

# CHAPTER 4

## SKILLS AND FEATS

Listed here are only the new skills and feats unique to Habololy. All of the already existing skill and feats can be used. Following the listing of new skills are the rules for learning new skills in place of old skills.

TABLE 4-1: New Skills

SKILL	Brd	Brs	Clr	Cft	Ftr	Mnk	Nbl	Pal	Psi	PsW	Rgr	Rog	Sha	Sor	Tnk	Wiz	Ability
Knowledge (Creaturelore)	o	o	x	o	o	x	x	x	x	x	o	o	o	x	x	x	Int
Knowledge (History)	o	x	o	o	o	o	o	o	x	x	x	x	x	x	o	o	Int
Knowledge (Technology)	o	x	x	o	x	x	o	x	x	x	x	o	x	x	o	x	Int
Learned Feat	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	N/A
Literacy	o	x	o	o	o	o	o	o	o	o	x	o	x	o	o	o	Int

o – represents a class skill

x – represents a cross-class skill

### HOW TO READ THE SKILLS

#### SKILL NAME (Ability; Whether it can be used untrained; If armor check penalties apply)

A description of what the skill is used to do.

**Check:** What a successful check allows you to do. What the DC is for various attempts for this skill.

**Retry:** Whether or not this skill can be retried. If it can, this explains how long in between tries and the difference in DC between tries.

**Special:** Extra items that need to be explained about the skill, such as: equipment needed, results of a failed attempt, synergy bonuses, etc.

### NEW SKILLS

#### KNOWLEDGE (CREATURELORE)

(Int; yes; no)

You have learned through experience, training, or both, what to expect and how to deal with the creatures of the world. This skill is more oriented towards magical beasts and monsters as opposed to pets or farm animals.

**Check:** This skill allows you to answer a question about a specific creature. This could be anything from what a Griffon’s favorite meal is,

to what happens if a Basilisk gazes at you, to what must be done to totally defeat a Vampire. The difficulty of the check depends upon two things: how specific the information is, and how commonly known is the creature. The specificity of the question is determined by the DM, and falls into one of the following categories: General (DC 13), Average (DC 18), Specific (DC 25), Exacting (DC 35). This difficulty is modified by the rarity of the creature. This rarity is on a scale from 10 to 1, where a 10 is the most common creature and 1 is a unique creature. A rarity of zero means that the creature does not exist on Habololy. The rarities of the creatures of Habololy can be found on Table 4-2. Second names on Table 4-2 for creatures are the name of a creature, as it is known on Habololy.

**Retry:** No. If the check is failed, the character simply has not gained that information.

#### KNOWLEDGE (HISTORY) (Int; yes; no)

Your knowledge of when and what has happened in the past.

**Check:** A successful check allows you to know of an event that occurred or to correctly identify when an event occurred if you already know of the event. The difficulty of this check depends on the event in question. The timeline

in Chapter 8 has a listing of the difficulty checks with the events.

**Retry:** No. If you miss the check, you simply don't know the information.

**Special:** A character receives a bonus to this check dependant upon race, class, and nation of origin. For example, a jungle elf would have a better chance of knowing when his won kingdom was founded than a Gree would. A bonus of +5 is appropriate. A character with an education would also receive a bonus. Any character that has attended an actual school, such as a bardic college or wizard academy, receives a +5 bonus to any history check.

**KNOWLEDGE (TECHNOLOGY) (Int; yes; no)**

You have learned what types of technology exists, how it works, and how long it has existed for. This learning could have occurred through experience, schooling, or both.

**Check:** A successful check allows you to give an appropriate answer to a question involving technology. This question could relate to what the invention does, who invented it, how long it has existed for, or how to use it. The DM determines the difficulty of this check.

**Retry:** No. If you miss the check, you simply don't have the information.

**LEARNED FEAT (n/a; no; no)**

Though a great deal of training, you have learned a feat.

**Check:** There is no check. Once you have learned the feat, you may use it whenever applicable.

**Retry:** No

**Special:** Every time a character devotes five skill points to the Learned Feat skill, the character may choose a feat from the following list: Cityborn, College Educated, Combat Expertise, Craft Cognizance Crystal, Craft Dorje, Craft Psionic Arms and Armor, Craft Psionic Construct, Diligent, Eschew Materials, Expanded Knowledge, Investigator, any magical Item Creation feat, Leadership, Living with the Arcane, Magical Aptitude, Professional Training, Problem Solver, Scribe Tattoo, Self-Sufficient, Shield Proficiency, Technology, any Weapon Proficiency feat, or Wizard Tradition.

**LITERACY (Int; no; no)**

You know how to read and write.

**Check:** Only necessary if attempting to read or write something written poorly.

**Retry:** This skill may be retried once per day on the same document. It may be used multiple times a day, only if used on different documents.

**Special:** Every time this skill is taken, a new language is picked. This skill is a prerequisite for the Decipher Script and Forgery skills. For every three ranks of the Literacy skill taken, you receive a +1 synergy bonus to the Decipher Script and Forgery skills.

LEARNING NEW SKILLS FROM OLD ONES

It happens that a character may, for any number of reasons, no longer need or be able to use a certain skill. For example, a character with the listen skill may lose her hearing. Without the ability to hear, the skill points spent on the Listen skill become useless. The character may choose to learn a new skill with the points used on an old skill. Since part of the characters experience derives from using old skills, some of the experience that character has already gained is lost when switching skills. This process also takes time. Although the exact amount of experience and time are up to the DM, a fair estimate would be one month of training and 100 experience points lost per point of skill that a character moves from one skill to another.

## SKILLS & FEATS

**TABLE 4-2: Creature Rarity**

<u>CREATURE</u>	<u>RARITY</u>	<u>CREATURE</u>	<u>RARITY</u>	<u>CREATURE</u>	<u>RARITY</u>
Aboleth	3	Frost Worm	3	Nymph	3
Allip	2	Gargoyle	5	Ogre	5
Animal, unless noted	8	Genie	3	Ooze	3
Animal, ape, baboon, monkey	6	Ghoul	3	Orc	8
Animal, camel	5	Giant, Cloud	4	Otyugh	3
Animal, cat, dog, horse, donkey	10	Giant, Fire	5	Owlbear	5
Animal, elephant, octopus, porpoise, squid	6	Giant, Frost	6	Pegasus	3
Animal, rat	9	Giant, Hill	5	Purple Worm	2
Ankheg	4	Giant, Stone	4	Rakshasa	2
Azer	2	Giant, Storm	3	Remorhaz	3
Basilisk	5	Githyanki	3	Roc	2
Behir	3	Githzerrai	4	Roper	3
Beholder	3	Gnoll	4	Rust Monster	4
Blink Dog	3	Gnome (any variety)	9	Sahuagin	4
Bodak	2	Goblin	5	Satyr	0
Bugbear	6	Gorgon	2	Shadow	3
Bulette	5	Griffon	7	Shadow Mastiff	3
Carrion Crawler	4	Hag	4	Shocker Lizard	4
Catoblepas	3	Halfling	8	Sirine	4
Centaur	0	Harpy	3	Skeleton	4
Chimera	2	Hell Hound	3	Spectre	2
Choker	3	Hippogriff	4	Sprite	3
Chuul	3	Hobgoblin	5	Stirge	5
Cloaker	2	Hook Horror	5	Treant	3
Cockatrice	4	Hydra	3	Troglodyte	4
Couatl	2	Kobold	4	Troll	5
Darkmantle	3	Kraken	2	Umber Hulk	4
Dire Animal {By Animal Type -1}	*	Lich	2	Unicorn	2
Displacer Beast (Shadow Panther)	5	Lizardfolk (any variety)	7	Vampire	4
Doppelganger	3	Lycanthrope, werebear, -boar, -tiger	3	Vermin	7
Dragon, True	3	Lycanthrope, werewolf, -rat	5	Wight	2
Dragon Turtle (Turtle Isle)	2	Manticore	3	Will-O-Wisp	2
Dragonne (Sky Lion)	4	Medusa	3	Winter Wolf	4
Dryad	3	Merfolk	3	Worg	4
Dwarf (any variety)	9	Mind Flayer	4	Wraith	2
Elemental	3	Minotaur	0	Wyvern	5
Elf (any variety)	9	Mummy	1	Xorn	3
Ettercap	4	Naga	3	Yuan-Ti	4
Ettin	3	Nightmare	4	Zombie	3
Formian	4	Nightshade	2		

## SKILLS & FEATS

**TABLE 4-3: New Feats**

<b>Feat</b>	<b>Prerequisite</b>	<b>Benefits</b>
Always on the Move	Gnome (Plateau or Tinker)	Less Sleep Required, bonus to Endurance
Armor Familiarity	Armor Proficiency	Bonuses to using a particular armor type
Blend	Nipit, Wug, Elf (Jungle), Sakor'akai	+ 4 to Hide checks, Hide always a class skill
Born for the Saddle	Yellowian, Orcish Empire	+2 to Ride and Handle Animal, Ride always a class skill
Chilling Growl	Bugbear	+2 to Intimidate, bonus intimidate result
Cityborn	5 years lived in city of choice	+4 Knowledge (Local) checks, always a class skill
College Educated	Graduates from a college	Three Knowledge skills are always class skills, 1 rank each
Crafting Tradition	National or Racial (see description)	Crafter becomes a favored class
Dark Vision	Bugbear, Elf (Scaled), 1 <sup>st</sup> level	Gain dark vision
Distrusting Nature	Elf (Desert), Sandoo, Gnome (Amatine)	+2 to Sense Motive checks, +2 saves against Illusion and charm
Endure the Light	Elf (Drow), Dwarf (Crystal)	No penalties for being exposed to light
Fierce Defender	Elf (Jungle or Scaled)	Enter rage while defending a person or place
Freakish Size	Bugbear, Orc, Vass, Gatori, 1 <sup>st</sup> level	Large sized
Frontiersman	National or Racial (see description)	+2 to Survival skill checks, always a class skill
Gift of Faith	National or Racial (see description)	Three 0-level divine spells per day
Goodly Aura	Pacyr, good alignment	+1 saving throws and armor class against evil
Hardy	Racial (see description), 1 <sup>st</sup> level	+1 hit point per level, +1 Fortitude save
Living with the Arcane	String Mountain, Thynkizland	Knowledge (Arcana), Spellcraft, Use Magical Device class skill
Love of Food	Halfling	Craft (Cooking) and Profession (Chef) class skills, +1 bonus
Low Profile	National or Racial (see description)	See Description
Magic Sense	Nipit	Detect active spells in 30 feet by Concentration check
Naturally Quiet	Nipit, Sandoo, Gnome (Amatine)	+3 to Move Silently skill checks, always a class skill, +1 Listen
Natural Linguist	Nipit	1 rank for two languages, chance to understand any language
Near to Monsters	National (see description)	See Description
Night Vision	Racial (see description), 1 <sup>st</sup> level	Low light vision
No Friend of the Arcane	National or Racial (see description)	Spell Resistance equal to level plus relevant ability modifier
Noble Tradition	National (see description)	Noble becomes a favored class
One Shot One Kill	Weapon Focus	+4 to threatened critical role
Ordered Mind	National or Racial (see description)	+2 bonus against <i>Confusion</i> and chaotic spells
Paladin Tradition	Pacyr	Paladin becomes a favored class
Prestigious Combination	One level in a prestige class	May take a 2 <sup>nd</sup> relevant prestige class
Problem Solver	Gnome (Plateau, Amatine, Tinker)	See Description
Professional Training	Destroytitan, Grean nationals	3 ranks in Profession skill, always a class skill, +1 synergy
Psionic Tradition	Hertoplowan national	Psion becomes a favored class
Punch Hardened	See Description	Subdual damage reduction 2
Raised in War	National (see description), 1 <sup>st</sup> level	+1 attack roles, weapon and armor proficiency
Ranger Tradition	Yellowian	Ranger becomes a favored class
Renowned Health	Pacyr	+2 to personal Heal checks, always a class skill, +1 save
Sea Legs	1 year spent at sea	+2 to swim always, +2 to Balance, Rope Use, and Climb on ship
Seething Hatred	Racial (see description)	+2 attack roles and knowledge against selected enemy
Slavery Survivor	3 years as slave	Immune to intimidation, +1 to saves, +2 against fear
Sleeping Flight	Sakor'akai	Fly while sleeping
Slow Aging	Non-chaotic, Wisdom 13+	Live 10 years longer, +2 versus time spells
Song of the Wild	Bardic music, 8+ ranks in Perform	Bardic music effects animals
Spell Linking	2 <sup>nd</sup> level spells, any metamagic feat	See Description
Summons Extension	A summoning spell, any metmagic feat	Summoned creatures may remain longer, costs gold and xp
Technology	Intelligence 10+, 1 <sup>st</sup> level or 2 years	Do not suffer penalty when using clickers
Tiny Fighting	Gnome, Halfling	Considered tiny when fighting medium or larger creatures
Tough of the Arcane	National or Racial (see description)	Three 0-level arcane spells per day
Tradition of Faith	Gnarland, Gnome (Ice)	Cleric becomes a favored class
Unarmed Tradition	National or Racial (see description)	Monk becomes a favored class
Uncommon Sense	Dwarf	+1 to all wisdom-based skill checks
Unemotional	Dwarf (Crystal), Elf (Desert)	+2 to saves with emotional involved, +2 versus Sense Motive
Warm the Blood	Lizardfolk	Survive in 10 degrees colder
Waterborn	National or Racial (see description), 1 <sup>st</sup>	See Description
Weapon Master Trained	National or Racial (see description), 1 <sup>st</sup>	Proficiency in 3 weapons
Winged	Gree, Elf (Northern), 1 <sup>st</sup> level	Born with wings
Wild Heart	Racial (see description), non-lawful	+2 saves against <i>Hold</i> , <i>Charms</i> , and Lawful spells
Wild Surge	Ability to cast arcane spells	See Description
Wizard Tradition	Thynkizland	Wizard becomes a favored class

## HOW TO READ THE FEATS

### FEAT NAME (Type of Feat)

A description of how the feat works.

**Prerequisite:** Anything that a character needs to possess before acquiring this feat. This could include an ability score minimum, a level minimum, a racial requirement, a class requirement, etc.

**Benefit:** How the feat helps a character. Unless otherwise noted, feats cannot be taken multiple times by the same character.

**Normal:** This describes what characters have to do if they do not possess this feat and wishes to attempt an action that the feat would help in doing.

**Special:** Other facts that relate to this feat.

An \* next to a feat's name means the feat can be taken by a fighter as a bonus feat.

A # next to a feat's name means that the feat can be taken as a learned feat.

## NEW FEATS

### ALWAYS on the MOVE (Racial)

Your disposition is one of constant movement and boundless energy.

**Prerequisite:** Gnome (Plateau or Tinker)

**Benefit:** You only need 6 hours sleep to be considered to have had a full nights rest. You receive a +1 bonus on any check that involves endurance.

**Special:** Spellcasters still require a full 8 hours rest to be able to cast their spells.

### ARMOR FAMILIARITY (General)\*

Choose a specific type of armor, such as scale mail. After using the same type of armor for an extended time, you learn how to best take advantage of the armor.

**Prerequisites:** Proficient with the type of armor chosen.

**Benefit:** Whenever you are wearing this particular type of armor, you gain a +1 competency bonus to armor class. You may also reduce the armor check penalty for the armor by one. The maximum dexterity bonus allowed also increases by one. Reduce the donning time for that type of armor by 25%. If it would normally take 4 minutes, it now takes 3 minutes.

**Special:** You can gain this feat multiple times. Every time it is taken, a new type of armor must be chosen and the benefits apply separately.

### BLEND (Racial)

Your skin has the ability to mimic your surroundings after long periods of exposure.

**Prerequisite:** Nipit, Lizardfolk (Wug), Elf (Jungle), Sakor'akai

**Benefit:** In your natural environment, you gain a +4 to all Hide skill checks. Hide is always a class skill for you regardless of class.

**Special:** You may only have one environment that is considered your natural environment. Your natural environment can change if enough time is spent in the new environment.

### BORN for the SADDLE (National)

From a young age, you have been taught how to behave around and how to ride a horse.

**Prerequisite:** Yellowian national, Orcish national.

**Benefit:** Ride (Horse) is always a class skill for you. Whenever you use the Ride or Handle Animal skill involving a horse, you get a +2 bonus to the role.

**Normal:** The Ride skill is not a class skill for some classes.

**Special:** Orcs may choose Rhinoceros instead of horse.

### CHILLING GROWL (Racial)

The deep sound of your growl is disturbing to others.

**Prerequisite:** Bugbear.

**Benefit:** As long as the target is able to hear your growl, you gain a +2 bonus to all intimidate skill checks. Once per day, you may use your intimidate skill to cause a target to make a willpower save at a DC equal to your intimidate check. Failure means the target must leave your presence.

**Special:** This skill has no effect on a creature that is one or more size categories larger than you.

### CITYBORN (General, National) #

Your life has been spent mostly in the confines of a particular city.

**Prerequisite:** Must have lived in the same city for at least 5 consecutive years.

**Benefit:** You receive a +4 circumstance bonus to any Knowledge (Local) skill checks that involve your city. Knowledge (Local) is always a class skill for you.

**Special:** Hertoplowan nationals may take this as a national feat. The city you choose for this feat

must be the one in which you have lived for at least 5 consecutive years.

**COLLEGE EDUCATED (General, National) #**

Having spent more time in school than most, you have gained additional skills.

**Prerequisite:** Must have graduated from one of the following colleges: Bardic college of Icefia, Bardic college of Yellowia, The college of wizardry in Thynkizland, or The Academy of Song & Magic in Amansky.

**Benefit:** You may pick three intelligence-based skills in which you receive one free rank. Those three skills are always class skills for you, regardless of class.

**Special:** Icefian, Yellowia, Thynkizland, and Amansky nationals may take this as a national feat

**CRAFTING TRADITION (National, Racial)**

The tradition of your people is one that includes many skilled crafters.

**Prerequisite:** String Mountain national, Halfling, Dwarf (Sledgehammer or String Mountain), Gnome (Tinker)

**Benefit:** You gain the crafter class as a favored class.

**Normal:** Crafter is not your favored class.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

**DARK VISION (Racial)**

Some members of your race have developed vision that allows you to see in complete darkness.

**Prerequisite:** Bugbear, Elf (Scaled), May only be taken at 1<sup>st</sup> level.

**Benefit:** You gain darkvision for 30 feet.

**DISTRUSTING NATURE (Racial)**

Your race is noticeably uneasy around other races. They generally do not trust or like the other races.

**Prerequisite:** Desert Elves, Lizardfolk (Sandoo), Amatine Gnomes

**Benefit:** You receive a +2 bonus to all saving throws against charms and illusions. You receive a +2 bonus to all sense motive skill checks.

**Special:** Because of your cynicism, you receive a -2 penalty to all diplomacy checks.

**ENDURE the LIGHT (Racial)**

After years of exposure, you have overcome your race's natural tendency to avoid light.

**Prerequisite:** Drow Elf, Crystal Dwarf

**Benefit:** You no longer suffer from the penalties your race normally has for being exposed to light.

**Normal:** Whenever you are exposed to the light, you suffer penalties to certain roles.

**FIERCE DEFENDER (Racial)\***

When faced with the defense of those you love and the place you care for, you go into a rage.

**Prerequisite:** Elf (Jungle or Scaled)

**Benefit:** Once per day, for a number of rounds equal to your constitution modifier, you go into a rage similar to that of a berserker.

**Special:** You may only enter the rage when defending a person or place that you hold dear. The person or place must be attacked before you can go into the rage.

**FREAKISH SIZE (Racial)**

Your race occasionally produces specimens that are significantly larger than the rest of the race.

**Prerequisite:** Bugbear, Orc, Lizardfolk (Gatori or Vass). May only be taken at 1<sup>st</sup> level.

**Benefit:** You are considered a large creature. Apply all of the following penalties and benefits:

<u>Benefits</u>	<u>Penalties</u>
• +2 to Strength	• -2 to Dexterity
• +2 to Constitution	• -4 to Hide skill checks
• Large size carrying capacity	• -1 to Armor Class
• Movement increased by 10 ft.	• -1 to Attack Rolls
• Face and/or Reach increases to 10 ft.	
• Height increase by 133%	
• Weight increase by 200%	
• +4 Bonus to grapple checks	

**Normal:** You are a medium-sized creature

**FRONTIERSMAN (Racial, National)**

A life of hard work and living on the edge has given you the ability to survive where other would falter.

**Prerequisite:** Icefian national, Frozensky national, Dwarf (Frozensky)

**Benefit:** The survival skill is always a class skill. You receive a +2 bonus to all survival checks.

### **GIFT of FAITH (Racial, National)**

Your deep devotion to a deity has led them to grant you a boon.

**Prerequisite:** Pacyr national, Sakor-akai

**Benefit:** You may pick three 0-level orisons. Each day, you can cast each orison once at a casting level equal to your current total level.

**Special:** A spellcaster that is prohibited from casting spells of a certain type may not choose 0-level spells of that type using this feat.

### **GOODLY AURA (National)**

Evil cannot stand to be in your presence.

**Prerequisite:** Pacyr national; must be of good alignment.

**Benefit:** You receive a +1 bonus to saving throws against any evil-based spells. You gain a +1 circumstance bonus to armor class against any evil outsider.

**Special:** Evil spellcasters and evil outsiders can detect your presence within 30 feet as if they were casting a *Detect Good* spell.

### **HARDY (Racial)**

You are a particularly tough member of your race.

**Prerequisite:** Dwarf (Frozensky), Gnome (Ice), Human (Barbarian); must be taken at 1<sup>st</sup> level.

**Benefit:** You gain +1 hit point per level. You gain a +1 bonus to your Fortitude Save.

### **LIVING with the ARCANE (National) #**

The ever presence of wizards and arcane magic has given you a basic knowledge of the art.

**Prerequisite:** String Mountain national or Thynkizland national.

**Benefit:** The following three skills are always class skills for you: Knowledge (Arcana), Spellcraft, and Use Magical Device.

**Normal:** These skills are cross class skills for some classes.

### **LOVE of FOOD (Racial)**

Trained from a young age to appreciate food, Halflings are gifted with the ability to cook and recognize what tastes good.

**Prerequisite:** Halfling.

**Benefit:** Craft (Cooking) and Profession (Chef) are always class skills for you. You receive a +1 bonus to all skill checks with those two skills. You receive a +2 bonus when trying to identify a substance by taste.

### **LOW PROFILE (Racial, National)**

Yours is a society that values privacy, an ideal that you have taken to heart.

**Prerequisite:** Human (Umanin), Amansky national, Amatom national.

**Benefit:** You receive a +1 bonus to all Hide and Move Silently skill checks. When you are in cover, you receive an additional 5% to what cover would normally be. You have spell resistance equal to your level plus your charisma modifier against divination spells. The difficulty check to scry you is 2 higher.

**Special:** These benefits are always in effect and cannot be deactivated.

### **MAGIC SENSE (Racial)**

You have a natural sense for magic.

**Prerequisite:** Nipit

**Benefit:** By making a Concentration check at DC 10, you can determine whether or there are any active spells within 30 feet of you. This includes arcane and divine spells.

**Special:** This ability is an extraordinary ability. It requires a move equivalent action. It cannot be blocked by spells that block detection.

### **MINISTER the FAITHFUL (General)**

The prayers and blessings which you give to those of your religion are stronger than usual.

**Prerequisite:** Ability to cast Divine spells.

**Benefit:** Whenever you cast a spell with a random beneficial effect, such as *Cure Light Wounds*, on a member of you religion, the random amount of the spell is maximized.

**Normal:** The spell works normally on those of the same faith.

### **NATURALLY QUIET (Racial)**

You have a better sense than most for how not to make noise.

**Prerequisite:** Nipit, Lizardfolk (Sandoo), Gnome (Amatine)

**Benefit:** You get a +3 bonus to all Move Silently skill checks and a +1 bonus to all Listen skill checks. Move silently is always a class skill for you.

### **NATURAL LINGUIST (Racial)**

Languages come easily to you.

**Prerequisite:** Nipit.

**Benefit:** Spending one skill point allows you to pick two languages that you now understand.

You may make an intelligence check at DC20 to understand the general idea of what is being said to you in a language that you don't understand.

### NEAR to MONSTERS (National)

Your culture is one that lives in close proximity to the beasts and creatures that avoid more civilized places.

**Prerequisite:** Icefian national, Frozensky national, Amansky national, Jungletree national, or Borkondof national.

**Benefit:** You receive a +1 bonus on Knowledge (Creaturelore). You receive a +1 bonus on any fear saving throws. You receive a +1 bonus to any Wild Empathy checks. You receive a +1 bonus to all Handle Animal skill checks.

**Special:** These bonuses only apply to naturally occurring creatures.

### NIGHT VISION (Racial)

Some members of your race have developed vision that allows you to see more clearly in the dark.

**Prerequisite:** Orc, Elf (Desert), Lizardfolk, Human (Umanin), Must be taken at 1<sup>st</sup> level.

**Benefit:** You have Low Light vision.

### NO FRIEND of the ARCANE (Racial, National)

Most of your life is spent away from the trappings of arcane magic. You have no care for it and have grown a "thick skin" against it.

**Prerequisite:** Dwarf (Sledgehammer), Nomagrok national

**Benefit:** You gain spell resistance equal to your total level plus the appropriate ability score modifier against the arcane spell being cast.

**Special:** You have no resistance to divine spells.

### NOBLE TRADITION (National)

The tradition of your people is one that includes many nobles.

**Prerequisite:** Yellowian national, Thalmeret national

**Benefit:** You gain the noble class as a favored class.

**Normal:** Noble is not your favored class.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### ONE SHOT ONE KILL (General)\*

You have been trained to make sure that one hit is all you need to finish an opponent.

**Prerequisites:** Weapon Focus

**Benefit:** With a particular weapon, whenever you threaten a critical attack, you add a +4 circumstance bonus to the threat roll.

**Special:** This feat must be applied to the weapon in which you have taken Weapon Focus. It may be taken multiple times, but must be applied to a different weapon every time.

### ORDERED MIND (Racial, National)

Your mind has been trained to ignore what is not logical.

**Prerequisite:** Gree, Grean national, Hertoplowan national. May not be chaotic.

**Benefit:** The character gains a +2 bonus against all chaotic spells, and all attempts to *Confuse*.

### PALADIN TRADITION (National)

The tradition of your people offers respect for, insight into, and knowledge of the life and skills of a paladin.

**Prerequisite:** Pacyr national

**Benefit:** You gain the Paladin class as a favored class. You may freely take levels in the Paladin class and the Cleric or Ranger classes.

**Normal:** Paladin is not your favored class. Once you take a level in a class other than Paladin, you may no longer take levels in Paladin.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### PRESTIGIOUS COMBINATION (General)

You have found two prestige classes whose talents and goals work together.

**Prerequisite:** At least one level in a prestige class.

**Benefit:** You may take a second prestige class.

**Normal:** You may only have one prestige class.

**Special:** Using this feat, a character will gain multiple prestige classes. She may discount both when determining if there is a penalty to experience points.

### PROBLEM SOLVER (Racial) #

Riddles and puzzles are a part of your culture.

**Prerequisite:** Gnome (Amatine, Plateau, Tinker)

**Benefit:** You gain a +2 bonus to all Decipher Script skill checks. You are considered to have an Intelligence 4 higher for the purposes of solving riddles or puzzles. You receive a +2 bonus to any saving throw that involves confusion-like effects. Tinkers gain a +1 bonus on all Tinkering skill checks.

### PROFESSIONAL TRAINING (National)

Most members of your culture have been taught a trade.

**Prerequisite:** Destroytian national, Grean national.

**Benefit:** You start with 3 ranks in the profession skill, which is always a class skill for you. You receive a +1 synergy bonus to any related craft skill check.

**Special:** You may choose from the following professions:

### PSIONIC TRADITION (National)

The tradition of your people offers respect for, insight into, and knowledge of the life and skills of a Psion.

**Prerequisite:** Hertoplowan national

**Benefit:** You gain the Psion class as a favored class.

**Normal:** Psion is not your favored class.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### PUNCH HARDENED (General)\*

After endless bouts of unarmed combat, the character has become resistant to melee attacks that cause subdual damage.

**Prerequisites:** Improved Unarmed Strike, Fortitude save +5, Constitution 13+.

**Benefit:** When a character takes this feat, the character gains subdual damage reduction 2.

**Special:** This feat may be taken multiple times. Every time it is taken, the damage reduction is increased by 2.

### RAISED in WAR (National)

Your entire life has been spent with the constant threat of war looming. You have been trained for the inevitability of battle.

**Prerequisite:** Destroytian national, Icefian national, Orcish national, Scaled national, Amatom national, Borkondof national, or Nomagrok national. May only be taken at 1<sup>st</sup> level.

**Benefit:** You gain proficiency in all simple weapons, one martial weapon, and light armor. You gain a +1 bonus to all attack roles.

**Special:** The bonus to attack roles is not a bonus to your Base Attack Bonus.

### RANGER TRADITION (National)

The tradition of your people offers respect for, insight into, and knowledge of the life and skills of a ranger.

**Prerequisite:** Yellowian national

**Benefit:** You gain the Ranger class as a favored class.

**Normal:** Ranger is not your favored class.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### RENOWNED HEALTH (National)

The people of Pacyr are known to be the most physically fit and healthiest in all of Habololy.

**Prerequisite:** Pacyr national

**Benefit:** Heal is always a class skill. You receive a +2 bonus to the check when attempting to heal yourself. You receive a +1 bonus to all saving throws against disease and poison.

### SEA LEGS (General)

Through long periods of time spent at sea, you are capable of performing tasks on a ship better than would be expected.

**Prerequisite:** You must have spent at least one year at sea.

**Benefit:** The character receives a +2 bonus to all Swim checks. The character receives a +2 bonus to the following skills while the character is on a ship: Balance, Rope Use, and Climb.

### SEETHING HATRED (Racial)

Your race has a long storied hatred of another race. You have been weaned on tales of your hated enemy's trickery and harmful nature.

**Prerequisite:** Dwarf, Gree, Jungle Elf, Northern Elf, Orc, Umanin

**Benefit:** You gain a +2 bonus to all attack roles (but not damage roles) against your chosen enemy. You also gain a +2 bonus to all Knowledge skill checks involving that enemy, and automatically know how to speak their language.

**Special:** You receive a -4 penalty to all diplomacy skill checks when dealing with your enemy. Each race has a specific list of enemies they may choose from.

TABLE 4-4: Racial Enemies

Your Race	Enemy's Possible Races
Dwarf, Crystal	Drow Elf
Dwarf, Frozensky	Gree, Vishtoo
Sledgehammer Dwarf	Str. Mnt Dwarf, Gree, Vishtoo
Str. Mnt. Dwarf	Sledgehammer Dwarf, Gree, Vishtoo
Jungle Elf	Drow Elf, Umanin
Northern Elf	Drow Elf
Orc	Amatine Gnome
Umanin	Elves

### SLAVERY SURVIVOR (General, National)

You survived the hard life of a slave to become a free being.

**Prerequisite:** Must have been a slave for at least three years.

**Benefit:** You cannot be intimidated by the use of the Intimidate skill. You receive a +1 bonus on all Willpower and Fortitude saving throws. You receive a +2 bonus to all saving throws involving fear.

**Special:** Thalmeret and Borkondof nationals may take this a national feat. The bonuses to saving throws stack.

### SLEEPING FLIGHT (Racial)

Your natural instincts can keep you in the air even while asleep.

**Prerequisite:** Sakor'akai

**Benefit:** You may fly slowly in a single direction, or circle one location while asleep.

### SLOW AGING (General)

Through mental and physical training, or through prayer and devotion, or through another method, you have been able to slow the affects of aging on your body.

**Prerequisites:** Wisdom of 13+; must be of non-chaotic alignment.

**Benefit:** The character may add ten years on to the expected life span of a member of his race.

This slowed aging takes place in the ten years following the time the feat is taken. The character also receives a +2 bonus to any spell or effect that would age him or that is temporal in nature. This includes *Slow*, *Haste*, and similar spells.

### SONG OF THE WILD (General)

Your bardic music affects naturally occurring animals and beasts.

**Prerequisites:** Bardic music ability, 8+ ranks in Perform.

**Benefit:** You can adjust your bardic music so that it affects animals as well as any other creatures that it would normally affect.

**Normal:** Animals are not affected by bardic music.

### SPELL LINKING (Metamagic) #

You have learned how to link your spells so that one casting can cause multiple spells to go into effect in succession.

**Prerequisite:** Any other metamagic feat, the ability to cast 2<sup>nd</sup> level spells.

**Benefit:** You can spells in succession while spending only one round casting. The first spell is cast at the end of the round. Each succeeding spell is cast at the end of the round after the previous spell ended. All targets must be determined by the caster during the initial casting.

**Special:** Casting linked spells uses up a spell slot of a level equal to the total levels of the linked spells. For this purpose, 0-level spells are considered to be 1<sup>st</sup> level. The initial casting of linked spells takes a full round. Spells that have a casting time of a full round or more to start may not be linked.

### SUMMONS EXTENSION

#### (Metamagic) #

By sacrificing some of your life energy and appropriate materials, you can bind a summoned creature to your plane for extended periods of time.

**Prerequisite:** Ability to cast at least one spell that summons a creature from another plane of existence. Any other metamagic feat.

**Benefit:** By having items crafted for a specifically summoned creature and sacrificing experience, you can have a summoned creature remain on your plane. The crafted materials must cost no less than 100gc per level of the spell that

summoned it. For every 10 experience points sacrificed by the caster, the creature will remain for an extra day past the spells normal duration.

**Normal:** The summoned creature disappears once the spell's duration is ended.

**Special:** The crafted materials must be somehow incorporated into the creature. Such as: gems for eyes. They remain after the creature disappears, but are only half of their original value. If used for an evil creature, the items retain a faint evil aura. The same is true of good, chaotic, lawful, etc.

### TECHNOLOGY (General, Racial) #

You are comfortable in the presence of new inventions. You have been around technology long enough to not be frightened or upset by it. You have used clickers long enough to know how to operate simple or common ones.

**Prerequisites:** Intelligence of 10+; requires the approval of the DM if taken at 1<sup>st</sup> level. If taken after 1<sup>st</sup> level, requires two years of constant exposure to clickers.

**Benefit:** You suffer no penalties from using a clicker, or any technologically advanced item.

**Normal:** A character, who does not have the Technology feat, receives a -4 penalty to any skill check or attack role made involving a clicker.

**Special:** Plateau Gnomes may take this as a racial feat.

### TINY FIGHTING (Racial)\*

You take the greatest possible advantage of your size when fighting larger creatures.

**Prerequisite:** Gnome, Halfling

**Benefit:** Whenever you are fighting a creature of medium or greater size, you are considered a Tiny-sized creature for attacking and armor class.

**Normal:** You are considered a small-sized creature.

**Special:** In any combat circumstance in which it would be beneficial to be small-sized as apposed to tiny, you are still considered small.

### TOUCH of the ARCANE (Racial, National)

Your constant exposure to arcane magic has led to an understanding for certain basic spells.

**Prerequisite:** Elf (Drow, Desert, or Scaled), Sakor'akai, Dwarf (String Mountain), Thynkizland national

**Benefit:** You may pick three 0-level spells. Each day, you can cast each spell once at a casting level equal to your current total level.

**Special:** A spellcaster that is prohibited from casting spells of a certain type may not choose 0-level spells of that type using this feat.

### TRADITION of FAITH (Racial, National)

The tradition of your people is one that includes many clerics.

**Prerequisite:** Gnarland national, Gnome (Ice),

**Benefit:** You gain the cleric class as a favored class.

**Normal:** Cleric is not your favored class.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### UNARMED TRADITION (National, Racial)

The tradition of your people offers respect for, insight into, and knowledge of the life and skills of a monk.

**Prerequisite:** Kathow-tio-Horari national, Human (Barbarian)

**Benefit:** You gain the monk class as a favored class. You may freely take levels in the monk class and any other class.

**Normal:** Monk is not your favored class. Once you take a level in a class other than monk, you may no longer take levels in monk.

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points.

### UNCOMMON SENSE (Racial)

Your race is known for their common sense.

**Prerequisite:** Dwarf

**Benefit:** You get a +1 bonus to all wisdom-based skill checks.

### UNEMOTIONAL (Racial)

Your race is so long-lived that the emotions that come so quickly to others are foreign to you.

**Prerequisite:** Elf (Desert), Dwarf (Crystal)

**Benefit:** You receive a +2 bonus to all saving throws that involve emotion; such as fear. The difficulty check for others to sense your motive or intimidate you is raised by 2.

### WARM the BLOOD (Racial)

Some Lizardfolk have managed to adapt to the colder climates of the world.

**Prerequisite:** Lizardfolk.

**Benefit:** The temperature at which you begin to have to make saving throws to avoid subdual damage is lower by 10 degrees.

**Normal:** When the temperature drops below 50 degrees, Lizardfolk must begin to make fortitude saving throws or suffer subdual damage.

### WATERBORN (Racial, National)

Most of your life has been spent on or near the water.

**Prerequisite:** Grean, Human (Islander or Horarian), Lizardfolk (Wug), Kathow-tio-Horari national. May only be taken at 1<sup>st</sup> level.

**Benefit:** You may hold your breath 20% longer than what would be standard for your race. You receive a +2 bonus to all swim skill checks and it is always a class skill. You receive a +1 bonus to all saving throws against water-based spells.

### WEAPON MASTER TRAINED (Racial, National)

For your people, learning a weapon is more than just a matter of self defense or offense, it is an honored tradition.

**Prerequisite:** Sakor'akai, Orc, Elf (Scaled), Destroytian national, Orcish national, Scaled Kingdom national. May only be taken at first level.

**Benefit:** You may choose three weapons with which you are proficient. These may be simple, martial, or exotic weapons.

**Special:** The chosen weapons must have a racial or cultural connection.

### WINGED (Racial)

You had the fortune, or misfortune, of being born with wings.

**Prerequisite:** Gree, Northern Elf. May only be taken at 1<sup>st</sup> level.

**Benefit:** The ability to fly at a base speed of 100 ft. with good maneuverability. You also gain the Fly-By attack feat.

**Special:** While flying, you are considered a large creature.

### WILD HEART (Racial)

Your love of a free life pervades everything you do.

**Prerequisite:** Halfling, Jungle Elf, Northern Elf. May not be lawful.

**Benefit:** You receive a +2 bonus to all saving throws against being held or charmed. You receive a +2 bonus to all saves versus Law-based spells.

**Special:** These bonuses do not stack.

### WILD SURGE (Metamagic)

You allow the magic you wield a freedom that most would not dare. By exerting less control over the basics forces that make up a spell, you can cause both greater and lesser effects than normal.

**Prerequisite:** The ability to cast arcane spells.

**Benefit:** Whenever you cast an arcane spell, you have a chance of casting the spell at a greater caster level than you would normally have. Roll a d20 before casting every spell and apply the result on the following chart to the spell's effects.

TABLE 4-5: Wild Surge Result

Roll	Result
1	Spell targets a random possible target within the range of the spell. The caster is always a viable target in this case.
2	Spell fails as per the arcane spell failure rules
3-4	-4 penalty to casting level. (to a minimum level of 1)
5-6	-3 penalty to casting level. (to a minimum level of 1)
7-8	-2 penalty to casting level. (to a minimum level of 1)
9-10	-1 penalty to casting level. (to a minimum level of 1)
11-12	+1 bonus to casting level.
12-14	+2 bonus to casting level.
15-16	+3 bonus to casting level.
17-18	+4 bonus to casting level.
19	+4 bonus to casting level, cannot be counterspelled
20	+4 bonus to casting level, cannot be counterspelled, no save allowed against it.

This chart only applies to arcane spells cast by the character. It cannot affect divine spells.

### WIZARD TRADITION (National)

The tradition of your people offers respect for, insight into, and knowledge of the life and skills of a wizard.

**Prerequisite:** Thynkizland national

**Benefit:** You gain the wizard class as a favored class.

**Normal:** Wizard is not your favored class.

## SKILLS & FEATS

**Special:** Using this feat, a character might have multiple favored classes. She may discount both when determining if there is a penalty to experience points