

# Exotic Ancestries

## SATYR



Alex Riggs, Joshua Zaback



*Necromancers  
of the Northwest*

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## Designers

Alex Riggs, Joshua Zaback

## Editor

Rosa Gibbons



Necromancers of the Northwest, LLC  
8302 2nd St NE  
Lake Stevens, WA, 98258  
[www.necromancers-online.com](http://www.necromancers-online.com)

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# Introduction

The *Pathfinder Second Edition Roleplaying Game* presents a wide world of magic and infinite possibilities, and so it should come as no surprise that some players want to explore beyond the boundaries of the game's core rules. The game world described in the game's rules and lore includes a wide variety of creatures, some strange and fantastic, others oddly familiar and human in nature, and it's only natural that some players will want a chance to explore the world as one of these creatures, instead of being limited to the handful of ancestries that already exist.

This book presents an ancestry for one such fantastic creature: the satyr. A mythical creature with roots stretching back to ancient Greece, satyrs have been many things to many people throughout history. They have represented the wild allure of natural and basic instincts, they have served as comedic relief, been depicted as objects of beauty, and more. Their appearance has changed over the millennia, as well, though most types of satyr would be fairly recognizable to modern audiences, with a human torso and the legs of a goat or similar animal. Satyrs have also been a staple of the fantasy genre since its inception, often serving as guides and mentors, although sometimes serving as hapless sidekicks or even dangerous adversaries. This book presents a new ancestry for satyrs, complete with heritages and ancestry feats, to allow players to make their own satyr characters.

## Satyr

*Standing between the natural world and civilization, the most human of all the fey, satyrs are a people at a crossroads, serving as a missing link between the primal and the refined. Known for their proclivity towards pleasures of all kinds, from music to wine to carnal indulgences, it would be easy to dismiss them as little more than wild hedonists. But satyrs are also capable of producing great works of art and beauty, and those who turn their minds to such things can easily prove as cunning and sly as any other fey.*

Possessing the torso of a human and the lower body of an animal (typically, but not always, a goat), satyrs are fey that are known for their pursuit of pleasure in all its forms, and a particular love of wine, music, and carnal satisfaction. Although often dismissed as animalistic hedonists, satyrs are also lauded in certain artistic circles for their own works of art, as many satyrs are accomplished musicians, artists, dancers, actors, and so on.

Although it is widely believed that there are no female satyrs, this is untrue. While female satyrs are rare, they do exist, and are largely similar to males of their species. Confusingly, female satyrs are referred to as "nymphs," even though they have no relation to that particular species of fey.

If you want a character who does whatever he feels like without thinking about it too much, who appreciates beauty in all its forms, and who cannot help but follow his muse, you should play a satyr.

## You Might...

- Be enthusiastic and unabashed in your appreciation of beauty.
- Have little patience for things that you do not enjoy.
- Have difficulty controlling your impulses.

## Others Probably...

- Think of you as wild, uncivilized, and possibly even bestial.
- Deride your passion for the finer things in life as debauched.
- Consider you lazy, or unreliable.

## Physical Description

While the exact specifics vary depending on the region and different types of satyrs, all satyrs are physically a blend of human and animal features. The vast majority of satyrs have goat features, although in some cases horse, mule, or other animal features appear instead. Very rarely, satyrs might possess features from more exotic animals, such as gazelles, deer, boar, or various types of primates. A satyr's legs tend to be the most recognizably animal feature, and generally are heavily furred and end in cloven hooves. Satyrs typically appear largely human from the waist up, although some possess tufts of fur (or at least thick body hair) on their upper body, especially on the chest or forearms. Additionally, some satyrs possess horns, though even among those that do, the horns are rarely large enough to prove effective natural weapons. Though satyrs rarely possess anything that could be described as traditional beauty, it is nonetheless true that most satyrs possess a certain rugged, primal attractiveness that complements their animal features.

A satyr's fur matches the color of its hair, and generally ranges through shades of red and brown, although other colors are possible, especially in cases where the satyr resembles some exotic animal. As the satyr ages, its fur fades to grey. Many satyrs choose to grow beards, and while younger satyrs generally take care to keep theirs trimmed fairly short, older satyrs can often be identified by their long, flowing grey beards. Female satyrs are slightly less hairy than their male counterparts, and generally can't grow beards, but are just as likely to possess tufts of fur on their upper torso as their male counterparts.

## Society

Satyrs band together in loose social groups known as circles, rarely consisting of more than a couple dozen satyrs at the most. While a given circle may persist for some time, individual members tend to come and go as their whims take them, following wanderlust to another region, departing after a dispute with another member, and so on. Such losses are generally made up for by welcoming new satyrs into the circle as they wander into the area, so that eventually a circle may be comprised entirely of different satyrs than the ones that first formed it. Even with members coming and going, though, circles are relatively fragile affairs, and it's not uncommon for them to split, merge, or just sort of dwindle away to nothingness.



Because satyrs are so driven by their impulses, they tend to have difficulty sticking to long-term commitments, and, as a result, tend to make poor parents. Most satyrs are long gone before their mate even realizes that she's pregnant. In such cases, the resulting child is often snatched from the crib by other fey, who raise the satyr in the wild. Those satyr children that are raised by humans often run away to the wilderness at adolescence in search of their father, and quickly grow to adopt the ways of wild satyrs. Perhaps the satyrs that have it the hardest are those that are born from a satyr mother, as they are often abandoned within a few years of being born, although in these cases other fey will often intervene to protect the child as well.

## Alignment and Religion

It is rare to find a satyr that does not consider himself a free spirit, and pride himself on following his whims without question, and as a result, the majority of satyrs are chaotic in nature. While neutral satyrs aren't that rare, lawful satyrs are all but unheard of, and tend to be satyrs who were raised by other species, and often have nothing but hatred and resentment for the carefree lifestyle of their kin. When it comes to matters of good versus evil, satyrs are more diverse: though most satyrs tend to fall somewhere in the middle, with far less concern for morality than for indulging their desires, satyrs of particularly cruel or benevolent bent are just as common as members of nearly any other race.

Satyrs rarely develop religions of their own, instead borrowing religions from nearby cultures, often picking and choosing what parts of the religion suit them (typically songs, ceremonies, sacramental beverages, and so on) and ignoring the rest. They are most often drawn to deities who encourage the sort of hedonistic pleasure-seeking that satyrs are already inclined to engage in, but in the absence of such figures, satyrs tend to gravitate towards deities of nature, beauty, and art.

## Names

Satyrs have a somewhat more flexible relationship with names than members of most other species, and it's not uncommon for a satyr to change names multiple times in its life. As most satyrs are born to non-satyr mothers, they often are given a name from their mother's culture at birth. Those that wind up in satyr culture, however, whether through their own choices or at the whims of other fey, tend to adopt new names after about a year in the wild. After that, it's not uncommon for a satyr to decide to take a new name on any given birthday, if he decides that his old name no longer suits him. Many satyrs also decide to choose a new name upon travelling to a new area or joining a new satyr circle, although this may have more to do with not letting past transgressions catch up to them than anything else.

## Sample Names

Daluc, Diaca, Glaefel, Jeosa, Kreon, Oneck, Nymxos, Rhivu, Shadwis, Silvanus, Sneg, Tul, Zaipei, Zegiah.

## Satyr Stats

### Hit Points

6

### Size

Medium

### Speed

30 feet

### Ability Boosts

Dexterity

Charisma

Free

### Ability Flaw

Intelligence

### Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Elven, Halfling, Jotun, and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Satyr

Fey

Humanoid

### Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

## Satyr Heritages

Myths and legends of satyrs vary wildly, and are often contradictory, demonstrating the varied nature of satyrs in different regions, times, and societies. Choose one of the following satyr heritages at 1st level.

### Faun Satyr

You come from a line of satyrs known for wandering the most remote and wild of woods, and as such have developed a knack for finding your way even in the most difficult circumstances. You are trained in Survival, and gain a +5 circumstance bonus on Survival checks made to Sense Direction. Further, you never suffer a penalty on such checks for not having a compass.

### Lusting Satyr

You are more in touch with your primal desires, but they sometimes overwhelm you. Choose a gender. Whenever you encounter a celestial, fey, fiend, giant, or humanoid of the chosen gender whose Charisma is 12 or higher, you must succeed on a Will save (DC 10 + your level + your Charisma

modifier) or become smitten by that creature as though with the spell *charm*. This is not actually a magical effect, and so cannot be dispelled, but the duration remains the same as the spell (1 hour). You gain two additional ancestry feats at 1st level.

## Pan Satyr

You come from a line of satyrs that are more goat-like in appearance, and in addition to goat hooves, you also possess a pair of curling ram's horns on your head. You gain a horns unarmed attack that deals 1d8 bludgeoning damage. Your horns are in the brawling group and have the forceful and unarmed traits.

## Puck Satyr

You are a type of satyr that is well-known for their guile and trickery. You are trained in Deception, and gain a +2 circumstance bonus on Deception checks made to Lie, as well as on Thievery checks made to Palm an Object.

## Wise Satyr

Although most satyrs concern themselves with little more than self-indulgence, a handful of satyrs are known to possess great wisdom and insight, and you are among them. You gain an ability boost in Wisdom, instead of Charisma, for being a satyr. Additionally, you can cast *augury* as a primal innate spell once per day.

# Ancestry Feats

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

### 1st Level

#### Charming Performer Feat 1

##### Satyr

**Prerequisites** trained in Performance

You are able to win over the hearts of others through your performances. You can use Performance in place of Diplomacy to Make an Impression. When using Performance in this way, you gain a +2 circumstance bonus if the target would normally be attracted to creatures of your gender, but suffer a -4 circumstance penalty if they would not.

#### Fleet Performer Feat 1

##### Satyr

**Trigger** You cast a spell while using an instrument.

You Step or Stride. You may do so before or after you finish casting the spell.

#### Goat's Grace Feat 1

##### Satyr

You are particularly nimble on your cloven hooves. You gain a +2 circumstance bonus on Acrobatics checks made to Balance, and Athletics checks made to Climb. Additionally, your Fortitude DC increases by +2 against attempts to Shove you, and your Reflex DC increases by +2 against attempts to Trip you.

#### Nimble Step Feat 1

##### Satyr

You frolic with grace and ease. Your Speed increases by 5 feet.

#### Primal Magic Feat 1

##### Satyr

Choose a single cantrip from the primal spell list. You can cast that cantrip as an innate primal spell.

#### Satyr Weapon Familiarity Feat 1

##### Satyr

You favor the traditional weapons of the satyr. You are trained with blowguns, clubs, daggers, javelins, shortbows, and shortswords.

#### Sylvan Wine Feat 1

##### Satyr, Exploration, Primal

**Frequency** once per day

By spending 10 minutes in a special ritual, you can consecrate and bless enough wine or other alcohol to fill a wineskin (typically eight drafts' worth). Any creature that consumes this wine (using the Interact action) gains a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear effects for one hour. The wine retains these properties for 24 hours, after which it returns to being normal wine.

### 5th Level

#### Charming Wine Feat 5

##### Satyr

**Prerequisites** Sylvan Wine

Whenever you use your Sylvan Wine ability, you can choose to create charming wine, instead. A creature that drinks the wine is affected as though by the spell *charm*. When you make the charming wine, you can choose whether affected creatures become charmed with you, or if they become charmed with the first person they lay eyes on after drinking the wine. The saving throw DC is equal to your spell DC. If you don't have the ability to cast spells, the DC uses your Charisma modifier as your spellcasting ability modifier. Additionally, you can use Sylvan Wine one additional time each day.



## Controlled Chaos

Feat 5

### Satyr

Having lost your wits many times in debauched revelry, you are better able to steer your uncontrolled impulses than most. When you are confused, you are not flat-footed, and you gain a +2 circumstance bonus on attack and damage rolls. Additionally, at the beginning of your turn, if you're confused, make a DC 11 flat check. If the check is successful, you choose which target you attack that round, instead of the GM.

## Satyr Weapon Savant

Feat 5

### Satyr

**Prerequisites** Satyr Weapon Familiarity

You are particularly adept at fighting with your people's favored weapons. Whenever you critically succeed at an attack roll using one of the weapons listed in Satyr Weapon Familiarity, you apply the weapon's critical specialization effect.

## 9th Level

### Critic

Feat 9

### Satyr

Your wide experience with different performances allows you to more easily resist certain magic. You gain a +2 circumstance bonus on saving throws made to resist spells with the auditory or visual traits.

## Music Lover

Feat 9

### Satyr

Your love for music allows you to benefit more from the power of magical compositions. Whenever you are affected by a spell with the composition trait, you may choose to increase the effect's duration for you by 1 round. This does not impact the effect's duration for other affected creatures.

## Sleep Wine

Feat 9

### Satyr

**Prerequisites** Sylvan Wine

Whenever you use your Sylvan Wine ability, you can choose to create sleep wine, instead. A creature that drinks the wine is affected as though by the spell *sleep*. The saving throw DC is equal to your spell DC. If you don't have the ability to cast spells, the DC uses your Charisma modifier as your spellcasting ability modifier. Additionally, you can use Sylvan Wine one additional time each day.

## 13th Level

## Kiss for Good Luck

Feat 13

### Satyr

**Frequency** once per day

You are empowered by gestures of physical affection. Once per day, when you receive a kiss or similar gesture of affection from a willing creature, you gain a single luck point. You can have up to three luck points at any given time. You can expend a luck point before making any d20 roll to roll twice and take the better result. Alternatively, in certain circumstances, the GM may allow you to expend luck points to achieve other effects.

## Maddening Wine

Feat 13

### Satyr

**Prerequisites** Charming Wine or Sleep Wine

Whenever you use your Sylvan Wine ability, you can choose to expend two uses of that ability to create maddening wine, instead. A creature that drinks the wine must make a Will save.

**Critical Success** The target gains a +2 item bonus on attack and damage rolls for 1 minute, with no other effect.

**Success** The target is unaffected.

**Failure** The target gains a +2 item bonus on attack and damage rolls for 1 minute, and is confused for 1 minute. If the target loses the confused condition for any reason, she also loses the item bonuses.

**Critical Failure** The target gains a +4 item bonus on attack and damage rolls for 10 minutes, is confused for 10 minutes, and cannot make the normal DC 11 flat check to end the confused condition whenever she takes damage. If the target loses the confused condition for any reason, she also loses the item bonuses.

Additionally, you can use Sylvan Wine one additional time each day.

## Satyr Weapon Expertise

Feat 13

### Satyr

**Prerequisites** Satyr Weapon Familiarity

Your satyr affinity blends with your class training, granting you great skill with satyr weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency for all weapons listed in Satyr Weapon Familiarity.

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## WISE NATURE SPIRIT, OR LECHEROUS DRUNKARD?

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before, and because ancestries allow characters to choose from a variety of options and abilities as they continue to increase in level, there are more opportunities for ancestries that represent more exotic and exciting creatures that have normally not been suitable for player characters.

This book presents an exciting new ancestry, allowing players to take on the role of satyrs. Hailing from ancient Greek mythology, satyrs are humanoids with goatlike legs and horns, who are known for their musical talents, especially on the pipes, and their wild enthusiasm for pursuits of pleasure. Closely associated with nature, and sometimes the fey, satyrs play the roles of fools as often as tricksters. In this book, you'll find:

- Background information on satyr characters, including an overview of their physical features, society, alignment and religion, and naming conventions.
- Basic stats for satyr characters.
- Six satyr heritages, including faun satyr, pan satyr, and puck satyr.
- Sixteen ancestry feats for satyr characters, including Goat's Grace, Music Lover, and Maddening Wine.



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