

Ancestral Options

Humans



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Necromancers
of the Northwest

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Credits

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Introduction

Humans are the dominant race in nearly every fantasy setting, but they are also portrayed as one of the most generic and default kinds of creatures. While this does a good job of simulating a baseline for which to make other creatures seem exotic and interesting, it doesn't actually make it very fun to be a human. With this book, we aim to provide a large number of options which speak true to the human identity and make playing a human more fun and unique. We provide a host of new ancestry feats focusing on the natural talents of humans, as well as on the things for which humans are well known. We also introduce a pair of short archetypes which aim to simulate the very best and very worst of humanity.

New Human Feats

The following feats can be selected by characters with a human ancestry.

1st Level

Humanity First

Human

Feat 1

You have a deep seated rage towards non-humans, viewing them as dangerous or inferior, and have trained in special techniques to defeat these hated foes. You suffer a -5 penalty on Diplomacy checks made to interact with all creatures without the human trait. You gain a +2 bonus on damage rolls when attacking an intelligent creature without the human trait.

Jogger

Human

Feat 1

You can move 40 feet. If you used this action on your last turn, you may perform this activity once this turn as 1 action, instead of 2 actions. Additionally, you reduce the level of fatigue you suffer from running or performing a forced march by 1 step.

Man's Best Friend

Human

Feat 1

Prerequisites Trained in Nature

You gain an animal companion, which must be a dog. Additionally, you gain a +4 bonus on all Nature checks made to interact with dogs, and you can use Nature to influence the starting attitude of dogs in exactly the same way that you use Diplomacy to influence the attitudes of other creatures. You lose the benefits of this feat if you are ever knowingly cruel to a canine creature.

Cosmopolitan

Human

Feat 1

You get along extremely well with members of other races and cultures, and thrive in diverse environments. You gain a +1 bonus on Diplomacy checks made to interact with intelligent creatures without the human trait. You also gain a +1 bonus on all checks to recall knowledge about the customs of races and cultures other than your own.

5th Level

Bold Idea

Human

Feat 5

You can perform any skill action that requires 3 or fewer actions, incorporating a risky innovation that no non-human would even consider. If the check is a success, treat the check as a critical success instead; however, if the check is a failure, treat the check as a critical failure instead. Each time beyond the first you use this ability each day, you suffer a -1 penalty on the check for each previous attempt.

Common Humanity

Human

Feat 5

Prerequisites Humanity First

While you hate or fear non-humans, you have a talent for uniting your fellow humans in a common cause. You gain a +2 bonus on all Diplomacy, Deception, and Intimidation checks made against creatures with the human trait. This bonus increases to +6 when interacting with creatures which have the Humanity First feat.

Friend to All

Human

Feat 5

Even though you are a human, you have spent a significant amount of time learning the customs and cultures of other races and, through trial and tribulation, have earned a place in that society. Choose 2 races other than human. You can choose a 1st-level feat from each of those races. Once per day, you may choose to gain the benefits of one of those feats in place of this feat for 24 hours.

Mercantile Expertise

Human

Feat 5

As a short-lived human you have devoted your life to the acquisition of money as means of establishing a legacy and thereby achieving immortality. As long as you own an amount of currency equal to 1,000 gp per level, you can leverage your purchasing power to get better deals when trading. Whenever you purchase or sell an item, you can make the purchase for 10% less than you normally would, or sell the item for 10% more than you normally would. This purchasing power has limits, and local markets may or may not be able to support repeated sales of this type, based on the amount of available cash in the area and demand for the trade goods in question.

9th Level

Free Market Advantage

Human

Prerequisites Mercantile Expertise

You are able to take advantage of markets in order to make large amounts of money by providing superior service in your chosen craft or profession. Whenever you make a skill check in a settlement to Earn Income, if the result of your check is higher than that of all other creatures using the same skill to Earn Income in the same settlement (or nearby settlements, at the GM's discretion) during the same time period, you earn an income equal to the level of the task + 1 for each creature whose check you beat (maximum $+1/2$ your level, minimum +1), as appropriate for your proficiency.

Horse Whisperer

Human

Prerequisites Trained in Nature

Humans and horses have always shared a special bond, and you have learned to communicate with them on a supernatural level. You can use an action in order to use Nature to improve the attitude of a horse or pony in the same way that you use Diplomacy to influence the attitudes of other creatures. Additionally, when combat begins, you can choose a single horse or pony within 30 feet that is not trained for combat; that horse or pony does not gain the frightened 4 and fleeing conditions that it would normally suffer when combat begins. Finally, you can spend 1 action whenever you are mounted on a horse which is helpful towards you to Stride up to the horse's Speed without triggering reactions.

Torch Master

Human

Unlike many races that see in the dark naturally, humans must rely on their mastery of fire to light their way in the dark. You can keep a torch or lantern lit for 5 times as long as normal by guarding the flame from wind and limiting the amount of oxygen it consumes. Additionally, you become trained in the use of torches and lanterns as improvised weapons, and gain weapon specialization with torches and lanterns.

Generalist Specialist

Human

Prerequisites Any general feat

You treat your level as being 2 higher than it actually is for the purpose of gaining general feats. Additionally, you gain a 1st-level general feat.

Feat 9

13th Level

Conquistador

Human

Prerequisites Expert in Society and at least 1 type of weapon

Humans' short lives instill them with a desire to explore and conquer new lands. While on a continent other than the one on which you make your home (including while on other planes of existence, other planets, etc.), you gain a +2 bonus on Perception and Intimidation checks, and on attack rolls with a weapon for which you have at least expert proficiency.

Feat 9

Clever Adaption

Human

You are at your best when adapting to circumstances in clever ways. Whenever you roll initiative using a check other than Perception, you gain a +4 bonus on the check. Additionally, whenever you score a critical success using a skill action, you can spend your reaction to perform any other use of that skill which would normally require 1 action to perform (for example, if you score a critical success on an Athletics check made to Long Jump, you could then spend your reaction to make an Athletics check to Climb).

Feat 9

Human Resolve

Human

At the end of the day, you have to hold on to what makes you human, no matter what, and that gives you a strength that few can fathom. You can spend a Hero Point to gain a +20 circumstance bonus on any attack roll, saving throw, or skill check. Alternatively, when you use a Hero Point to recover from dying, you regain a number of hit points equal to 3 times your level and may stand from prone as part of recovering in this way. You can use this ability as many times as you have Hero Points, but no more than once each day.

Feat 9

Marathoner

Human, Exploration

Prerequisites Jogger

You can travel 26 miles overland on foot in 4 hours, regardless of terrain or weather. At the end of this run, you are fatigued for 1 hour. You cannot use this feat more than once per day, but may continue to travel at your normal pace.

Feat 13

Feat 13

New Archetypes

The following archetypes are thematically linked to humans and are available to human characters of any class. Humans have the potential for greatness, and while for some, this means living up to the highest ideals of ethics and morality, for others, it manifests as a darkness that would put most monsters to shame. Below are two archetypes: the exemplar, which represents the best of humanity, and the scum, which represents the frightening worst of humanity.

Exemplar

Exemplars represent the very best of humanity. They strive to set an example of human virtue and tenacity wherever they go. They strive to find common ground, explore new reaches, and better the lives of all those they meet, not just to enrich their own lives, but the lives of those they love and cherish. Exemplars are often found as champions of good-aligned governments, members of expeditionary teams, or even as individuals out in the world proving that a single person can make a difference. Their values are well known and are fundamentally human in nature; though exemplars respect other cultures and races, they refuse to abandon their own culture and heritage, believing that humanity has a central role to play in determining the fate of the world.

Exemplar Dedication

Uncommon, Archetype, Dedication

Prerequisites Human ancestry, any non-evil

Feat 2

You strive to be the best of what humanity has to offer, a beacon of strength through diversity, discovery, and dedication to a cause bigger than yourself. You set an example for others to follow, and your fellow humans cannot help but be inspired by your heroics and unwavering commitment to ethics. Whenever you critically succeed on an attack roll, skill check, or saving throw, all humans who can clearly see and hear you gain a bonus on the next check of the same kind that they make within 1 minute per level. This bonus is equal to $1/2$ your level.

Special You cannot select another dedication feat until you have gained two other feats from the exemplar archetype. You cannot select this feat if you have the Scum Dedication feat.

Helping Hand

Archetype

Prerequisites Exemplar Dedication

Feat 4

You are devoted to helping those in need, using your strength to benefit the weak and weary. You can use the Aid action as a reaction whenever an adjacent ally fails an attack roll, or skill check in order to potentially tip the scales in their favor. If the Aid is successful, your ally rerolls the check and adds the Aid bonus to the new roll.

Unwavering Resolve

Archetype

Prerequisites Exemplar Dedication

Feat 4

Your unwavering commitment to your ideals makes you exceptionally difficult to control. You gain a +1 status bonus to Will saves made to resist mind-affecting effects. Additionally, whenever you are affected by a mind-affecting effect, if you would be forced to perform an action which goes against your alignment, you can make a new saving throw against the effect as a reaction.

Appeal to Humanity

Feat 6

Archetype

Prerequisites Exemplar Dedication, Trained in Diplomacy

You are an expert in using your own values to appeal to the sense of decency and ethics in others. You increase your proficiency level in Diplomacy by 1 step, to a maximum of expert. Additionally, you gain a +2 cumulative circumstance bonus whenever you use Diplomacy to improve the attitude or ask a favor of creatures who match an aspect of your alignment, share an ancestry trait with you, or who belong to the same nation or organization as you.

Heroic Sacrifice

Feat 6

Archetype

Prerequisites Exemplar Dedication

You can demonstrate humanity's commitment to others by sacrificing yourself to save your companions. Whenever a creature within 30 feet of you would be reduced to 0 hit points, you can use your reaction and expend a Hero Point in order to grant that creature a Hero Point, which must be used to recover from dying. Additionally, if the creature was adjacent to you and the only target of the effect which reduced them to 0 hit points, you can expend a Hero Point in order to have the effect target you instead.

Courageous Volunteer

Feat 8

Archetype

Prerequisites Exemplar Dedication

You are the first to rush into danger, knowing that if you don't, no one else will. Whenever you enter a combat which contains a creature 2 or more levels higher than you, you gain a +2 bonus on initiative checks against that creature, as well a +2 circumstance bonus to AC and saving throws against attacks by that creature. Whenever you attempt a task with a level at least 2 higher than your current level, you gain a bonus on the check equal to $1/2$ the difference between the task's level and your own. Finally, when attempting a task of your level, or entering combat with a creature of at least your level, you can spend a Hero Point in order to gain a +2 bonus on the skill check or a +2 circumstance bonus to AC and saving throws. For any of these effects, these benefits persist until the combat is finished or until the task is completed.

Improved Helping Hands ♦

Archetype

Prerequisites Helping Hands

You can use the Aid basic action proactively. Make an Aid basic action. If you succeeded on the aid, then the next time the target attempts a check which could have benefited from the Aid action, they may roll the check twice and take the higher result, and then apply the benefits of the successful Aid.

Heroic Gift ♦♦

Archetype

Prerequisites Heroic Sacrifice

You can choose to step back from the front, lending your skills to another so that the mission can succeed at the expense of your own personal glory. You can expend 1 Hero Point in order to grant 1d2 temporary Hero Points to a nearby creature. That creature must use those Hero Points within 1 hour per level or they are lost.

Human Decency

Archetype

Prerequisites Exemplar Dedication

Your reputation as a representative example of human excellence precedes you wherever you go. Whenever you attempt a Diplomacy check, you can invoke your positive reputation in order to take 12 on the check rather than rolling. You can only use this feature against creatures of the same alignment or with the human ancestry trait.

Human Best

Archetype

Prerequisites Exemplar Dedication

You have reached the heights of human achievement and are truly inspiring to those around you. You gain an additional Hero Point whenever you would gain a Hero Point (including at the start of each game session).

Scum

Scum represent the worst humanity has to offer. More frightening than the worst monsters and crueler than the vilest of villains, scum are motivated by greed and hatred in ways that would make even some evil outsiders blush. Even so, not all scum are truly evil: some have been driven to this lowly lifestyle by terrible circumstances or even something so simple as a desire for revenge. Whatever their motivations, scum are lawless, thieving, and cruel to a fault.

Scum Dedication

Uncommon, Archetype, Dedication

Prerequisites Human ancestry, any non-good

You are the lowest of the low, thinking only of yourself and how best to make those that cross you suffer. Violence is your first choice in problem solving, especially if you can profit

Feat 8

from it in some way. You can forgo extra damage whenever you score a critical hit with a melee weapon in order to make a Thievery check to Steal from the target of your attack. You still gain the benefit of any critical effect on your weapon, if applicable.

Special You cannot select another dedication feat until you have gained two other feats from the scum archetype. You cannot select this feat if you have the Exemplar Dedication feat.

Feat 10

Feat 10

Cruel Living

Archetype

Prerequisites Scum Dedication

You love money more than the lives of other people and are exceptionally good at earning cash by threatening and stealing. You gain a +4 circumstance bonus on checks to Earn Income with Intimidation or Thievery. If you critically fail at the check to Earn Income in this way, you earn the attention of the local authorities (if any), who may try to put a stop to your dealings.

Feat 12

Feat 12

Ultra-Violence

Archetype

Prerequisites Scum Dedication

You gain a +5 bonus to all attack rolls, damage rolls, and Intimidation checks made to demoralize when you make these checks against a creature which was not hostile to you prior to the start of your turn. You retain these benefits until the end of your current turn, even if the creature would become hostile following the first such action.

Feat 14

Feat 14

Creative Torture

Archetype, Exploration

Prerequisites Scum Dedication, trained in Intimidation

You are especially adept at using torture to glean information and favors from others; whether your techniques are physical or psychological, you can usually get results. Increase your proficiency with Intimidation by 1 step, to a maximum of expert. You can spend a number of hours torturing an individual in order to glean information from them. Torturing an individual in this way leaves them drained 3 for a number of hours equal to twice the number of hours you tortured them. When you are finished torturing the individual, you can make a special Intimidation check in order to accomplish any action which could be performed with Diplomacy or Intimidation with relation to your victim. You gain a +1 bonus on the check for every hour you torture them, up to a maximum bonus of your level. The DC of any Diplomacy check made in this way is increased by 10.

Feat 2

Feat 2

Human Shields ♦

Archetype

Prerequisites Scum Dedication

You can use other creatures in order to shield yourself from harm. When adjacent to a creature, you can use the Take Cover action in order to position them between you and the attack. If the target is unwilling, you must attempt an un-

Feat 6

Feat 6



armed attack against their AC. If the attack against you is a critical failure, then the attacker hits the creature you were taking cover behind, instead. Good creatures suffer an additional -2 penalty to attack you if you choose to use an innocent bystander as your human shield. Once you begin using a human shield, you must use an action on your turn to Take Cover in order to continue using them in this way. A creature being used as a human shield can use the Escape action (against your Athletics DC) in order to escape. Additionally, if you use an unwilling creature as a human shield, they can use an attack of opportunity reaction, if they have one.

Cruel Greed

Archetype

Prerequisites Cruel Living

You can use violence in order to make earning a cruel living more effective. If you have killed an innocent in a town where you successfully Earn Income using Intimidation or Thievery, you receive the appropriate reward for a task 1 task level higher, or 3 levels higher on a critical success. However, if you fail the check to Earn Income after committing a murder in this way, you automatically attract the attention of the authorities.

Rob the Fallen ♦

Archetype

Prerequisites Scum Dedication, trained in Thievery

You can quickly strip a corpse of useful goods and equipment. As part of this action, make a Thievery check opposed by the Perception checks of those observing you to remain unseen. Regardless of whether or not you are caught stealing in this

Feat 8

way, you can remove up to 1 bulk's worth of items from the corpse for every 10 points of your Thievery check.

Bloody Slaughter

Archetype

Prerequisites Ultra-Violence

Feat 10

Whenever you critically hit a creature which was not hostile towards you at the start of the turn, you deal an additional weapon die's worth of damage on the attack. Additionally, if the attack is sufficient to kill the target, then you may make a free Intimidation check to demoralize all creatures within 30 feet.

Improved Human Shields

Feat 12

Archetype

Prerequisites Human Shields

Whenever you are benefiting from the Human Shield feat, if the attack against you misses, you can attempt an Athletics check opposed by the attacker's Athletics DC. If the check is a success, then the attacker deals damage to the human shield as though they had hit them.

Straight Killer

Feat 14

Archetype

Prerequisites Scum Dedication

Whenever you kill a sentient creature, you can spend 1 Hero Point in order to take an additional action this turn. That action must be used to take a Strike action or to use any ability which allows you to make an attack.

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THE BEST (AND THE WORST) HUMANITY HAS TO OFFER!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before. Instead of picking a race and sticking with it, players are encouraged to customize the benefits a character gains from their lineage, with a wide assortment of ancestry feats gained at various levels. While the *Pathfinder Second Edition Core Rulebook* presents plenty of great options for each of these ancestries, the focus on customization means that there's always room for new and exciting ways to bring your ancestry to the fore.

This book focuses on providing new ancestry-related options for human characters. Too often relegated to simply being the "default" or "generic" race, humans have distinct traits all their own, including their affinity for domesticating and training animals, their quick thinking, and their uncanny ability to adapt to any situation, as well as a capacity both for incredible altruism and self-sacrifice, and terrible cruelty and brutality. In this book, you'll find:

- 16 new ancestry feats for humans, ranging from 1st through 13th level, including Free Market Advantage, Humanity First, and Horse Whisperer!
- A new archetype for human characters, the exemplar, for those humans who represent the best and brightest of human potential.
- A second new archetype for human characters, scum, for those humans who sink to the lowest levels of depravity that their race has to offer.



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