

Abilities



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What are Abilities?

Abilities represent the things your character can **do**. They might be things that come naturally to your species – a dragon breathing fire – or things your character learned how to do specifically – like speaking another language or knowing a spell. They could be things you achieve using technology, or things you can do by yourself. However you do it, they are the things that make your character unique.

When you create a character, you have 30 ability points to spend on abilities. You may take any number or combination of abilities as long as the total adds up to 30 and you have the appropriate prerequisites. Just make sure you have a flavor reason for having it. For example, if you want to fly as a human you could be using a neat invention for it, or a special magic spell. If you can dream it, you can use it. Abilities that require you to take another ability first will be indented below that ability, and have the name of the ability they require listed as a prerequisite.

As you build your character, you may find that you have a point or two left over that you just can't

work into your build. Feel free to save those points for later – you’ll get more as you level up, and you can then take something more expensive. More precisely: you’ll gain an additional three points at levels 2, 5, and 8.

Abilities cannot be used in combat except in the case of DM discretion. If you’re just trying to escape, however, or are otherwise trying to avoid further confrontation without harmful engagement (such as trying to use the Virtue of Compassion to talk someone out of fighting you) – go for it. Just check with your DM if you’re uncertain.

Expert Skills and Trainings

Everyone has something that they’re really, really good at. You may choose one of your skills as your area of Expertise. This becomes your Expert Skill, giving you a +5 bonus to checks of that skill. In addition to the +5 bonus it provides to that skill, rolling a natural 20 on one of those skill checks results in you achieving a Spectacular Success. A Spectacular Success makes normal Critical Successes look tame by comparison.

In addition to an Expert Skill, adventurers get Training in two skills for free at character creation. Training provides a +3 bonus to checks of that skill. Training can stack with your Expert Skill (for a total bonus of +8), but not with other Training (so you can’t put two Trainings on one skill).

Magic Points

Adventurers begin each day with one Magic Point.¹ Some abilities have the word “Magic” next to their name. If that’s the case, using that talent costs a Magic Point. All adventurers gain the following ability for free:

Heroic Surge– Magic Interrupt

Trigger – You or an ally you can see makes a skill check.

Effect – Add a +10 bonus to the triggering check.

The Diversity Rules

- 1) You can’t take the same ability more than once (unless the ability says otherwise).
- 2) Anything that gives a boost to a roll will only provide the boost once (unless it explicitly says otherwise). Therefore, multiple copies of an ability don’t stack with themselves. Here are some examples

¹ Magic Points are reset to 1 at the end of each extended rest, so no point trying to hoard them. Use 'em or lose 'em – it’s a lot more fun.

Example #1: The Haste ability gives a creature a +5 boost to skill checks made to move quickly for 5 minutes. Once Haste is used to speed up a creature, you have to wait until the 5 minutes are over to use it again. It doesn't matter if it's one creature trying to use it twice, or two creatures trying to use it on the same target at the same time, the target will only get a +5 boost either way. Of course, if you had a *different* ability that also could increase skill checks made to move quickly – you could use both at once. That's the power of diversity.

Example #2: The Grandeur ability provides a +1 bonus to all skill checks your whole party makes. If two players in your party both take Grandeur, the second copy will be wasted, because the bonuses can't stack.

Example #3: Magic Points can be spent on the Magic Ability all player characters get to provide a +10 bonus to a single skill check. Because of the diversity rule, you can only get one +10 boost on a single skill check.²

Destinies

Leveling up and becoming stronger is an integral part of Living Legends. As a character levels up they progressively unlock their Destiny – a set of unique, more powerful abilities that aren't available in this document. Destinies can be a great way to help provide an overall theme for a character, and can be reflavored to your liking if they don't quite fit. They can be found [here](#).

Abilities

Utility Belt

Magic Touch (1)

Whenever you spend a Magic Ability to aid someone with a skill check, roll 1d20. On a 20, you gain a Magic Point.³

I've Read A Lot About it (2) [Created by Philadelphus]

Choose a skill. You gain training in that skill. You may take this trait multiple times, choosing a different skill each time.

Team Player (2)

² Of course, you can use other Magic Abilities such as the Element of Generosity or The Stare alongside, because those are different abilities even if they have similar effects.

³ This includes using Magic Abilities such as the Virtue of Charity or abilities such as Yeehaw! and The Stare...any ability that directly boosts an ally's skill check as a result of spending a Magic Point. However, using Spellchild to use a Magic Ability without spending a Magic Point would not trigger it.

When you successfully assist an ally on a skill check, you provide an additional +1 morale bonus to their roll. You may take this ability up to three times.

The Loyalest of Friends (2) – 1/Day

Prerequisite: Team Player

Once per day, upon successfully aiding an ally with a skill check, you may provide double your normal assist bonus.

Team Effort (2)

Whenever an ally successfully aids you on a skill check, you gain an additional +1 bonus to the check.

Freaky Knowledge (3)

Choose two very specific areas of interest such as sewing, fishing, animal-care, rodeos, bartering, lock-picking, the history of a particular town or something similar. Gain a +5 bonus to skill checks involving these specific areas of interest. This ability may be taken multiple times, though you must choose different areas of interest each time.

Jack of All Trades (3) [Created by LoganAura]

Gain a +1 bonus to all untrained skills.

Tricks of the Trades (4)

Prerequisite: Jack of All Trades

The bonus from Jack of All Trades increase to +2 for all untrained skills.

Sweet and Elite (3)

You're the type of person every person should know. You're marginally famous, and get special consideration at fancy restaurants parties and shows. How this talent is implemented will depend on how you work it out with your DM.⁴

Specialist (3)

⁴ Basically, this is like a personal boon. However, it does not increase your cold cash on-hand. Any extra money you might have is tied up in sustaining your high lifestyle, posh wardrobe and influential position - so you can't just take the talent in order to buy more magic items.

This talent was created as an experiment to try giving players a chance to have wealthy and influential ties without having an unfair advantage over other players.

Now such ties can cost a few ability points to make them more fair. That is, if you want the backstory to have gameplay effects and not just be roleplaying juice. If it's just there for roleplaying juice, no need to take the talent - but if you expect to be let into high functions and easily afford bribes of guards and expensive tickets into events - it makes sense to have those advantages cost something.

You start with each Attribute at 3 at character creation and gain 8 extra points to allocate between them (10 is still the maximum you can have in a given Attribute).

Overachiever (3)

You can have a maximum of 12 points in any Attribute rather than 10.

Instant-Party (3) – 1/Day

Preparation Time: 5 Minutes

You somehow come up with enough scrumptious food and tasty drinks to satisfy six people for the day. Each player participating in the party gains a +1 morale bonus to all skill checks for the next hour and may roll a d20. If the result is a natural 20, that player gains a Magic Point.

Party Harder! (2)

Prerequisite: Instant-Party

Players now gain a Magic Point upon rolling either a 19 or a 20 on the d20.

Physical Prowess (3) – 2/Day

On your next Athletics or Acrobatics check, you may roll 3d10 instead of 1d20 and take the total value of the three dice.

Physical Perfection (2)

Prerequisite: Physical Prowess

You may use *Physical Prowess* one additional time per day. Also, you now roll 3d12 instead of 3d10 and take the total value.

Lead by Example (3) – 3/Day Interrupt [Created by Ramsus]

Trigger - You roll to aid someone else's skill check, and you get a higher roll result on your die than the person you are assisting.

Effect - Swap the roll results.

Create Crazy Contraption (3) – Magic

Preparation Time: 12 Seconds

Create a Crazy Contraption, such as an improvised bicycle-powered flying machine. Crazy Contraptions cannot have combat applications and can only perform physical tasks, a 'disenchantment contraption' or 'mind-controlling contraption' could not be built. No materials need be on hand to craft a Crazy Contraption and the process of crafting one after the preparation time takes less than ten seconds. Crazy contraptions cannot be longer than 20 feet on any given side. Other than that, feel free to use this ability to shatter the boundaries of common-sense. The contraption disappears after 10 minutes and has no monetary value.

Recycle Crazy Contraption (1) – 1/Day [Created by Paper Shadow]

Prerequisite: Create Crazy Contraption

You recreate a Crazy Contraption that you have already made today.

Surprisingly Sturdy Structure (1)

Prerequisite: Create Crazy Contraption

Your Crazy Contraptions now last for 20 minutes before disappearing.

Derp (4)

If you roll a 2 or a 3 on skill check, the roll is instead considered to be a natural 1. You gain an additional Magic Point after each extended rest.⁵

Heart of Courage (4)

You gain a +5 bonus when attempting any skill check that has a DC of 30 or higher.

Mechanical (4)

You are considered a magical construct. You do not age, nor do you need to eat, sleep, or drink or breathe. If a character would make a heal check to heal you, they make a mechanics or arcana check instead. With the proper resources (DM's discretion), any severed part of your body may be reattached or recreated with the proper resources, so long as you have not been killed and any crippling injury can be repaired with the proper resources.

Grandeur (5)

You provide a +1 morale bonus to the skill checks of all allies that can see you.

Best of the Breed (5)

You gain two additional Attribute points. This ability may be taken multiple times, however, the normal limits for Attributes still apply (no Attribute may be improved above 10 normally, 12 if you have the *Overachiever* ability).

⁵ Note to DMs: if one of your players takes this, make sure to make them feel it. An extra Magic Point is a very powerful advantage, so a critical failure needs to be more than just a minor nuisance for a single player. Generally, it should be something that affects the entire party and impedes their progress towards whatever goal they were working towards. For example:

Failing a Heal check might only mean that the patient doesn't get better. Critically failing a Heal check might mean that the patient, the doctor, and even some innocent bystanders get hurt.

Failing a Stealth check to steal an important rare item might only set off an alarm. Critically failing might cause the room to fill up with guards, a net to drop over your character, and the item to break.

Lightning Speed (5) – 2/Day

For the next two seconds, you may move at a speed up to 30 miles per second. Moving this fast is extremely dangerous, meaning you may only carry one person at a time while moving at these speeds. When you use this talent, you may spend a Magic Point to increase this speed to 60 miles per second instead.

Adept (6)

Whenever you roll a natural 19 using your Expert Skill, treat the result as if you had rolled a natural 20.

Spellchild (8)

Choose one of your Magic abilities when you take this ability. Once per day, you may use that ability without spending a Magic point.

Companion

Companion (3) [Concept by Kajisora]

You have a companion that can aid and assist you in your travels. It may be a woodland creature you feel a kinship with, a very supportive zombie minion that followed you home, or something else entirely.⁶

Your companion starts with the *Specialist* ability, granting them a base score of 3 in all attributes, with 8 additional points to distribute between them (to a limit of 10 in any attribute). In addition to this, companions receive two ability points to be spent as you see fit. They do not otherwise receive abilities, skill training, or expert skills, nor do they receive the benefits of levelling. Any further abilities must be purchased using the companion's ability points, should it receive them (such as through the Evolved Companion ability).

You can speak to your companion even if it can't normally talk to others. If your companion dies, you can resurrect them during an extended rest. Companions can't have companions (though they can have friends).

Companions that would exceed these limits are not suitable for representation via the companion ability, and should instead be represented as NPCs, or otherwise given reason to fit within these limits.⁷

⁶ Depending on how the talent is implemented DMs are encouraged to treat the player's companion as an NPC and give them a real personality, unless the player specifies he or she really just wants this talent to have a minion. On that note, if the flavor of your companion is just a summoned minion, you can flavor the "Resurrection" as "Making/Summoning a new one," but if you do this mid-session it does need to have the same abilities as the last one.

⁷ This ability doesn't let you take your companion into combat (that would break the combat/non-combat split), but you can easily take the combat trait "Conjurer's Pet" and flavor it as your companion.

Evolved Companion (1)

Prerequisite: Companion

Your companion gains 1 point to spend on abilities. This ability may be taken multiple times.

Companion Telepathy (3)

Prerequisite: Companion

You and your companion can communicate telepathically, no matter how far apart you are. Furthermore, you always know the distance and direction to your companion.

Mook (3) – 5/Day

Preparation Time: 1 Minute

You summon or create a medium-sized minion of some kind, like a zombie or a robot. It can't fight, has 3 in all skills, and it obeys your every command with no regard for its own life. It disappears, crumbles to dust or vanishes after 3 hours.

Skullduggery

Eagle Eye (1)

You take no penalties to your Perception checks from weather or atmospheric conditions such as smoke, fog, rain, etc. You can also clearly see small objects and fine details up to a mile away.

Cunning Disguise (2) – At Will

Preparation Time: 10 minutes

Spend the preparation time studying a medium-sized creature. Once you have done so, that creature becomes your 'mark'. You may add half of your Perception or Persuasion modifier (whichever is higher) as a bonus to any skill checks you make to impersonate that creature. You may only have one 'mark' at a time.

Alter Ego (2) – 3/Day

Preparation Time: 5 Minutes

Choose a race when you take this ability. You may spend 5 minutes to shift between your race's natural appearance and one of your chosen race. However, this appearance is unique to you, so you cannot impersonate another specific individual. Furthermore, you always look the same in a particular race's form.⁸ You may end the effect at any time, taking 1 minute to revert back to your natural form. You may take this ability multiple times, choosing a different race each time.

⁸ For example, if you choose to appear as a minotaur, you will always look like the same unique minotaur. You cannot use a "different" minotaur form to escape being recognized, or take the appearance of the town mayor. However, if you want to take minotaur form to infiltrate a tribe of minotaurs – that's totally fine.

You Don't Know Where It's Been (3) – At Will

You can quickly hide any item smaller than yourself upon your person, making the object nigh-impossible to find. Make a Stealth check with a +15 bonus. The result becomes the DC for a perception check to beat in order to find the item. You can only have one such concealed item on your person at a time.

Dirty Look (3) – 1/Day

Target creature suffers a -10 penalty to its next skill check.

Hex (3)

Prerequisite: Dirty Look

Dirty Look now causes the target creature to take a -10 penalty to all skill checks for the next hour.

Light Trap (3) – 1/Day

Preparation Time: 10 Seconds

Pull all the light within 50 feet of you into a small object you are holding. For the next 1 minute or until the object is destroyed the area affected is completely black. Treat the area as if it was obscured by a cloud of total darkness. You may release the light trapped within the object at any time you are not in combat, either returning the area to normal illumination or releasing the light in a brilliant flash that blinds all creatures seeing it for five seconds.

Nimble Hands (3) – 3/Day [Created by JasonShadow]

Gain a +5 bonus to a Mechanics check or any other check that deals with fine manipulation using your hands, claws and similar.

Steady Hands (2)

Prerequisite: Nimble Hands

You may use your Nimble Hands an additional 2 times per day.

Stealth Mode (3) – 3/Day

Preparation Time: 5 Seconds

You become invisible for the next five minutes or until you enter combat. While you are invisible, you gain a +10 bonus to your Stealth checks.

Leggo! (3) – 3/Day

Gain a +10 bonus to a skill check made to escape from physical restraints.

Haste (3) – 3/Day

Preparation Time: Instantaneous

For the next 5 minutes, you or an ally you can see gains a +5 bonus to Athletics or Acrobatics checks made to move quickly (such as chasing down a thief or trying to outrun a boulder). This effect ends if you engage in combat.

Speed (2)

Prerequisite: Haste

Increase the duration of Haste by 5 minutes. You may take this ability twice.

Masquerade (3) – Magic

Preparation Time: 5 Minutes

You may change the appearance of up to six willing creatures. For the next four hours they each appear as a similarly-sized creature of your choice.

Suited for Success (1)

Prerequisite: Masquerade

The effects of your *Masquerade* last for an additional two hours. You may take this ability twice.

Frozen Time (3) – Magic Interrupt [Created by Ramsus]

Trigger – You or an ally you can see makes a Precision check.

Effect – After seeing the result of the roll, you can choose to add a +20 bonus to the check.

Untraceable (5) - At Will

You are a slippery character. Your features and identity blur in the minds of others, making you very hard to pin down. Whenever you like, you can choose a creature that you can see. For the next month, that creature finds it nearly impossible to describe your appearance to others or remember what your name is. They still remember all your actions and will recognize you if they see you again, but can't seem to give a description of you to anyone that might ask.

Terrify (5) – 1/Day

You can put on a terrifying display, terrifying a creature that can see you for the next minute. Any creature attempting to intimidate a terrified creature gains +5 to Persuasion checks made to do so.

Changeling's Trickery (6) – At Will

Preparation Time: 30 seconds

You change your appearance to that of any medium-sized intelligent creature that you have seen (no more than twice your original size, and no less than half your original size). It takes a perception check of DC 34+(Your Level) to see through the disguise. You may also choose to take on a unique form of

another race, similar to that created by the *Alter Ego* talent, which is impossible to recognize as a disguise. You retain access to this ability even if you are currently in another race's form.

Woodsman

Scent Tracker (1) - At Will

You can pick up a person's scent off of an object they have worn or held. You gain a +5 bonus to tracking that creature, until their trail crosses water, is washed away by rain or encounters any other circumstance that would mask or remove scents.

Nightwatch (2)

You can see in the dark, and suffer no penalties to Perception checks in darkness.

Spider Climb (2)

You can adhere to surfaces for the purpose of climbing and hanging, though if the surface is smooth or slippery you may need to make an Athletics or Acrobatics check.

Burrower (2) – At Will [Created by [ZamuelNow](#)]

You may travel underground through dirt, sand and similar loose materials at normal walking speeds. This leaves behind a tunnel, and you can tell approximately the direction and distance since you went underground (so you don't get completely disoriented). Additional skill checks may be needed to move faster or travel through denser soil.

Call Out (2) – At Will

You let out a loud call. You make it clear if your call is meant as a warning, distress call, etc.

Choose one:

A) Name any number of creatures that could recognize your voice. They hear your howl automatically and know how far away from them you are and in what direction.

B) Every creature within one to ten miles (your choice) hears the call and knows where you are in relation to them.

Nature's Touch (2) – At Will

Preparation Time: 15 Minutes

You accelerate the growth of one plant that you can touch, causing it to advance one stage in growth.

The stages of growth for different plants are:

Trees: Seed → Seedling → Sapling → Young Adult → Mature Tree

All other plants: Seed → Seedling → Young Adult → Mature Plant

Using *Nature's Touch* on a mature plant will cause it produce whatever fruit or seeds it would normally produce, and may be repeated indefinitely.

Green Hands (3) [Created by Zarhon]

Prerequisite: Nature's Touch

The preparation time for your *Nature's Touch* decreases to 1 minute. In addition, you may use *Nature's Touch* to revive a withering, wounded, or diseased plant to full health.

Medicinal Training (2) – 2/Day

Gain a +10 bonus to a skill check made to remove a disease or curse from you or an ally.

Watching Like a Hawk (2) – Magic

You may designate any one visible creature as your Prey. For the next four hours, you know in which direction your Prey is (albeit not their distance from you), and all Stealth checks made by the Prey to evade you automatically fail.

Longrunner (3) [Inspired by JasonShadow]

You may roll twice on Endurance checks and take the higher result.

Iron Man (3) – 1/Day

Prerequisite: Longrunner

Preparation Time: Instantaneous

You gain a +3 bonus to your Brawn attribute for the next hour.

Animal Speak (3) – At Will

You can communicate with animals as easily as you verbally communicate with other creatures. Speak to them as you would any NPC.

Call Animal (3) – 3/Day

Prerequisite: Animal Speak

Preparation Time: 1 Minute

You can send out a call to any animal within a mile of you, making any specifications you like about which animal you're trying to attract. If an animal that fits your specifications is within one mile of you, the animal will travel until it finds you. The animal arrives under its normal temperament, it is not necessarily friendly when it first arrives. It will be very, very reluctant to engage in battle.

Animal Magnetism (3)

Prerequisite: Animal Speak

Animals that you meet are automatically friendly towards you and will gladly help you however they can; as long as it doesn't pose a threat to their lives, territories or loved ones.

Fabricate (3) – 2/Day

Preparation Time: 5 Seconds

You convert up to 30 cubic feet of material per level of one sort into a product that is of the same material. Thus you could fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp etc. Creatures or magic items cannot be created or transmuted by the *Fabricate* talent. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication, thus using rotten wood for construction would result in a rotten wooden bridge. You must make an appropriate skill check as if you were crafting the item by hand to fabricate articles requiring a significant degree of craftsmanship (such as well-crafted weapons or a catapult).

Speak With Nature (3) – 3/Day

Preparation Time: 6 seconds

The plants of the world see and hear much of the world that no one would suspect. You may ask one plant that you touch one question and it will answer truthfully to the best of its ability.

Found It! (3) – At Will [Revised by ZamuelNow]

Preparation Time: 15 seconds

When first choosing this talent, name two specific objects or categories of objects (such as gemstones, apples, or musical instruments). You may take this talent multiple times, choosing different objects each time. You are made aware of the presence and precise location of any existing objects within a 30-foot radius of you – even if they are concealed or obstructed such as being trapped in solid rock.

Finders Keepers (2)

Prerequisite: Found It!

The radius of your *Found It!* Talent expands to 50 feet.

Yee-Haw! (3) – Magic Interrupt

Trigger – You or an ally you can see makes a Brawn check.

Effect – After seeing the result of the roll, you can choose to add a +20 bonus to the check.

Webspinner (4) [Created by Azureink and Zarhon]

You can create strands of web at 1 foot per second, and may choose to make them sticky (they can adhere to the surfaces that a creature with *Spider Climb* can). Your webbing is ¼ inch in diameter. Your webbing can support up to 500 lbs. of weight and has the durability of steel wire - except that it is flammable and easily corroded. You can make up to 100 feet of web per day.

Thattaway! (5) – 5/Day

Preparation Time: 6 seconds

Name a creature, object or location. You are instantly spun around like a compass needle until you are facing in the direction of that creature, object or location.

Inquisitor

Howling Chains (2) – 2/Day

Preparation Time: 10 secs

Blood red chains spring forth and constrict one helpless creature you can see. While imprisoned by the Howling Chains, that creature is hopelessly restrained and unable to phase step, teleport or magically move in any way. It takes an Athletics or Acrobatics check with a DC of 40 to escape from the chains. The chain will dissipate after two hours and you may dismiss the spell at any time.

Starsworn Oath (3) – 1/Day

Preparation Time: 1 Minute

You can perform a binding oath between up to six willing subjects. Willingly breaking a Starsworn Oath results in cosmic retribution.

Gotcha! (3) – 3/Day

Gain a +10 bonus to skill checks made to physically restrain a character or object.

The Stare (3) – Magic Interrupt

Trigger – You or an ally you can see makes a Persuasion check.

Effect – After seeing the result of the roll, you can choose to add a +20 bonus to the check.

Eureka! (3) – 1/Session

Preparation Time: 1 Minute

You may ask the DM a question related to the campaign. The DM must answer it truthfully to the best of his or her ability with either a “yes” or a “no”.

Many Tongues (3) – 3/Day

Preparation Time: 5 seconds

For the next ten minutes, you or an ally you can see gains the ability to speak and understand all languages (this includes reading and writing those languages, if they have a written form). Creatures that can hear the target understand what he or she says as if he or she were speaking their native language. If the target can hear another creature that is speaking a language, he or she understands what that creature says as if it were speaking the target’s native language.

Zone of Truth (3) – 1/Session

Preparation Time: 10 seconds

A ripple of white light shines out twenty feet around you in all directions. All creatures the white light touches are unable to speak falsehoods. The white light vanishes after ten minutes.

Fracture the Fourth Wall (3) – 2/Session

Preparation Time: 30 Seconds

For the next ten minutes (real time), all players may use player knowledge as if it was character knowledge.

Weather Crafting

Weather-Crafter (2) – At Will

Preparation Time: 5 Minutes

You can alter the atmospheric conditions in a 100-foot radius. For example, you can make a sunny day rain or a rainy day clear up within the area of effect. You can also attempt a more difficult feat, such as creating a localized hurricane or forcing lightning strikes out of clouds to hit tall objects. Choose a skill when you learn Weather-Crafter: that skill becomes used for any skill checks used for these more difficult tasks - with DCs set at DM discretion.

Heavy Weather (2) [Created by JasonShadow]

Prerequisite: Weather-Crafter

The range in which you can alter atmospheric conditions with your Weather-Crafter ability increases by 100 feet. You may take this talent up to four times.

Ten Seconds Flat (3) [Created by JasonShadow]

Prerequisite: Weather-Crafter

The time it takes to alter atmospheric conditions decreases to 10 seconds.

Lightning Rod (2) [Created by JasonShadow]

Prerequisite: Weather-Crafter

You gain a +5 bonus to weathercrafting checks to gather rainstorms and thunderstorms, direct lightning, and similar when outside of combat. However, you suffer a -5 penalty to skill checks made to *clear away* the same atmospheric conditions.

Thundercrash (3) – 1/Day

Prerequisite: Weather-Crafter

For the next five minutes, the range of your *Weather-Crafter* ability expands to a one-mile radius.

Flying

It's Almost Like Flying (1) – At Will

You can fly with terrible maneuverability (you suffer a -15 penalty to skill check made to fly). You can also hover in one place, and may walk on clouds as if they were solid objects.

Flight (2)

Prerequisite: It's Almost Like Flying

Your flying improves from terrible maneuverability to poor maneuverability (you suffer a -10 penalty to skill checks made to fly).

Flight School (3)

Prerequisite: Flight

Your flying improves from poor maneuverability to average maneuverability (you suffer a -5 penalty to skill checks made to fly).

Cloud Chaser (3)

Prerequisite: Flight School

Your flying improves from average maneuverability to good maneuverability (you suffer no penalty to skill checks made to fly).

Flying Ace (3)

Prerequisite: Cloud Chaser

You may roll twice on all skill checks made to fly and take either result.

Spellcraft

Illuminate (1) – At Will

Preparation Time: 5 Seconds

You become a beacon of light. This light is normally omnidirectional and may light an area up to 50 feet in diameter, or may be focused into a tight beam that can light objects up to 200 feet away.

Light of the Summer Sun (2) – 2/Day

Prerequisite: Illuminate

Preparation Time: 5 seconds

Twice per day you may turn your light up to a blinding intensity that lasts for ten seconds - so bright it's like looking into the Sun itself. Any creature that sees this light is blinded for the next twelve seconds.

Enchanting (2) – 3/Day

When you select this ability you may choose three of the following enchantments for free. When you activate this ability, you may activate one of the enchantments you chose this way. You may choose additional enchantments for 1 point each.

Amphibious Travel – Enchantment

Preparation Time: 10 minutes

You enchant a vehicle of any size. Anyone on board the vehicle gains the ability to breathe underwater and the vehicle can move through water as easily as if it were moving in its intended environment. This enchantment vanishes after 24 hours.

Arcane Alarm – Enchantment

Preparation Time: 10 seconds

A small object you touch becomes an *Arcane Alarm* for the next 8 hours. If any living thing enters within 40 feet of the *Arcane Alarm* it sends a small telepathic alert to the caster. You may end this effect at any time, and you can only have 3 arcane alarms active at a time.

Arcane Lock – Enchantment

Preparation Time: 5 seconds

Choose an object that can open or close (such as a chest or a drawer) and invent a password. The object can only be opened if this password is spoken, if the object is broken (with a +10 modifier to the DC it would usually take to break the material the object is made of) or the Arcane Lock is dispelled (which takes a DC of 30). This enchantment vanishes after 24 hours.

Eternal Flame – Enchantment

Preparation Time: 5 seconds

Create a magical, heatless fire that lasts until you dismiss it. You may only have one *Eternal Flame* active at a time.

MacGyver – Enchantment

Preparation Time: 1 minute

A single object that can fit in a 10-foot cube is completely repaired if the proper materials are available (something smashed to pieces can be reconstructed, but you can't materialize extra wood for something that burned up.) The object can be physically repaired, but any enchantments on the object can't be reconstructed this way.

Rune of Return – Enchantment

Preparation Time: 5 seconds

Enchant a small object you are touching. The enchanted object teleports into your possession when you say a chosen word or phrase. This enchantment vanishes after 24 hours.

Climber's Grip – Enchantment

Preparation Time: 10 seconds

You and up to five allies gain a +10 bonus to skill checks made to climb or hold onto surfaces for the next hour.

Thief's Tool – Enchantment

Preparation Time: 5 seconds

Enchant a small lockpick-shaped object you're touching. For the next ten minutes, the object gives anyone holding it a +5 bonus to picking locks.

Traveler's Mantle – Enchantment

Preparation Time: 5 seconds

You and up to five allies gain *Traveler's Mantles* until their next extended rest. Creatures wearing a *Traveler's Mantle* gain a +10 bonus on endurance checks made to endure savage weather and similar environmental conditions. This enchantment vanishes after 24 hours.

Undetectable – Enchantment

Preparation Time: 5 seconds

You and up to five target allies leave no trace of your presence for the next five minutes (you leave no fingerprints, no magical impressions, no tracks etc.).

Stepping Stones – Enchantment [Created by Kajisora]

Preparation time: 5 seconds

You may summon up to eight magical stone discs anywhere within 100 feet of you that you can see. The discs can be between 3 cm to 1 meter in diameter, and are 1 cm thick. You can keep them suspended in place so that they cannot be moved (including by gravity) except by 2000 lbs or more of force. You may end or resume the suspension effect at will. These disks vanish after 1 hour.

Mirage (3) – At Will

Preparation Time: 5 Minutes

You create the illusion of a character-sized or smaller creature of your choice within 50 feet of you. The illusion is silent but moves and acts as though it was the creature it appears to be. Creatures that closely

examine the illusion can make a Perception check to discover the illusion for what it really is. The check is opposed by DC 15 + your level. The illusion lasts as long as you continue to concentrate on it and ten seconds after you stop concentrating.

Audiomancy (2) – At Will

Preparation Time: Instantaneous

Do one of the following things:

- Cause a sound to emanate from any object or space within fifty feet of you that you can see. The sound can be as loud as a shout or as quiet as a whisper
- Alter a sound within fifty feet of you to another of similar volume. For example, you could make a shout of warning sound like a round of applause. This effect lasts until the sound naturally dies away.

Fly on the Wall (1) – At Will

Choose any small object within fifty feet of you that you can see. Until your next extended rest or you use this ability again, you can hear sounds as though your ears were in the place of that object. This does not impede your ability to hear through your ears normally. The object gives off a very faint ringing noise, and the noise can be heard with a perception check with a DC of (20 + Your Level). The enchantment can also be sensed with an Arcana check with a DC of (25 + Your Level).

Forcefield (3) – 1/Day

Preparation Time: 1 Minute

Duration: 10 minutes – 4 hours (if sustained with constant concentration)

Size: Up to 100-foot diameter

Conjure a spherical, semi-transparent force field at a chosen location. You may open holes in the force-field at will. It is considered under the effect of the *Immovable* ability once cast, and can support up to 5000 pounds. When cast, the user makes an Arcana check which becomes the DC for shattering the force field with an opposing Athletics or Arcana check (the Arcane check options requires *Dispel Magic*).

Flash Teleport (3) – 2/Day

Preparation Time: Instantaneous

Teleport 30 feet to anywhere you can see.

Flash Escape (1) – Magic

Prerequisite: Flash Teleport

Preparation Time: Instantaneous

Teleport 50 feet to anywhere you can see. When you use this power you may choose up to 8 allies you can see within 30 feet of you. Those allies teleport with you, appearing next to you.

Along For The Ride (1)

Prerequisite: Flash Escape

When you use *Flash Escape* you may now bring along any allies you can see, not just those within 30 feet of you.

Dispel Magic (3) – 2/Day [Created by ZamuelNow]

You may make an Arcana check with a +10 bonus to dispel or stop an ongoing magical effect.

Failsafe Spell (3)

Prerequisite: Dispel Magic

You may use *Dispel Magic* an additional 3 times per day and the bonus increases to +15. Additionally, you may reroll any natural 1s you get when using *Dispel Magic*.

Flame On! (3) – 3/Day

Preparation Time: Instantaneous

Your body suddenly blazes with fire (providing light, allowing cooking, etc). The fire doesn't harm you, but it sure can affect others as well as your surroundings. Anyone trying to keep you physically restrained fails and cannot attempt it while the fire lasts, unless immune to fire (like dragons). Furthermore, you're very likely to set any flammable object you move near on fire too. The fire lasts for 5 minutes. You can also safely extinguish it on command, or by outside influences (rain, bucket of water, hurricane winds, etc...) and it automatically extinguishes when in combat.

Strengthen Substance (3) – 5/Day

Preparation Time: 10 Seconds

For one minute, target object becomes much sturdier. (For example, a paperclip might become able to cut glass or a rickety wooden door might become hard as iron)

Weaken Substance (3) – 5/Day

Preparation Time: 10 Seconds

For one minute, target object becomes much less sturdy. (For example an iron bar might bend like stiff rubber or a sturdy door might shatter to a well-placed blow).

Teleportation (3) – 6/Day [Created By Philadelphus]

Preparation Time: 30 Seconds

You or target willing ally can teleport to a location up to 30 feet away from the target of this power's starting location. You must be able to clearly see both the ending location and, if using this target on an ally, the ally in question. You may expend additional uses of this power to increase this range by 30 feet per use, or expend a Magic Point to double the range of this power to 60 feet for the next five minutes.

Item Teleportation (1)

Prerequisite: Teleportation

You may now teleport inanimate objects smaller than yourself, subject to the same conditions as living creatures (you must be able to clearly see the object and its ending location).

Mass Teleportation (3)

Prerequisite: Teleportation

When you use Teleportation you may choose up to 8 allies you can see that are within 30 feet of you. Those allies teleport with you, appearing next to you.

Advanced Teleportation (2)

Prerequisite: Mass Teleport

When choosing to bring allies along on a teleport, you may now bring any allies you can see, not just those within 30 feet of you.

Book Forte (3) – Magic Interrupt [Created by Ramsus]

Trigger – You or an ally you can see makes a Knowledge check.

Effect – After seeing the result of the roll, you can choose to add a +20 bonus to the check.

Magical Message (4) – At Will

Preparation Time: 1 Minute

Send a message of 100 words or less to a target or location that you know well.

Pyrotechnics (4) – At Will

Preparation Time: 6 Seconds

You can turn a flame into either a burst of blinding fireworks (blinding all creatures that see it within 120-ft of the fire source) or a thick cloud of smoke (extending 20 feet in all directions from the fire source and lasting 18 seconds).

Dazzling Wings (5) – Magic

Preparation Time: 30 Seconds

Target creature gains a pair of dazzling wings. The wings are made from gossamer and morning dew, stunning but delicate. The target can fly with good maneuverability (the target suffers no penalty to Athletics or Acrobatics checks made to fly) and gains a +3 bonus to Persuasion checks vs. creatures that can see them due to the beautiful appearance of the wings. The wings last for eight hours before dissolving into mist. However, the wings are delicate – whenever you attempt an Athletics or Acrobatics check while flying that has a DC of 30 or higher, rolling a 4 or lower on the check causes the wings to disappear into mist.

The Sky's The Limit (3)

Prerequisite: Dazzling Wings

When making an Athletics or Acrobatics check that has a DC of 30 or higher while flying, the wings now only disappear if you roll a natural 1.

Phase Step (6) – 2/Day

Preparation Time: 10 Seconds

Target creature gains phasing for the next five minutes (they can pass through solid objects, although magical barriers and magical attacks can still affect them).

Psionics

Telekinesis (2) – At Will

Preparation Time: Instantaneous

You may mentally pick up or manipulate any number of objects within 50 feet of you with combined weights of 50 pounds or less.

Mental Muscles (1)

Prerequisite: Telekinesis

The weight limit of your *Telekinesis* increases by 25 pounds. You may take this ability twice.

Stretching the Mind (1)

Prerequisite: Telekinesis

The range of your *Telekinesis* increases by 25 feet. This ability may be taken twice.

Empathetic (2) – At Will

Preparation Time: 10 seconds

You can feel the emotions of creatures around you, even when they show no physical signs of their true feelings. Make a perception check with a +5 bonus to sense the emotional state of a target creature you can see.

Telepathy (3) – At Will

You can communicate silently with other willing characters that you can either see or that you know very well within 1000 feet.

Arcane Eye (3) – 1/Day

Preparation Time: 30 Seconds

Though a complex process you create an invisible arcane eye. You can move the eye up to a hundred feet away from you, it can fly and move through walls. You can see anything the eye can see with a +30 bonus to your perception checks. The eye persists for ten minutes, or until you dismiss it. Detecting the eye's presence requires a DC 30 Arcana check.

Perceptive Eye (2)

Prerequisite: Arcane Eye

You gain an additional +10 bonus to perception checks made through your Arcane Eye. Willing allies within 10 feet of you can also see what your eye sees.

Archmage's Eye (3)

Prerequisite: Perceptive Eye

You are considered to have line of effect for the use of abilities through your Arcane Eye in addition to line of sight - effectively meaning that you can use your abilities through your Arcane Eye.

Dream Stride (3) – 1/Day

Preparation Time: 5 Minutes

You fall asleep projecting an image of your subconscious into the world. For the next hour you lose access to all abilities and are under the effects of *Phase Step*, *Haste*, and *Stealth Mode*. You cannot be seen by anyone physically but may be detected by magic. When the hour ends you return to the point of casting. You may end this effect early at any time.

Dream Walker (2)

Prerequisite: Dream Stride

Time spent using *Dream Stride* counts towards an extended rest.

Memory to Mist (3) – 1/Day

Preparation Time: Instantaneous

Choose a creature you can see that is not involved in combat. That creature forgets everything that happened in the past 10 minutes as well as all that happens in the next 1 minute.

Detect Minds (3) – 3/Day

Preparation Time: 1 Minute

You detect intelligent beings within 120 feet and gain a rough idea of where they are.

Advanced Telekinesis (3) – 3/Day

Preparation Time: Instantaneous

For the next ten minutes, you may mentally pick up or manipulate any number of objects within fifty feet

of you with combined weights of 200 lbs. or less. You may spend a magic point to increase the maximum weight limit to 1000 lbs for the next 10 minutes instead.

Read Thoughts (3) – 3/Day

Preparation Time: 10 seconds

For the next minute you can read the surface thoughts currently running through the mind of a single creature you can see.

Illusionary Image (3) – 3/Day

Preparation Time: 6 Seconds

The illusion of a creature or an object up to medium size appears within fifty feet of you. It can make sounds and can move as long as it stays within fifty feet of you. The illusion lasts for the next five minutes or until a creature touches it. A Perception check (DC 1d20+15) allows a creature to determine that the image is an illusion.

Immovable (3) – 10/Day

Preparation Time: 6 Seconds

For the next ten minutes, target small object is immovable. An immovable item can't be moved no matter the force applied to it, even if it's hanging in mid-air.

True Sight (5) – 2/Day

Preparation Time: Instantaneous

For the next 5 seconds you see the world around you as it really is, stripped of all magical disguises or illusions.

Elementalist

Elemental Resistance (1)

When you take this ability, choose one of the following effects.

Fireborn – Resistance

You cannot be harmed by any naturally occurring heat, including natural fire and lava (though magical fire blasts and similar can still harm you in combat).

Thunderborn – Resistance

You cannot be harmed by any naturally occurring electricity (though magical lightning bolts and similar can still harm you in combat).

Frostborn – Resistance

You cannot be harmed by any natural cold, including the temperatures found in arctic climates (though magical ice bolts and similar can still harm you in combat).

Acidborn – Resistance

You cannot be harmed by naturally occurring acid (though magical acid blasts and similar can still harm you in combat).

Waterborn – Resistance [Created by Zarhon & ZamuelNow]

You cannot drown in water nor can you be harmed by environmental water pressure (though magical water blasts and similar can still harm you in combat).

Airborne – Resistance

You take no damage from falls.

One With the Waves (1)

You do not suffer movement penalties for carrying another creature while swimming. In addition, you may roll twice on skill checks made to swim and take either result.

Elemental Affinity (1)

When you take this ability, choose one of the following effects.⁹

Fireborn – Affinity

You can safely create small puffs of flame at will. These puffs of flame are identical to a torch in many respects and are capable of burning objects and lighting fires outside of combat just as a torch might. Puffs of flame are ordinary fire, they extinguish quickly without tinder.

Thunderborn – Affinity

You can safely create small bolts of electricity at will. These bolts can be used for minor things such as starting a small fire if used on flammable material, powering an electrical machine, and similar actions that can be achieved with low voltage electricity.

Frostborn – Affinity

You can safely create puffs of frigid vapor at will. This vapor can be used to freeze small volumes of liquid, or to coat up to 5 square feet of a solid surface in ice. Anyone trying to walk

⁹ These are intended to be flavor-neutral to allow for as many different character concepts as possible. With Fireborn, you might be a dragon, breathing fire, or your character might simply carry around a small flamethrower. Just remember to take the corresponding resistance if your chosen flavor would realistically require it (if you're actually breathing fire, you're going to really want an immunity to said fire).

over the affected area must make a DC 20 acrobatics check not to fall (the creatures attempting this suffer a -10 penalty if they were running or moving similarly quickly).

Acidborn – Affinity

You can safely create small globules of acid at will. Outside of combat, these globules are capable of dissolving an inch of a weak substance such as wood, rope or leather within a minute. On small objects of a stronger substance, such as an iron lock, the acid has the effect of the ability Weaken Substance a minute after application.

Waterborn – Affinity

You can safely shoot pressurized water at will, up to 50 liters per day. These spouts of water are identical to that of freshwater sources, allowing for drinking, washing, extinguishing fires, watering plants, pushing/propelling small objects or creatures and similar uses.

Element Master (3) – 5/Day [Created by ZamuelNow]

Preparation Time: 5 Seconds

When you select this power choose a solid or liquid. This power may be taken multiple times, using a different substance each time. For example, you may choose water, metal, dirt, stone, glass, wood, plastic or oil. For the next ten minutes, you may mentally pick up or manipulate any number of inanimate objects made of your chosen substance that you can see and that are within fifty feet of you, so long as they are still in either solid or liquid form. You can only manipulate up to 200 lbs. of material at once. You may spend a magic point to increase the maximum weight limit to 1000 lbs for the next 10 minutes instead.

Fateweaver

Awesomeness (3) – 1/Day Interrupt

Trigger – You or an ally you can see rolls a natural 1 on a d20.

Effect – You or the triggering ally can reroll the die with a +5 bonus.

That Was Intentional! (3) – 1/Day Interrupt

Trigger – You roll a natural 1 on your Expert skill.

Effect – Treat the check as though you had rolled a natural 20.

Really, That Was Intentional! (1)

Prerequisite: That Was Intentional!

The effects of *That Was Intentional!* now extend to natural 1s rolled in any skill you have training in.

Seriously Meant to do That! (3) – 1/Day

Prerequisite: Really, That Was Intentional!

The effects of *That Was Intentional!* now extend to natural 1s rolled in any skill.

Radicalness (4) – 1/Day Interrupt

Trigger – You or an ally you can see would fail a skill check.

Effect – Reroll the check with a +5 bonus.

Attack The Day! (4) – 2/Day

Trigger - You or one of your allies rolls a natural 20 on a skill check that is not their Expert skill.

Effect – Treat the result as though it was a spectacular success.

Coolness (4) – 5/Day

Preparation Time: Instantaneous

On your next skill check, you may reroll natural 1s. You also gain a +3 bonus to the check if it uses your Expert skill.

Stubbornness (6) – 3/Day Interrupt

Trigger - You fail a skill check.

Effect – Reroll the skill check.

Stubborn As A Mule (4)

Prerequisite: Stubbornness

You may use *Stubbornness* an additional two times per day.

Challenge Fate (6) – Magic Interrupt

Trigger – The DM makes a D20 roll and you dislike the result

Effect – You can tell the DM to treat the result of the d20 roll as a natural 1. No re-rolls are possible.

Disaster Averted (6) – Magic

Trigger – You or an ally you can see rolls a natural 1.

Effect – You may treat the result as if the triggering creature had rolled a natural 20.

Predestined (8)

After each extended rest you may roll three d20s. These die results are “stored” until you expend them when using the following talent, or until after your next extended rest (when they are replaced by the three new rolls).

I Make My Own Fate – 3/Day Interrupt

Trigger – You make a skill check and dislike the result.

Effect – Treat the die as though you had rolled one of the stored die results. This expends the chosen roll. For example, if you rolled a natural 1 – you could trade it out for the natural 20 you were lucky enough to roll at the end of your last extended rest.

Nine Lives (9) – 9/Campaign

The first nine times you die in the campaign, you return to life just one hour later at the place of your death or adjacent to a party character at your choice. Your body doesn't even need to be intact, a perfect replica of it can mysteriously appear. Your resurrection frees you of all temporary conditions, but permanent conditions remain (if you were temporarily blinded by a magical effect, that vanishes but if you had been born blind – that remains).

Against The Gods (10) – 1/Day Interrupt

Trigger – The DM makes a d20 roll and you dislike the result.

Effect – You can tell the DM to treat the result of the d20 roll as a natural 1. No re-rolls are possible.

Your Virtue

These are explained in the handbook, but for convenience they are also listed in the bottom of this document.

Honor

You always know when your allies are in combat, even when you aren't in contact with them. You also gain the following ability:

By Your Side – Magic

You instantly teleport to one of your allies, appearing next to them.¹⁰

Indomitability

You always know when a mind-altering effect is about to happen to you or one of your allies you can see. You also gain the following ability:

Indomitable Will – Magic

You and up to six visible allies immune to all mind-affecting effects for the next 10 minutes (this

¹⁰ Yup, that's any of your allies, at any time – you don't need to be able to see them or anything. They don't have to be in combat either.

also ends any such effects currently in place). All affected allies also gain a +2 morale bonus to all skill checks for the duration of this effect.¹¹

Charity – Magic Interrupt

Trigger – An ally you can see makes a skill check.

Effect – Add a +15 bonus to the triggering check.

Integrity – Magic

Target helpless or willing creature must answer 3 questions truthfully without distortion.

Compassion – Magic

Target hostile creature becomes non-hostile for the next 5 minutes or until something happens that would cause it to become hostile again. You also gain a sense of why it was hostile to you in the first place.¹²

Versatility – Magic

Choose five abilities worth 3 points or less at character creation. When you activate Versatility, you may pick one of the abilities you chose. You or a willing ally you can see gain access to that ability for the next 15 minutes.

Tenacity – Magic

Fully recharge all uses of up to two of your X/Day abilities.

¹¹ This works for psychic, intimidation, fear, mind-control...anything that affects the minds of the characters.

¹² For example, you might calm an enraged guard long enough to explain the situation, but attacking him mid-conversation would cause him to be hostile once more.