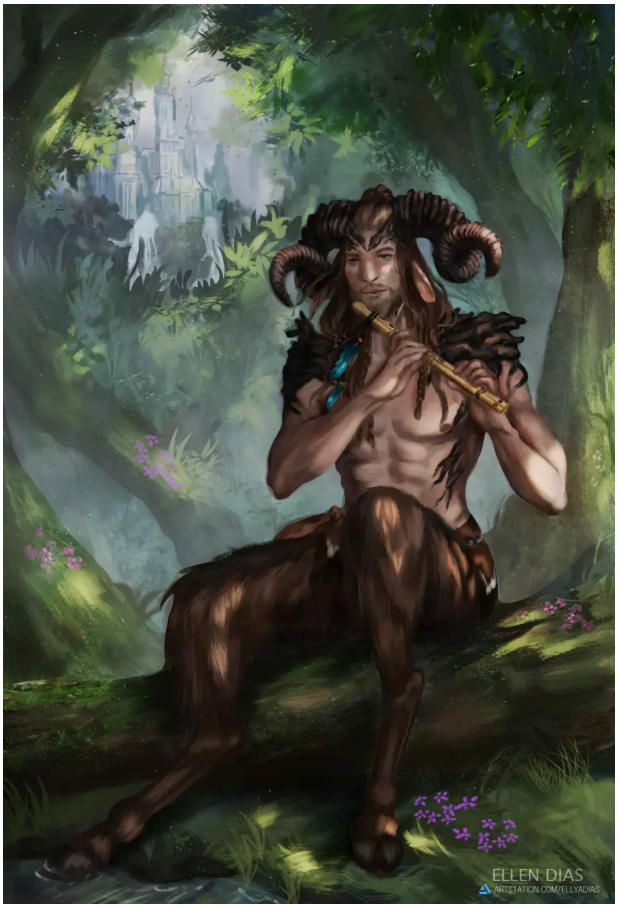
Ancestry: Satyr

Satyrs are humanoids who resemble elves, that is, if you take away their ram-like horns, cloven hooves, and goat-like legs. With traits from their fey ancestors in their blood, Satyrs often find themselves thriving in environments full of relaxation and merriment. Because of this, the life of most Satyrs is a simple one full of travels, vices, and pleasures.

Satyrs are given the innate ability to perform, and whether it be a culture of ancestry or some sort of "glamour," most people just… find them amicable. They are the original "party animal," even if that makes them somewhat at odds with contemporary societies focused on progress. Whether or not you appreciate their lifestyle of slacking off and drunkenly ramming into each other, Satyrs are the perfect mix between the wisdom of nature and the baseness of mortals. And they are here to stay.



Art Credit to Ellen Dias

Satyr Traits

Satyr heroes have access to the following traits.

Signature Trait: Life of the Party

When you complete a respite, you can choose a **mood** that affects how others will feel around you.

Adventurous: You teach your allies that variety is the spice of life. At the beginning of a montage test, you can choose one ally who rested with you. That ally gains up to two of your skills for the duration of the montage test.

Excitement: Your anticipation for action becomes infectious. You and your allies who rested with you gain a +1 bonus to initiative rolls.

Mischievous: You gain the following maneuver:

Practical Joke
Nothing's better than a good joke between friends.
Keywords: Magic **Type:** Maneuver
Distance: Self **Target:** Self

Effect: You touch a size 1S or 1T object and cover it in a magical illusion, making it appear differently or making it invisible. Allies who rested with you and creatures who handle the object can see through the illusion, and the illusion disappears if you go one uninterrupted minute without touching the object.

Relaxation: Your presence naturally brings others down to earth and makes them feel... zen. You have an edge on tests made to stop combat and start negotiation. Additionally, when you are present at the start of a negotiation, one NPC of your choice has their impression score decreased by 1.

The effects of this trait disappear when you begin a respite.

Purchased Satyr Traits

You have 3 ancestry points to spend on the following traits. (*Quick Build:* Goat Legs, Baseness of Mortals)

Goat Legs (Costs 1 Point)

Your unique legs come with cleft hooves and flexible ankles, giving you grip and stability on uneven terrain. You ignore the effects of nonmagical difficult terrain. Additionally, when you jump, you may jump 1 additional square without making a test.

Bashing Heads (Costs 1 Point)

A common Satyr festivity is for two Satyrs to rush at each other, horns-first, and bash heads. You are quite familiar with this ritual. When you make a strike as part of the *charge* action, that strike gains an edge.

Fey Resilience (Costs 1 Point)

The blood of the fey has given you the innate ability to be interpersonal, to delight, and to resist some intrusive effects. Your presence and intuition both count as 1 higher for the sake of resisting potencies.

Harmony of Nature (Costs 2 Points)

Your fey ancestry makes you at peace with the natural world and its inhabitants. You can speak with and understand animals, beasts, and plant creatures, even if they don't share a language with you. Your ability to communicate with these creatures does not make them inherently more intelligent. If you already possess a feature similar to this one, such as *It is the Soul Which Hears* from the Elementalist class, you may instead gain a different 1st-level specialization feature from the Elementalist class.

Baseness of Mortals (Costs 2 Points)

When resting, your antics and revelrous nature can make you and your allies feel *extra* well-rested. As a respite activity, you throw a party for your compatriots to revel in your victories. At the end of the party, you and your allies who rested with you gain 1 additional recovery. This additional recovery disappears when you begin your next respite.