

Insane Fantasy!

Skills

Except where noted in this section, skills work as described in the PRD.

Bluff

In addition to the normal uses of this skill, Bluff can be used to disguise spellcasting and in psychological warfare (for the latter, see the section below on psychological warfare).

Check: You can try to “fake out” someone using Spellcraft to guess which spell you are casting. To do this, make a Bluff check. The result of the Bluff check becomes the DC of the Spellcraft check your opponent is using to identify the spell, if it is higher than the normal DC. Alternately, the character trying to guess the spell may make a Sense Motive check as a swift action before making the Spellcraft check; in this case the Sense Motive check must beat the Bluff result but the DC of the Spellcraft check remains normal; if the Sense Motive check fails the Spellcraft check cannot be made.

Action: Using Bluff to disguise a spell is a swift action used on the same round you cast the spell. Using Bluff in psychological warfare is a standard action (see that section below).

Try Again: You cannot try again when attempting to disguise a spell.

Special: When disguising a spell, you must take a -5 penalty to your spell drain and control checks when casting the spell.

Restriction: You cannot take 10 or 20 when using Bluff to disguise a spell.

Diplomacy

Diplomacy can be used in psychological warfare. See the section on psychological warfare below.

Intimidate

Intimidate can be used in psychological warfare. These rules supersede the demoralization rules in the PRD. See the section on psychological warfare below.

Spellcraft

Spellcraft is still used to identify items, craft items, and identify and learn spells, with some adjustments for Insane Fantasy’s magic system. In addition, if you have the Visioning feat, you can use Spellcraft to scry. If you have the Bestow Curse feat, you can use Spellcraft to bestow curses. See those feats for more information.

When using Spellcraft, the DCs are set according to the spell’s casting DC. See table: Spellcraft DCs.

Action: Learning a spell from a book or scroll takes a number of minutes equal to three times the spell’s casting DC.

Table: Spellcraft DCs	
Task	Spellcraft DC
Identify a spell you know as it is being cast	Spell’s casting DC – 10
Identify spell you do not know as it is being cast	Spell’s casting DC
Identify a spell you know already in place	Spell’s casting DC – 5
Identify a spell you do not know already in place	Spell’s casting DC + 5
Learn a spell from a written source	Spell’s casting DC – 10
Identify magic item properties using sense aura	15 + item’s caster level
Decipher magic writing	If an inscribed spell 10 + Spell’s casting DC
Craft a magic item	Varies by item

Use Magic Device

You can activate certain magic items.

Check: Some magic items require special activation which can only be done by making

a Use Magic Device check; these items will be noted as such in their description. If you know the power you are trying to activate, the DC to activate the item is 15 + the item's caster level. If you do not know the abilities of the magic item you are trying to activate, the DC is 25 + the item's caster level. Failure may result in an item "misfiring."

Action: Magic item activation takes a standard action, unless otherwise noted in the item's description.

Try Again: You can usually try to activate a magic item again, unless your failure has resulted in the object's destruction.

Psychological Warfare

Magic is not the only way to weaken enemies. Savvy characters can use skills to engage in psychological warfare, knocking foes off guard with the right turn of phrase.

There are three forms of psychological warfare: demoralization (Intimidate), humiliation (Diplomacy), and disorientation (Bluff). You cannot make psychological warfare attempts untrained.

You can use psychological warfare on a single target as a standard action. In order to attempt psychological warfare, you make the appropriate skill check (Intimidate, Diplomacy, or Bluff). The DC is equal to 10 + the target's hit dice + the target's Wisdom modifier. If you are successful, the target is demoralized, humiliated, or disoriented, depending on what skill you are using, for 1 round. This duration increases by 1 round for every 5 by which you beat the DC. You can only use psychological warfare if your target is within 30 feet and can clearly see and hear you.

You cannot take 10 or 20 when using a skill for psychological warfare.

Demoralization: Any rules here that differ from those in the core rules supersede the core rules. A successful demoralization attempt results in the target receiving the shaken condition. If you have made a target shaken through demoralization for more than one round because you beat the DC by more than 5, on your next turn, you may choose to make another demoralize attempt against the same target, with a penalty of 4 on your Intimidate check. If you succeed, the target becomes frightened for the amount of time the target was to remain shaken, plus 1 additional round. You can only frighten a target in this way if you have inflicted the shaken condition upon the same target during your previous psychological warfare attempt. If the target is shaken due to another character's demoralization attempt or a fear effect, you cannot increase the target's level of fear in this way.

Humiliation: If you succeed on a humiliation attempt, the target takes the embarrassed condition. If you have made a target embarrassed through humiliation for more than one round because you beat the DC by more than 5, on your next turn, you may choose to make another humiliate attempt against the same target, with a penalty of 4 on your Diplomacy check. If you succeed, the target becomes mortified for the amount of time the target was to remain embarrassed, plus 1 additional round. You cannot mortify a target that you did not embarrass during your previous psychological warfare attempt.

Disorientation: If you succeed on a disorientation attempt, the target takes the flustered condition. If you have made a target flustered through disorientation for more than one round because you beat the DC by more than 5, on your next turn, you may choose to make another disorient attempt against the same target, with a penalty of 4 on your Bluff check. If you succeed, the target becomes baffled for the amount of time the target was to remain flustered, plus 1 additional round. You cannot baffle a target that you did not fluster during your previous psychological warfare attempt.

SIDEBAR:

New Conditions

Psychological warfare introduces new conditions. They are defined as follows:

Embarrassed: An embarrassed character becomes tongue tied and is in a constant state of second-guessing, hindering their ability to act quickly. They are at a -4 penalty to Initiative and Charisma-based skill checks. Embarrassed is the weakest state of humiliation.

Mortified: Mortified characters are off-guard and can barely speak. They are at a -4 penalty to Initiative and Charisma-based skill checks. They also add +5 to the DC of all spell drain and control checks when casting spells and cannot make it easier to cast a spell by increasing the casting time (see the section on spells). Mortified is a worse state of humiliation than embarrassed.

Flustered: Flustered characters are unable to think things through properly, making them clumsy and easy to take advantage of. They are at a -2 penalty to all Dexterity-related checks and to AC, and an additional -2 penalty to AC versus attacks of opportunity (for a total of -4 to AC vs AOOS). Flustered is the weakest state of disorientation.

Baffled: Baffled characters can't think of what they're doing from one moment to the next. They drop everything they are holding and are at a -2 penalty to all Dexterity-related checks and to AC, a -2 to all Wisdom-based checks, and a -4 additional penalty to AC versus attacks of opportunity. Baffled is a worse state of disorientation than flustered.

[NOTES: Additional uses of skills comes straight from Sd20 -- with the exception that I took their skills Taunt, Visioning, and Cursing, and folded them into Bluff and Spellcraft (the last two with feats). Generally I am all about skill consolidation.

Sd20 introduces psychological warfare which I compared/contrasted/merged with systems like demoralization from core. I wrote up the new conditions as in Sd20 mortified etc. are basically "shaken" with other adjectives tacked on instead, and I thought that if you were going to bother to differentiate between styles of psych warfare, the effects should also be different. Whether these new conditions are balanced well needs to be reviewed.]