raiders*<sup>E12</sup> story, or *Monster Survivor*<sup>E1</sup> story. Goal *Monster Defender*<sup>E4</sup> 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*<sup>E1</sup> story.Goal *Monster Slayer*<sup>E4</sup> 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 ARCHITECT UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Famous Architect*<sup>E1</sup> story.Goal *Monument Constructed*<sup>E4</sup> 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 BUILDER UCA

FEAT 11

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Monument Architect*.Access *Monument Constructed*<sup>E4</sup> 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 BUILDER UCA

FEAT 7

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Colonial Aspirant*. Access *Nation Founded*<sup>E4</sup> 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 COMPASS Q&amp;C

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Explorer*<sup>E4</sup> story, or *Survival*<sup>B35</sup> fighter profession.Goal *Dangerous Journey*<sup>E4</sup> 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.

## NOBLE UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Aspiring Noble*. Access *Ennobled*<sup>E4</sup> 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 CASTER Q&amp;C\*

FEAT 8

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Evil Purchases*. Access *Evil Library*<sup>E4</sup> 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 CASTER Q&amp;C\*

FEAT 8

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Good Purchases*. Access *Good Library*<sup>E4</sup> 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 WATCH UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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Access *Bounty Hunter*<sup>B31</sup> profession or *Lawbringer*<sup>E1</sup> story.Goal *Criminal Crackdown*<sup>E4</sup> 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 SURPRISE SH\*

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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Prerequisites *Forceful Surprise*. Access *Justice*<sup>E1</sup> 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	PROTECTION FROM EVIL AGGRESSOR Q&C*	FEAT 1
<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Prerequisites</b> trained in Perception.</p> <p><b>Access</b> <i>Successful Commander</i><sup>E1</sup> story.</p> <p><b>Frequency</b> once per day. <b>Trigger</b> you attempt a saving throw.</p> <p>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.</p>		<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Access</b> <i>Blessed Encounter</i><sup>E1</sup> story, <i>Blessed Bloodline</i><sup>??</sup>, or <i>Zealous Devotion</i><sup>B35</sup> champion profession.</p> <p><b>Goal</b> <i>Redemption Encounter</i><sup>E4</sup> retrains this into <i>Aura of Protection from Evil</i>. <b>Trigger</b> you take damage from a creature with the good trait.</p> <p><b>Frequency</b> once per day.</p> <p>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.</p>	
<p><b>PERCEPTIVE ENCOUNTERS SH*</b></p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> expert in Perception. <b>Access</b> <i>Ambusher</i><sup>E4</sup> goal.</p> <p><b>Frequency</b> once per encounter.</p> <p>As per <i>Perceptive Defences</i> except for the improved frequency.</p>	FEAT 9	<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Access</b> <i>Planer Explorer</i><sup>E4</sup>, <i>Planer Resident</i><sup>E4</sup></p> <p><b>Goal</b> <i>Community Expands</i><sup>E4</sup> to retrain into <i>Proud to Shine</i>.</p> <p><b>Frequency</b> once per day.</p>	FEAT 1
<p><b>PERSISTENT DISGUISE</b> HOFHC*</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> Skilful. <b>Access</b> <i>Emancipated Victory</i><sup>E4</sup> goal.</p> <p>As Innate Disguise except the spell is heightened to 3<sup>rd</sup> level and you can cast it once per hour.</p>	FEAT 7	<p>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.</p>	
<p><b>POPULAR ARTISTE</b> UCA</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Prerequisites</b> Speciality Crafting or Virtuosic Performer .</p> <p><b>Access</b> <i>Virtuoso</i><sup>B35</sup> bard profession or <i>Famous Artist</i><sup>E1</sup> story.</p> <p><b>Goal</b> <i>Acclaimed Theatre Run</i><sup>E4</sup>, <i>Artistic Patron</i><sup>E4</sup> or <i>Masterpiece</i><sup>E4</sup> to retrain into <i>Restored Legacy</i>.</p> <p>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.</p>	FEAT 3	<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> Proud to Help. <b>Access</b> <i>Community Expanded</i><sup>E4</sup> goal.</p> <p>As proud to help except for the frequency and items effected become temporarily immune to <i>Proud to Shine</i> for 24 hours.</p>	FEAT 3
<p><b>PORTAL TRAVELLER</b> Q&amp;C</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Prerequisites</b> any planar heritage or origin.</p> <p><b>Access</b> <i>Planar Encounter</i><sup>E1</sup> story. <b>Goal</b> <i>Planar Explorer</i><sup>E4</sup> or <i>Planar Resident</i><sup>E4</sup> to retrain into <i>Accurate Traveller</i>.</p> <p>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.</p>	FEAT 5	<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> Purifier. <b>Access</b> <i>Fight Corruption</i><sup>E4</sup> goal.</p> <p>As Purifier, and once per day, you can cast any one of the following primal innate spells: neutralize poison, remove curse, or remove disease.</p>	FEAT 3
<p><b>PROPHET OF CORRUPTION</b> UCA</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> <i>Corrupt Aspirant</i>. <b>Access</b> <i>Mass Conversion</i><sup>E4</sup> goal.</p> <p>As per <i>Corrupt Aspirant</i> except your bonus also applies on saving throws.</p>	FEAT 5	<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Access</b> <i>Blight</i><sup>E1</sup> story or <i>Corrupted Friend</i><sup>E1</sup> story.</p> <p><b>Goal</b> <i>Remove Corruption</i><sup>E4</sup> to retrain into <i>Purified</i>.</p> <p>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.</p>	FEAT 1
<p><b>PROPHET OF RIGHTEOUSNESS</b> UCA</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> <i>Righteous Aspirant</i>. <b>Access</b> <i>Mass Conversion</i><sup>E4</sup> goal.</p> <p>As per <i>Righteous Aspirant</i> except your bonus also applies on saving throws.</p>	FEAT 5	<p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> Fortunate Thief. <b>Access</b> <i>Infamous Heist</i><sup>E4</sup> goal.</p> <p><b>Trigger</b> you trigger a trap.</p>	FEAT 3
<p><b>PROSPEROUS INSTINCT</b> PF131*</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Access</b> <i>Inheritance</i><sup>E12</sup> story, <i>Socialite</i><sup>C11</sup> associate, or <i>Worldshaker</i><sup>B25</sup> bard profession.</p> <p><b>Goal</b> <i>Community Expanded</i><sup>E4</sup> to retrain into <i>Astounding Resilience</i>.</p> <p><b>Restriction</b> you are in a settlement the size of a large city or smaller</p> <p><b>Trigger</b> you attempt a skill check to appraise, buy or sell an item or service.</p> <p>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.</p>	FEAT 1	<p>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.</p> <p><b>Special:</b> You also retain the benefits of the <i>Fortunate Thief</i> feat.</p>	
<p><b>PROSPEROUS TOUCH</b> PF131*</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> <i>Prosperous Instinct</i>.</p> <p><b>Access</b> <i>Community Expands</i><sup>E4</sup> goal.</p> <p>As <i>prosperous instinct</i> except that it works in any size settlement and to checks to Repair an item.</p>	FEAT 3	<p><b>REDEEMED</b> UCA</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>FORTUNE</b>   <b>GENERAL</b>   <b>GOAL</b></p> <p><b>Prerequisites</b> Redemption. <b>Access</b> <i>Atoning Quest</i><sup>E4</sup> goal.</p> <p><b>Frequency</b> once per day.</p>	FEAT 5
		<p>Reroll a failed attack roll, saving throw, or skill check. You must keep the result of the second roll, even if it is lower.</p>	
		<p><b>REDEMPTION</b> UCA</p> <p><b>UNCOMMON</b>   <b>ANCESTRY</b>   <b>GENERAL</b>   <b>STORY</b></p> <p><b>Access</b> <i>Dishonoured</i><sup>B11</sup> origin or <i>Code Violation</i><sup>E1</sup> story.</p> <p><b>Goal</b> <i>Atoning Quest</i><sup>E4</sup> to retrain into <i>Redeemed</i>.</p> <p><b>Trigger</b> you fail or critically fail an attack roll, saving throw or skill check. The trigger always applies in these circumstances and is not optional.</p>	FEAT 1
		<p>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.</p>	

REMOTE MEDICINE UCA 

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	HEALING	LINGUISTIC	STORY
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**Prerequisites** Battle Medicine<sup>PF</sup>.**Access** Healed<sup>B35</sup> cleric profession or *Combat Healing*<sup>E1</sup> story.**Goal** *Battlefield Healer*<sup>E4</sup> 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.

## RENNED ARTISTE UCA

FEAT 5

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Popular Performer. **Access** Acclaimed Theatre Run<sup>E4</sup>, *Artistic Patron*<sup>E4</sup> or *Masterpiece*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Impressive Requests.**Access** Negotiation Veteran<sup>E4</sup> or Puppet Master<sup>E4</sup> goal.

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

## REQUEST A PAUSE UCA

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Conciliator<sup>E1</sup> story.**Goal** Seasoned Negotiator<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Conciliator<sup>E1</sup> story.**Goal** Seasoned Clemency<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Subdued<sup>E1</sup> or *Humiliation*<sup>E1</sup> story.**Goal** *Humiliating Victory*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Fiendish Murder<sup>E1</sup> story, *Hated Foe*<sup>B35</sup> barbarian profession or *An Eye for an Eye*<sup>B35</sup> ranger profession. **Goal** *Cleanse Cult*<sup>E4</sup> or *Redeem Cultist*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Lost Legacy. **Access** Birth-right Restored<sup>E4</sup> goal.

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

RIGHTEOUS ASPIRANT UCA 

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Marked by the Gods<sup>E1</sup> story or *Righteous Vision*<sup>E1</sup> story.**Goal** *Mass Conversion*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	OCULT	STORY
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**Access** Rival Emerges<sup>E1</sup> story.**Goal** *Enemy Slain*<sup>E4</sup> 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 3<sup>rd</sup> level occult innate spell, and the spell lasts until the end of the encounter.

## SENSE ALIGNMENT HA\*

FEAT 1

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** *Enemy Cult*<sup>E1</sup> or *Ordained Target*<sup>E1</sup> story.**Goal** *Cult Eradicated*<sup>E4</sup> 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 1<sup>st</sup> level innate divine spell.

## SHAMELESS UCA

FEAT 3

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Shamed.**Access** Chosen Hero<sup>E4</sup>, Honoured<sup>E4</sup> or *Public Victory*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** *Humiliation*<sup>E4</sup> story. **Goal** Chosen Hero<sup>E4</sup>, Honoured<sup>E4</sup> or *Public Victory*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Inspiring Commander.**Access** Stronghold Established<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	STORY
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**Access** Rival Emerges<sup>E1</sup> story.**Goal** *Rival Thwarted*<sup>E4</sup> 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

UNCOMMON	ANCESTRY	GENERAL	GOAL
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**Prerequisites** Skilful. **Access** Rival Thwarted<sup>E4</sup> goal.

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

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

<b>SLAVE-FRIEND</b> SH ↘	FEAT 1	<b>TRAP INSTINCT</b> Q&C*	FEAT 1
UNCOMMON   FORTUNE   STORY		UNCOMMON   ANCESTRY   FORTUNE   GENERAL   STORY	
<b>Access</b> Slave Emancipation story.		<b>Access</b> Archaeological Discovery <sup>E1</sup> story.	
<b>Goal</b> Liberation <sup>E4</sup> to retrain into Slavers-Bane.		<b>Goal</b> Archaeological Publication <sup>E4</sup> to retrain into Persistent Amateur Trap Finder.	
<b>Frequency</b> once per day.		When you make a perception check to find search for traps, roll twice and take the best result.	
<b>Trigger</b> You take damage while attempting to directly free a slave.		<b>TREKKER</b> Q&C	FEAT 5
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.		UNCOMMON   ANCESTRY   GENERAL   GOAL	
<b>SLAVERS-BANE</b> SH ↘	FEAT 5	<b>Prerequisites</b> Neural Compass. <b>Access</b> Dangerous Journey <sup>E4</sup> goal.	
UNCOMMON   FORTUNE   GOAL		As Neural Compass and you can also cast Ant Haul once per day as an innate primal spell.	
<b>Prerequisites</b> Slave-Friend. <b>Access</b> Liberation <sup>E4</sup> goal.		<b>TRUE LOVE</b> UCA	FEAT 3
<b>Frequency</b> once per encounter.		UNCOMMON   ANCESTRY   GENERAL   GOAL	
As Slave-Friend except for the frequency.		<b>Prerequisites</b> True Loves Lost. <b>Access</b> Reunited Lovers <sup>E4</sup> goal.	
<b>SLAVE RUNNER</b> SH	FEAT 1	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.	
UNCOMMON   DOWNTIME   FORTUNE   STORY		<b>TRUE LOVES LOST</b> UCA	FEAT 1
<b>Access</b> Slave Emancipation story.		UNCOMMON   ANCESTRY   GENERAL   STORY	
<b>Goal</b> Liberation <sup>E4</sup> to retrain into Slave Underground.		<b>Access</b> Any paramour <sup>C2</sup> or For Love <sup>B35</sup> bard profession.	
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.		<b>Goal</b> Reunited Lovers <sup>E4</sup> to retrain into True Love.	
<b>SLAVE UNDERGROUND</b> SH ↘	FEAT 5	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.	
UNCOMMON   DOWNTIME   FORTUNE   GOAL		<b>UNCURSED</b> UCA ◇	FEAT 3
<b>Prerequisites</b> Slave Runner. <b>Access</b> Liberation <sup>E4</sup> goal.		UNCOMMON   ANCESTRY   GENERAL   GOAL	
As Slave Runner except you can roll twice and select either result.		<b>Prerequisites</b> Accursed. <b>Access</b> Curse Removed <sup>E4</sup> goal.	
<b>SLAYER OF THE INNOCENT</b> UCA*	FEAT 9	Trigger you attempt a saving throw against a harmful spell.	
UNCOMMON   ANCESTRY   GENERAL   GOAL		Attempt a DC 3 flat check. If you succeed the spell has no effect on you.	
<b>Prerequisites</b> Innocent Blood. <b>Access</b> Bloodbath <sup>E4</sup> goal.		<b>UNFORGOTTEN</b> UCA	FEAT 1
As Innocent Blood, 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.		UNCOMMON   ANCESTRY   GENERAL   STORY	
<b>SPECIES INFLUENCE</b> AOE*	FEAT 1	<b>Access</b> Major Disaster <sup>E12</sup> story or Missing <sup>E1</sup> story.	
UNCOMMON   ANCESTRY   GENERAL   STORY		<b>Goal</b> Rescue <sup>E4</sup> to retrain into Found.	
<b>Access</b> Planar Offering <sup>B11</sup> origin or Refused Valuable Offer <sup>E1</sup> story.		You search for a person dear to you—lost, but you pray not dead. You gain a +1 status bonus on Will saves.	
<b>Goal</b> Accepted Valuable Offer <sup>E4</sup> to retrain into Ancestry Influence.		<b>VENGEFUL</b> UCA	FEAT 1
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.		UNCOMMON   ANCESTRY   GENERAL   STORY	
<b>TAUNT THE REAPER</b> UCA	FEAT 1	<b>Access</b> Raiders <sup>E12</sup> story, Vengeance <sup>B35</sup> barbarian profession or Murder <sup>E1</sup> story. <b>Goal</b> Vengeance <sup>E4</sup> to retrain into Avenged.	
UNCOMMON   ANCESTRY   GENERAL   STORY		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.	
<b>Access</b> Death in the Family <sup>E1</sup> story, The War <sup>B24</sup> role, or Preventable Death <sup>E1</sup> story.		<b>WATCH CAPTAIN</b> UCA	FEAT 10
<b>Goal</b> Return Ally to Life <sup>E4</sup> to retrain into Deny the Reaper.		ANCESTRY   GENERAL	
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.		<b>Prerequisites</b> Watch Veteran.	
<b>TENACIOUS CRUSADER</b> AOE	FEAT 5	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.	
UNCOMMON   ANCESTRY   GENERAL   GOAL		<b>WATCH VETERAN</b> UCA	FEAT 5
<b>Prerequisites</b> Doomed Crusader.		UNCOMMON   ANCESTRY   GENERAL   GOAL	
<b>Access</b> Freed from Evil <sup>E4</sup> or Corrupted <sup>E4</sup> goal.		<b>Prerequisites</b> One of the Watch. <b>Access</b> Criminal Crackdown <sup>E4</sup> goal.	
As Doomed Crusader except you do not gain the Doomed condition and you gain a number of hit points equal to double your level.		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 1<sup>st</sup> 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.	LOCOMOTION	Movement and reaction, the legs.
MALIGNANCY		MANIPULATION	Manipulation of the environment, the hands and arms.
CONGNITIVE	The thinking process, the brain.	RESPIRATION	Breathing, the lungs and gills.
COMMUNICATIONS	The ability to communicate with others.	SKELETAL	The bodies form and substance.
CONSUMPTION	The ability to consume food and drink.	SENSORY	The sensory organs, the eyes, ears, etc.
HORMONAL	Allergies and reactions to stimuli.		

#### 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.	ORIGIN	A flaw related to your birth or upbringing.
ENVIRONMENTAL	A situation or circumstance around you rather than on you.	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
CONDENSING	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
ENTOMOPHOBIA	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 or 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
OCULT 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 ft. 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&amp;C

**EMOTION** **MENTAL**

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

**EMOTION** **MENTAL**

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.

## BANE 3+

## BITTER AHH

## BANE 2+

**EMOTION** **MENTAL**

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&amp;C

## BANE 1+

**EPIDERMAL** **EMOTION** **FEAR** **MENTAL**

You were badly burned once by volcanic ash, torch-wielding mobs, or some fiery accident, and the scars pain you terribly 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&amp;C

EMOTION MENTAL

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&amp;C

EMOTION MENTAL

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+

FEAR MENTAL

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.

## ENTOMOPHOBE AHH

BANE 1+

FEAR MENTAL

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&amp;C

BANE 1+

EMOTION MENTAL

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 19<sup>th</sup> level) and increase the DC of the will save by 2.

## FAMILY TIES UCA

BANE 2+

EMOTION MENTAL

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.

BANE 2+

## FOUL BRAND Q&amp;C

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 4+

AFFLICITION

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+

AFFLICION

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+

EMOTION MENTAL

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+

FEAR MENTAL

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&amp;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

FEAR MENTAL

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****OCULT** 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+****AFFLCTION**

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**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.

**OCULT BARGAIN** SH**BANE 6+****OCULT** 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.

**OOZING SORE** BOTCV**BANE 3+****AFFLCTION**

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

FEAR MENTAL

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&amp;C

FEAR MENTAL

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&amp;C

BANE 4+

FEAR MENTAL

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&amp;C

BANE 3+

FEAR MENTAL

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.

BANE 2+

## SUPERSTITIOUS Q&amp;C

FEAR MENTAL

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&amp;C

BANE 3+

MENTAL ORIGIN

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

EMOTION MENTAL MISFORTUNE

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
OUNDED 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 attack you
RAINBOW HAIR	N	1+	Delirium, Music	Penalty to deception check to Impersonate
SICKENED WITH REMORSE	NG	1+	Passion, Protection	Permanently sickened
SPLENTERED BLADES	CN	1+	Confidence, Destruction	Weapons become broken after use in combat
SUNBURNED	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	Restraints 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 break 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**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**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**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**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**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**LN** DIVINE CITIES

You become honest to a fault. You constantly suffer the critical failure effect of *zone of truth*<sup>PF2E</sup>. Additionally, you are always offered the worst possible option in a bargain.

**DENY THE ODDS** LOG&M**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**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**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**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**LG** DIVINE CONFIDENCE TRICKERY**CURSE 1+**

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 wretched 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  $10 \times$  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  $100 \times$  the usual range.**Heightened (12th)** Increase the range to  $1000 \times$  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.

## EXILED LOG&amp;M

LG DIVINE CREATION FAMILY

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 SCIENCE LOG&amp;M

## CURSE 12

N DIVINE FIRE KNOWLEDGE

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 CROWD LOG&amp;M

## CURSE 3+

NG DIVINE FAMILY

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 IMPRISONMENT LOG&amp;M

## CURSE 1+

CE DIVINE EARTH

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 OLD LOG&amp;M

## CURSE 1

N DIVINE FREEDOM PERFECTION

Your joints stiffen, and your mind becomes clouded. You take a -2 status penalty to all rolls for initiative.

## FINAL DEATH LOG&amp;M

## CURSE 20

LE DIVINE DEATH

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 FAILURE LOG&amp;M

## CURSE 6

LN DIVINE WEALTH

**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 RUIN LOG&amp;M

## CURSE 15

CN DIVINE WEALTH

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.

## FLAMMABLE LOG&amp;M

## CURSE 0+

LE DIVINE FIRE TYRANNY

Your flaw burns you with great malice. You gain weakness to fire equal to 5 + the level of the curse.

## FRAGILE EQUIPMENT LOG&amp;M

## CURSE 1

LG DIVINE DUTY PERFECTION

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 TOOLS LOG&amp;M

## CURSE 1

LG DIVINE CREATION PROTECTION

Shoddy craftsmanship makes itself known. Whenever an item you're using takes damage, it is broken.

## FORGOTTEN LOG&amp;M

## CURSE 12

LN DIVINE KNOWLEDGE TRUTH

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 LOST LOG&amp;M

## CURSE 1+

CG DIVINE TRAVEL

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 3/4 normal exploration Speed, before factoring terrain and other features that might slow you down further.

**Heightened (6th)** You travel at 1/2 your speed.

**Heightened (12th)** You travel at 1/4 your speed.

## HOSTILE CONSTRUCTS LOG&amp;M

## CURSE 12

N DIVINE EARTH

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 to animate as constructs to pursue its vengeance.

## HOSTILE INSECTS LOG&amp;M

## CURSE 1

LE DIVINE DEATH ZEAL

Minions seek vengeance. Insects become hostile against you.

## HOUNDED BY TRUTH LOG&amp;M

## CURSE 1+

LG DIVINE KNOWLEDGE TRUTH

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.

## HUNGER LOG&amp;M

## CURSE 1

NE DIVINE INDULGENCE UNDEATH

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.

## ILLITERATE LOG&amp;M

## CURSE 12

LG DIVINE KNOWLEDGE TRUTH

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 AUDIENCE LOG&amp;M

## CURSE 6

CN DIVINE PASSION TRICKERY

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 LUCK LOG&amp;M

## CURSE 15

NG DIVINE LUCK

Ill luck causes aid to fail with frustrating regularity. You cannot benefit from circumstance status bonuses, or from fortune effects.

## IMMUNE TO TELEPORTATION LOG&amp;M

## CURSE 15

LN DIVINE MAGIC

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.

## ISOLATION LOG&amp;M

## CURSE 15

CN DIVINE CREATION

You are exiled from companionship. You can't communicate with any other creature, nor can you feel other creatures' touch.

## INFORMATION LEAK LOG&amp;M

## CURSE 4

NE DIVINE CONFIDENCE FREEDOM

Someone you've wronged gains information they desire about you, with the effects of a critical success at the commune ritual.

## JOYLESS LOG&amp;M

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&amp;M

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&amp;M

## CURSE 6

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&amp;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&amp;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&amp;M

## CURSE 8

LG DIVINE SUN VIGIL

Light is no longer your ally. You gain light blindness.

## LIGHT OF TRUTH LOG&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;M

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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;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&amp;M

N DIVINE DELIRIUM MAGIC

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&amp;M

N DIVINE LUCK TRICKERY

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&amp;M

LN DIVINE PROTECTION TIME

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&amp;M

CN DIVINE WATER

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&amp;M

N DIVINE CREATION TIME

Your hands shake when attempting delicate work. All your failures to Craft or Repair items are instead critical failures.

## SICKENED WITH REMORSE LOG&amp;M

NG DIVINE PASSION PROTECTION

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&amp;M

CN DIVINE CONFIDENCE MIGHT ZEAL

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&amp;M

CN DIVINE CONFIDENCE DESTRUCTION

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&amp;M

CE DIVINE DECAY PLAGUE

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&amp;M

CG DIVINE DREAMS

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&amp;M

LG DIVINE NATURE FAMILY

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.

## CURSE 1+

## STOLEN MEMORIES LOG&amp;M

NE DIVINE SECRET

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.

## CURSE 1

## CURSE 12

## STORM-BOUND LOG&amp;M

## CURSE 12+

CN DIVINE LIGHTNING WATER

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&amp;M

## CURSE 1+

NG DIVINE FIRE SUN

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&amp;M

## CURSE 6

CN DIVINE CONFIDENCE MIGHT

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&amp;M

## CURSE 1

LN DIVINE PERFECTION TRUTH

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&amp;M

## CURSE 1

LG DIVINE EARTH NATURE

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&amp;M

## CURSE 1+

CE DIVINE NIGHTMARES

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&amp;M

## CURSE 6

N DIVINE SECRECY

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&amp;M

## CURSE 12

N DIVINE FAMILY

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&amp;M

## CURSE 1

NG DIVINE FREEDOM CITIES

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**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**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**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**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**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**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**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**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**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**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**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.

**CURSE 12****WARRING MAGIC** LOG&M**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.

**CURSE 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.

## F23 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 untrained
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
NAIVE	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 cases 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.

## AVARICE UCA

## MALIGNANCY 1

## COGNITIVE | EMOTION | MENTAL

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.

<b>BACKWARDS KNEES</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>	<b>EMOTIONLESS</b>	<b>MALIGNANCY 3+</b>
<b>LOCOMOTION</b>		<b>COGNITIVE</b>	
Your knees bend backward like a bird's, which makes many athletic movements difficult to master. You take a -1 penalty on Athletics checks.		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.	
<b>Heightened (+3)</b> The penalty gets worse by 1.		<b>Heightened (+2)</b> The penalty gets worse by 1 and the DC increases by 1.	
<b>BALLOONING THROAT</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>	<b>EXTRA DIGIT</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>COMMUNICATION   LINGUISTIC</b>		<b>MANIPULATION</b>	
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.		You have an extra digit on each hand, which hampers your fine motor skills. You take a -1 penalty on Craft and Thievery checks.	
<b>Heightened (+3)</b> The penalty gets worse by 1.		<b>Heightened (+3)</b> The penalty gets worse by 1.	
<b>BRITTLE BONES</b> <small>BOTCV</small>	<b>MALIGNANCY 3+</b>	<b>FACIAL WARTS</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>SKELETAL</b>		<b>EPIDERMAL   AQUIRED</b>	
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.		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.	
<b>Heightened (+3)</b> Increase the addition damage by 1 point.		<b>Heightened (+2)</b> The penalty gets worse by 1.	
<b>CATS EYES</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>	<b>FAST GROWING FINGERNAILS</b> <small>BOTCV</small>	<b>MALIGNANCY 2+</b>
<b>SENSORY</b>		<b>MANIPULATION</b>	
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.		Your curving, clawlike fingernails grow so long so quickly that they impede you in dangerous situations. You take a -2 penalty on Thievery checks.	
<b>Heightened (+3)</b> The penalty gets worse by 1.		<b>Heightened (+3)</b> The penalty gets worse by 1.	
<b>COWARDLY</b> <small>AHH</small>	<b>MALIGNANCY 3+</b>	<b>FLAT FEET</b> <small>BOTCV</small>	<b>MALIGNANCY 5+</b>
<b>COGNITIVE   FEAR   MENTAL</b>		<b>LOCOMOTION</b>	
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).		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.	
<b>Heightened (+5)</b> The penalties gets worse by 1.		<b>Heightened (+5)</b> Reduce the threshold distance by 5 ft..	
<b>CURLED EARS</b> <small>BOTCV</small>	<b>MALIGNANCY 3+</b>	<b>FORKED TONGUE</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>SENSORY</b>		<b>COMMUNICATION   LINGUISTIC</b>	
Your ears curl up like dried leaves, and you experience difficulty picking up sounds. You take a -1 penalty on hearing-based Perception checks.		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.	
<b>Heightened (+4)</b> The penalty gets worse by 1.		<b>Heightened (+3)</b> The penalty gets worse by 1.	
<b>DEFORMITY</b> <small>Q&amp;C*</small>	<b>MALIGNANCY 3+</b>	<b>FORGETFUL</b> <small>Q&amp;C</small>	<b>MALIGNANCY 2+</b>
<b>LOCOMOTION   MANIPULATION</b>		<b>COGNITIVE   MENTAL</b>	
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.		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).	
<b>Heightened (+4)</b> The penalty gets worse by 1.		<b>Heightened (+1)</b> The DC increases by 2.	
<b>DEPENDENT</b> <small>UCA</small>	<b>MALIGNANCY 1+</b>	<b>FRAIL LIMBS</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>COGNITIVE   EMOTION   MENTAL</b>		<b>LOCOMOTION</b>	
You are dependent upon the acceptance of others. Whenever you fail a Diplomacy check, you become frightened 1 for 10 minutes.		Your limbs are thin and frail. You take a -1 penalty to your DC against disarm, grapple, and trip attempts.	
<b>Heightened (+4)</b> The frightened condition gets 1 worse.		<b>Heightened (+3)</b> The penalty gets worse by 1.	
<b>DISFIGURING BIRTHMARK</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>	<b>FURRY</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>EPIDERMAL</b>		<b>EPIDERMAL</b>	
Your skin bears a sizable scarlet mark that flushes and lightens with your moods. You take a -1 penalty on Deception checks.		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.	
<b>Heightened (+3)</b> The penalty gets worse by 1.		<b>Heightened (+3)</b> Double the cost to eliminate the penalty.	
<b>DOUBT</b> <small>UCA</small>	<b>MALIGNANCY 1+</b>	<b>FUSED THUMBS</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>
<b>COGNITIVE   EMOTION   MENTAL</b>		<b>MANIPULATION</b>	
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.		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.	
<b>Heightened (+2)</b> The penalty gets worse by 1.		<b>Heightened (+2)</b> The DC increases by 1.	
<b>EASILY EMBARRASSED</b> <small>BOTCV</small>	<b>MALIGNANCY 1+</b>	<b>FUSED TOES</b> <small>BOTCV</small>	<b>MALIGNANCY 3+</b>
<b>HORMONAL</b>		<b>LOCOMOTION</b>	
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.		The smallest three toes on each of your feet have fused together. You take a -1 penalty on Acrobatics, Athletics, and Performance checks.	
<b>Heightened (+2)</b> The penalty gets worse by 1.		<b>Heightened (+3)</b> 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 spend 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

## 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

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

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.

## MALIGNANCY 1+

## TELEPATHY DEPENDANT

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+	MERCENARIES	BOON 3+
MILITARY   MARKET		MILITARY   UNIQUE	
Purchase a combat trained animal at a 5% discount.		Provide access to trustworthy mercenary troops. PCs can hire mercenaries at a 10% discount.	
<b>Heightened (+5)</b> Increase the discount by 5%.		<b>Heightened (+5)</b> Increase the discount by 10%.	
DARKVISION	EVOLUTION 1+	LOCK IN CLAUSE <small>LOG&amp;M</small>	BLESSING 12
SENSORY		LE   DIVINE   TRICKERY   TYRANNY	
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.		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.	
<b>Heightened (5th)</b> You can see perfectly in darkness of any kind, including that created by the <i>darkness</i> spell.		<b>Heightened (5th)</b> Increase the discount by 10%.	
DIPLOMATIC ATTACHE	BOON 1+	SQUIRE	BLESSING 1+
ARISTOCRAT   SKILL		DIVINE   MILITARY   COMPANION	
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.		A squire agrees to serve a martial PC for a limited time, usually a single mission or adventure.	
<b>Heightened (+4)</b> Increase the status bonus by 1.		<b>Heightened (5th)</b> the squire serves until knighted.	
HEALING	BOON 1+	SWIM	EVOLUTION 1+
ADEPT		LOCOMOTION	
Cast a free 1 <sup>st</sup> level heal spell on a single occasion.		You have a swim speed of 10 feet.	
<b>Heightened (+2)</b> Increase the level of the spell by 1.		<b>Heightened (+1)</b> Increase the speed by 5 feet.	
LETTER OF RECOMMENDATION	BOON 1+	TRUTHFUL LIES <small>LOG&amp;M</small>	BLESSING 1+
ADEPT		CE   DIVINE   SECRET   TRICKERY	
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.		<b>Frequency</b> once per level of the boon. <b>Trigger</b> 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.	
<b>Heightened (+1)</b> Increase the level of the hireling by 1.			