

GENERAL & SKILL FEAT CHANGES (KEENAN'S UPDATE 2023)

Each category of feats are altered as described below. Feats with the 🌀 icon are Wyrms's Watch original homebrew. Feats not listed in the Unaltered section are still available, but were deemed too niche or limited for most characters. Some of these feats replicate or replace niche archetype or even class feats - this is an intentional shift to the balance of both the original sources and the landscape of universal options.

GENERAL FEATS

Unaltered: 1st - Adopted Ancestry, Canny Acumen, Fleet, Incredible Initiative, Toughness

3rd - Ancestral Paragon, Untrained Improvisation

7th - Numb to Death

11th - Incredible Investiture, Incredible Scout

19th - True Perception

Armor Proficiency You gain proficiency in the next-heaviest type of armor (unarmored to light, medium, then heavy). Your proficiency in this new category scales with your class features. You can take this feat multiple times.

Cognitive Crossover (Level 1, Trained in two magical tradition skills) Select two trained skills associated with a magical tradition, one to be your primary skill and the other to be your crossover skill. When you would make a Recall Knowledge check with your crossover skill, you may use your primary skill with -2 circumstance penalty instead.

🌀 **Fast Hands** (Level 3, Dex 14) you temporarily release a held item to gain a free hand, then re-grip at the end of your turn for free.

Fast Recovery (Level 3, Con 14) quickly recover from afflictions and drain. Additionally, heal HP equal to Level+Wis for free as part of a Respite.

🌀 **Iconic Paragon** (Level 3) Gain a 1st-level Class Feat (mutually exclusive with human ancestry feat Natural Ambition).

Keen Follower (Level 3) When you Follow the Expert, increase your circumstance bonus by 1 and you may Aid the leader. When Following inside Quiet Allies, grant a +2 circ bonus to the stealth leader.

Pick up the Pace (Level 3, Con 14) Your allies can Hustle 20 minutes longer. If everyone takes the Hustle action, you get a bonus Exploration action.

🌀 **Trick Rider** grants all the benefits of **Ride**, and you can Mount a creature as part of the same action used to Command it. If you Command a creature to approach you, you can Mount as a free action when it moves adjacent to you.

Shield Block can also block area damage from acid / cold / electricity / fire / sonic effects.

🌀 **Skill Focus** (Level 7, Int 14) Gain a skill increase and a skill feat in a specific skill (to a maximum of Master proficiency).

🌀 **Versatile Lore** (Uncommon) choose a Lore and switch its ability to Wis or Cha with GM approval.

Weapon Proficiency You become Trained in all simple weapons. If you were already Trained in all simple weapons, you become Trained in all martial weapons. These proficiencies scale with your class features. You may instead become Trained in a single Advanced weapon you have access to, but this proficiency does not scale automatically.

Weapon Proficiency, Advanced (Level 7) Apply your standard scaling class proficiency to a specific Advanced Weapon you are already Trained in.

MULTIPLE SKILLS

Assurance (fortune) roll, and take higher of your result or 10 + Proficiency. All unlisted "You can no longer critically fail" skill feats become Assurance.

Trick Magic Item ☐ (Trained Arcana, Nature, Occultism, or Religion) does not require a check, spell degree gated by proficiency (T1; E3; M6; L9)

Assured Identification (Expert Arcana, Nature, Occultism, or Religion) You never misidentify an item or active magical effect (but can still fail), and you can Identify Magic as a 1-action activity once per target. If you fail, you can try again once more as a 10-minute activity.

ACROBATICS

Unaltered: 1st - Acrobatic Performer, Cat Fall
2nd - Rolling Landing
7th - Kip Up, Tumbling Theft

🌀 **Acrobatic Disarm** (Trained) You may use Acrobatics instead of Athletics to Disarm.

Graceful Leaper (Trained) Use Acrobatics to jump and to qualify for feats related to jumping.

Rapid Mantel (Expert) Immediately stand after you Grab an Edge, and you can roll Athletics or Acrobatics to do so instead of Reflex. Ignore waist-high obstacles such as tables or difficult terrain that you could vault over as part of your movement.

Slippery Prey (Expert) Escape checks no longer generate or suffer from MAP.

Steady Balance (Trained) You can Step in Difficult Terrain. You are not flat-footed on uneven or narrow surfaces. (Master) You earn a Critical Success whenever you Succeed at the Balance action.

ARCANA

Unaltered: 1st - Arcane Sense
15th - Unified Theory

🌀 **Arcane Vision** ◻ (Expert, Arcane Sense) temporarily imbue your eyes with magical sight.

Eidetic Memorization ◻◻◻ (Master) you can precisely memorize a single scene or piece of writing no longer than one page of text, and can accurately recreate it at a later date.

🌀 **Reinforce Spell** ⚡ (Expert) you can protect a spell by adding a surge of power. The triggering Counteract targets the skill DC of your tradition instead of your spell DC.

ATHLETICS

Unaltered: 1st - Hefty Hauler, Quick Jump, Titan Wrestler, Underwater Marauder
7th - Quick Climb, Quick Swim, Wall Jump

Combat Climber (Trained) You can use a hand holding a shield or a weapon to climb or Grab an Edge, as if it were a free hand. You are never flat-footed while climbing.

Sidebar: Purged Feats

*Many skill feats were excluded from this document for being niche or unimportant, but are still available for players to use if they want to. A smaller subset, however, actually **harms** the game by their inclusion and ought to be removed outright. By saying that a skill feat allows you to do “X”, that implicitly states that “X” is impossible for other characters to accomplish without that skill feat. A GM should be trying to facilitate a “Yes, and...” environment and controlling difficulty with DCs or circumstance bonuses, rather than denying scenes outright due to the existence of a skill feat that nobody took or maybe even knew about:*

***Make an Impression** and **Coerce** are the most noteworthy basic skill actions that suffer from this. If a player role plays well and their character is able to address a crowd, they should not have their scene negated or caveated for lack of mechanical build investment - in such a case, even the skill check itself ought to be an optional component. The time required to make such a check is simply the time required of the scene.*

*The other side is that these skill feats become disruptively powerful when taken as a group. **Quick / Group / Lasting Coercion** can allow a character to effectively Dominate others at will, using only a few lines of dialog and no sensible justification other than their mechanical build.*

Group Coercion, Quick Coercion, Lasting Coercion, Group Impression, Glad-Hand

***Animal Handling** should all be a baseline functionality of Nature - whether it is taming, training, or riding an animal. The new Nature Whisperer feat makes you better at these actions, but a ranger should not need a specific feat to calm and befriend a skittish animal. Characters and archetypes that rely on Ride should instead reference the new general feat Trick Rider.*

Tame Animal, Train Animal, Ride

***Earn Income** and all related skill feats are removed from the game as part of Equipment Overhaul.*

*(Multiple) **Kreighton’s Cognitive Crossover** is now a General Feat that can’t link to Lore and doesn’t give passive Recall Knowledge Fortune forever.*

*(Survival) **Predict Weather** Are you kidding me, Kingmaker? It’s even Uncommon?! NO ONE ELSE can look up at the sky and say, “Hmm, it looks like a storm is rolling in”?! **No**. This is a base functionality of the Survival skill.*

🌀 **Charge Through** (Trained) Force Open does not generate MAP. If you Force Open or Shove after a Stride and you may continue your Stride after the check.

🌀 **Mounting Grapple** mount a huge hostile creature by rolling Grapple against their Reflex DC. The monster is flat-footed, but not immobilized.

Powerful Leap (Expert) You extend the distance you can Leap without rolling a check by 5 feet vertically and horizontally. (Master) You can High Jump as far as you can Long Jump.

Rapid Mantel as Acrobatics

Slippery Prey as Acrobatics

🌀 **Unstoppable Charge** (Legendary, Charge Through) You Stride and roll a single Athletics check to overcome any one obstacle in your path. This allows you to jump, swim, climb, force open, or shove; at the GM's discretion, you may perform some other single-action Athletics check as the situation requires. You cannot move further in this action than your speed.

CRAFTING

Detailed in Equipment Reforged. (see [Wyrm's Watch Discord](#))

DECEPTION

Unaltered: 1st - Charming Liar, Lengthy Diversion, Charlatan

2nd - Confabulator, Discreet Inquiry, Fleeing Diversion, Half-Truths, Sow Rumor

7th - Doublespeak, Slippery Secrets

15th - Reveal Machinations

🌀 **Conceal Spell** (Expert in Deception or Stealth, metamagic) You can roll Deception or Stealth to hide the fact that you are casting a spell or activating an item. Casting a Concealed Spell does not remove the Hidden condition if its effects do not obviously originate from you, and it takes a -2 status penalty to Spell Attack and Spell DC.

🌀 **Deep Disguise** (Master) You can perfectly impersonate an individual if you spend enough time building a psychological profile and preparing your disguise.

Lie to Me (Expert) You may use Deception to Sense Motive, as well as using it as your Perception DC when someone lies to you.

Quick Disguise (Expert) You can use trick clothing and versatile prosthetics to change your appearance on the fly. You can create a disguise ten times more quickly (about one minute for a convincing disguise, or about one round for a simple disguise). (Master) You have learned to use specialized techniques or equipment to quickly change between full sets of clothing or armor, allowing you to spend 2 actions to Impersonate a complete disguise. (Legendary) You can now spend 1 action to Impersonate.

DIPLOMACY

Unaltered: 1st - Bon Mot

2nd - Discreet Inquiry, Eyes of the City, Glad-Hand, Half-Truths

7th - Shameless Request

15th - Legendary Negotiation

Entourage (Master, Hobnobber) gain +1 circ. bonus to AC when adjacent to 2 or more allies in combat. Your groupies assist you during Exploration and Downtime as normal.

Hobnobber (Trained) You Gather Information more quickly, and can Recall Knowledge using Diplomacy to learn information about people or places in an area you've recently spent Downtime in, and could reasonably have heard rumors about.

No Cause for Alarm (Trained) reduced from 3 to 2 actions, and affects everyone within earshot. (Expert) When you critically succeed at a saving throw against a Fear effect, you can spend your Reaction to activate this ability immediately. (Legendary) You may activate this ability as a free action when you critically succeed a save against a fear effect.

INTIMIDATION

Unaltered: 1st - Intimidating Glare

2nd - Intimidating Prowess, Terrifying Resistance

7th - Battle Cry, Terrified Retreat, Skeptic's Defense

15th - Scare to Death

MEDICINE

Unaltered: 1st - Battle Medicine, Forensic Acumen, Risky Surgery, Stitch Flesh

2nd - Chromotherapy, Continual Recovery, Godless Healing, Mortal Healing, Ward Medic

7th - Advanced First Aid, Paragon Battle Medicine

15th - Legendary Medic

Stitch Flesh (Trained) You can use Treat Wounds on an Undead. If you *are* Undead, you can instruct another creature how to use Treat Wounds on you as they perform the activity.

NATURE

Unaltered: 1st - Natural Medicine

2nd - Bonded Animal

7th - Consult the Spirits, Influence Nature, Morphic Manipulation

Murksight (Expert) ignore concealment from non magical fog, smoke, rain, etc. within 30ft. You suffer no penalty to Perception for inclement weather. (Master) Ignore concealment from magical weather at any range. If your maximum vision radius is limited by an environmental condition other than darkness, you see 15 feet further than you ought to.

Natural Medicine (Trained) Use Nature to Treat Wounds or Battle Medicine. You can use Nature to qualify for feats related to Treat Wounds.

🌀 **Nature Whisperer** (Trained) You have a knack with animals and beasts, granting you a +2 circ. bonus to Nature checks to calm or communicate with them. Combine the benefits of Tame Animal and Train Animal.

🌀 **Primal Sustenance** (Trained Nature and Survival) You can gather and cook food and water to provide Temporary HP to your team as a 10 minute activity. Higher Survival allows you to feed more people, and higher Nature increases the potency of the meal you cook.

OCCULTISM

Unaltered: 1st - Deceptive Worship, Read Psychometric Resonance, Schooled in Secrets

2nd - Aura Sight, Automatic Writing

7th - Consult the Spirits, Disturbing Knowledge

Bizarre Magic ◇ (Master, Cypher Spell) (metamagic) Cypher Spell becomes a nearly passive feature of your magic.

🌀 **Cypher Spell** □ (Trained, metamagic) you mask your magic to trick those who examine it. A creature that attempts to Identify your spell takes a -5 penalty to their Recall Knowledge check. and can't use Counterspell or similar reactions unless it first succeeds at identifying the spell (a free action for such creatures) as you cast it. You may specify one piece of false information that *Detect Magic* and *Read Aura* reveal about your spell if a creature attempts and fails to Identify it after it is cast.

Oddity Identification (Trained) +2 circ to Identify or Recall about mental, possession, prediction, illusion, shadow, or scrying magic.

Root Magic (Trained) Create a pouch of herbs and minor ingredients to ward against magic. Gain a +1 circ. to the first save you make against a spell or haunt. Recharge your pouch as a 10 minute activity. (Expert) +2 circ. (Legendary) +3 circ.

🌀 **Peculiar Root Magic** (Expert) you can specify a trait for your Root Magic feat. You only gain the listed bonus when exposed to magic bearing that trait, rather than the first saving throw spell or haunt that affects you. Your specialized ingredients increase the value of your circ. bonus by +1.

PERFORMANCE

Unaltered: 1st - Fascinating Performance, Impressive Performance, Virtuositic Performance

Distracting Performance 🌀 (Expert) **Trigger** when an ally is about to Hide or Create a Diversion; **Effect** Make a Performance check. Your ally uses the results of this check to resolve their Hide or Create a Diversion, then gains a free Sneak action.

RELIGION

Unaltered: 2nd - Exhort the Faithful; 7th - Battle Prayer, Consult the Spirits, Sacred Defense

☞ **Deific Obedience** (Expert) (fortune) by performing an intense daily ritual of worship unique to each deity (see PF1 entries), you have attracted the personal favor of your patron. Once per day, you can call upon them for direct intercession, which allows you to roll a skill check that affirms one of their Edicts or opposes an Anathema twice and with a +2 circ bonus, taking the higher result.

☞ **Exalted Deific Obedience** (Legendary, Deific Obedience, Uncommon) You gain your deity's Minor Boon, if you have not earned it already. If you have already earned their Minor Boon, you instead gain the next-most powerful Boon. If any Boon you possess is a once-only power, it refreshes upon performing an action that the deity finds especially favorable.

Pilgrim's Token (Trained) You receive divine premonition of danger when you are about to be ambushed. You win ties in initiative, and you may take a reaction in the first round of combat even if you haven't moved yet and were surprised.

Sanctify Water □ (Trained, Common) you imbue water with aligned energy, temporarily converting it into Holy Water or an aligned equivalent. This infused water remains potent until the end of your next turn. (Expert) You can instead create a temporary Moderate Alignment Ampoule bomb, which lasts indefinitely until it is either expended or you create a new one. You may only maintain a single Ampoule this way at a time. (Master) You learn a 10 minute ritual to permanently sanctify a large quantity of water, the details of which are arbitrated by the GM based on the size and scope of your intent. Sanctifying a new Alignment Ampoule bomb becomes a free action. (Legendary) You can sanctify a Greater Alignment Ampoule Bomb.

SOCIETY

Unaltered: 1st - Courtly Graces, Streetwise
2nd - Connections, Criminal Connections, Eyes of the City, Underground Network
7th - Biographical Eye
15th - Legendary Codebreaker

Eye for Numbers (Trained) You have an eye for detail that allows you to quickly find patterns and read partially obscured texts. Combine Glean Contents and Eye for Numbers.

Multilingual (Trained) You become fluent in two additional languages, and have studied the basic structures of many more. You gain a +2 Circ. bonus to Decipher Writing. At Master Proficiency, you can retrain any of these bonus languages by reviewing known works of writing or conversing with a native speaker of the language with a shared language for one day. You learn an additional language at Master, and another at Legendary proficiency.

Master Linguist (Master, Multilingual) You can immerse yourself in an unfamiliar language without assistance or reference material. You can use the Decipher Writing action to interpret spoken word as you hear it by making a DC 30 Society check. On success, you gain the basic idea of the spoken conversation. On a critical success, you have a clear understanding and can make a simple response. At Legendary proficiency, you gain the benefits of Legendary Linguist, allowing you to instantly understand and converse with someone speaking an entirely unfamiliar language.

☞ **Silent Communication** (Trained) Whether for subterfuge or accessibility, you have learned how to communicate silently. Combine the benefits of Read Lips and Sign Language. You can teach your party how to understand your basic tactical sign language phrases to communicate in combat.

STEALTH

Unaltered: 1st - Experienced Smuggler, Terrain Stalker

2nd - Shadow Mark

7th - Foil Senses, Swift Sneak

15th - Legendary Sneak

🌀 **Conceal Spell** □ as Deception

Quiet Allies (Expert) When you take the Avoid Notice exploration activity to guide allies Following the Expert, you roll Stealth normally for the party, instead of with misfortune.

Terrain Stalker (Trained Stealth and Survival) combine Terrain Expertise and Terrain Stalker

SURVIVAL

Unaltered: 1st - Survey Wildlife

2nd - Wilderness Spotter, Folk Dowsing

Experienced Tracker (Trained) You can take a -5 penalty to either move at full speed while tracking or perform a second Exploration action at half speed. (Master) You no longer take the penalty.

Legendary Survivalist (Legendary, Planar Survival) You become immune to the hostile physical and mental effects of any environment, including incredible temperature, acidic atmospheres, hard vacuum, the crushing pressure of an ocean floor, deadly radioactivity, and any environmental effect that requires a Will saving throw. Environmental Hazards can still affect you. You no longer require food, water, or air.

🌀 **Light Sleeper** (Trained) You do take no penalties to Perception while asleep and you can sleep in Light Armor comfortably. (Master) You can enter a meditative trance to gain the benefits of a full night's rest in half the normal amount of time while retaining awareness of your surroundings.

Planar Survival (Master) You can Subsist in any environment, even those without any apparent resources or sustenance. You gain a +1 bonus to Fortitude and resistance to environmental damage and hazards equal to your level, which doubles against recurring damage that repeats over intervals of 10 minutes or longer.

🌀 **Savage Snare Setter** (Trained, Expert Crafting, Snare Specialist) use Survival instead of Crafting or Trap Lore to craft, hide, or disable snares.

Terrain Stalker (Trained Stealth and Survival) combine Terrain Expertise and Terrain Stalker

THIEVERY

Unaltered: 1st - Pickpocket, Subtle Theft

7th - Quick Unlock, Tumbling Theft

15th - Legendary Thief

🌀 **Deadly Legerdemain** (Trained) You gain an extra Quick-Access slot for a knife, dart, or small spell foci.

Wary Disarmament (Expert) You gain a +2 circ bonus to your AC and Saves against the first attack or effect of any hazard that you are aware of.

LORE

Unaltered: 1st - Extra Lore

2nd - Battle Planner

🌀 **Dabbler** (Master) (prereq: at least 3 lores) You've picked up a few useful tidbits for any situation. Once per day, you may become Trained in a Lore of your choice. This temporary proficiency never increases, and lasts until your next daily preparations. You may only select "general" lores that target Easy (-2) DCs, not "specific" lores that target Very Easy (-5) DCs. For example, you can select Undead lore, but not Ghoul lore or "Knights that died within the last 300 years in this region and reanimated as a Ghoul"-lore.

NEW GENERAL FEATS (LONG-FORM)

Only original feats are written in full form here - modified feats *should* be close enough to their original form that the provided “patch notes” are sufficient to determine their updated effects.

FAST HANDS

GENERAL FEAT 3

GENERAL

You can temporarily free up a hand by tucking your weapon against your side or using your shoulder to support it.

Prerequisite Dexterity 14

When you Release your grip on a weapon, you do not immediately drop it. You may automatically re-grip it at any point before the end of your turn, allowing you to act as if you had a free hand to drink a potion, open a door, climb a ledge, or perform other vital activities in the moment. If your hand is not free to wield your weapon by the end of your turn, it falls to the ground in your space.

ICONIC PARAGON

GENERAL FEAT 3

GENERAL

You follow in the footsteps of legends, easily mastering the fundamentals that will one day lead to greatness.

Restriction this feat is mutually exclusive with the Natural Ambition human ancestry feat.

Gain a 1st-level class feat for your class. You must meet the prerequisites for this feat.

TRICK RIDER

GENERAL FEAT 1

GENERAL

You have years of experience working with unusual or rowdy steeds, and have developed a casual familiarity with leaping to and from their backs while fighting to control them.

Prerequisite Dexterity or Wisdom 14

You automatically succeed all Command an Animal checks to direct an animal you are mounted upon. You can Mount a creature as part of the action used to Command it. If you Command a creature to approach you, you can Mount as a free action when it moves adjacent to you. This feat counts as Ride for purposes of fulfilling prerequisites.

SKILL FOCUS

GENERAL FEAT 7

GENERAL

You have consulted masters and studied extensively to improve your skills.

Prerequisite Intelligence 14

Gain a skill increase and a skill feat to a skill of your choice. This increase cannot bring you above Master proficiency, and you must meet any prerequisites of the chosen feat.

VERSATILE LORE

GENERAL FEAT 1

UNCOMMON GENERAL

Your gut instinct has never led you astray, even when you can't explain the reasoning behind it.

Select a Lore skill. With GM approval, you may change the ability score associated with that Lore to Wisdom or Charisma, rather than Intelligence.

ACROBATICS

ACROBATIC DISARM

SKILL FEAT 1

GENERAL SKILL

You baffle foes with deft footwork and graceful movements before attacking their hands.

Prerequisite trained in Acrobatics

You can use Acrobatics instead of Athletics to Disarm.

ARCANA

ARCANE VISION

SKILL FEAT 1

GENERAL SKILL CONCENTRATE

Your eyes glow with inner light, magically enhancing your vision and revealing the hidden forces of the world to you.

Prerequisite expert in Arcana, Arcane Sense

Duration 1 minute

You gain Darkvision and the full benefits of *detect magic* each round without needing to cast the spell. You gain a +2 status bonus to Seek undetected and hidden creatures, and to your Perception DC against Hide and Sneak checks made by other creatures.

You may deactivate your Arcane Vision as a single action with the Concentrate trait. After Arcane Vision ends, you become Dazzled for a period of time equal to its active duration. At Master proficiency, you can maintain your Arcane Vision for up to two minutes, or up to 10 minutes at Legendary.

REINFORCE SPELL

SKILL FEAT 2

GENERAL SKILL

You protect your magic with a skillful surge of power to shield it against hostile disruption.

Prerequisite expert in Arcana

Trigger you see attempts to Counteract one of your spells

The triggering creature compares their Counteract check against the skill DC associated with your magic tradition instead of your Spell DC. Use your spellcasting ability modifier instead of the skill's normal ability score if it is different (for example, a Bard with this feat would use their Charisma-based Occultism DC).

ATHLETICS

CHARGE THROUGH

SKILL FEAT 1

GENERAL SKILL

Your momentum carries you straight through obstacles.

Prerequisite trained in Athletics

When you Stride, you can spend an additional action to Force Open or Shove during your movement and continue your Stride. If you moved at least 10 feet before using Force Open or Shove, then your attack ignores and doesn't increase your multiple attack penalty.

MOUNTING GRAPPLE

SKILL FEAT 1

GENERAL SKILL

You seize part of a creature and cling to its side or back.

Prerequisite trained in Athletics

You may Grapple creatures at least 2 size categories larger than you by rolling Athletics against their Reflex DC instead of Fortitude. If the target of your Mounting Grapple attempts to Escape, they roll against the higher of your Athletics or Acrobatics skill DC and move you to an adjacent square of their choice.

Critical Success the target is Grabbed, but not immobilized.

When the creature moves, you move with them and occupy their square as if they were a mount. You can release your Mounting Grapple as a reaction triggered by the creature's movement and land in an adjacent square of your choice. While grappled in this way, the target takes a -2 circumstance penalty to attack you.

Success As Critical Success, but the Grabbed condition you impose causes the mounted creature to be flat-footed only to your attacks.

Failure you fail to secure a good grip, and can choose to either release the target immediately or perilously cling to them. The target takes no penalties to attack you, and automatically succeeds any Escape checks to knock you off (this still requires an action on their part, and generates MAP). You may not release your grapple as a reaction.

Critical Failure You are Grabbed by the target of your grapple, and cannot brace yourself against its movement. If the creature moves, it can choose whether to drop you or bring you with it.

Special if you have the Combat Climber feat or another way to reduce the number of hands required to Climb or Grapple, they apply to this action. If you have feats or abilities that modify Grapple, they can also apply to Mounting Grapple.

UNSTOPPABLE CHARGE

SKILL FEAT 15

GENERAL SKILL MOVE

Once you start moving, you become an unstoppable juggernaut

Prerequisite legendary in Athletics, Charging Smash

You Stride and attempt to overcome one obstacle in your path using a single-action Athletics check as part of your movement, such as Quick Jump, Shove, Force Open, Climb, or Swim. You cannot move a combined distance further than your base speed in a single Unstoppable Charge.

DECEPTION

CONCEAL SPELL ◆

SKILL FEAT 1

GENERAL SKILL METAMAGIC

You can subtly hide your magic from observers.

Prerequisite expert in Deception or Stealth

If your next action is to Cast a Spell, you can disguise or conceal its visual manifestations and its spellcasting components by rolling either Deception or Stealth. Compare the results of your check against the Perception DCs of your observers - on a Success, they either fail to notice your spell or believe it to be part of some other harmless activity. If you are Hidden, casting a successful Concealed Spell does not reveal you unless its effects obviously originate from your location (such as with *lightning bolt*). Your subdued spell components reduce the power of the spell, imposing a -2 status penalty to its Spell Attack and DCs.

DEEP DISGUISE

GENERAL FEAT 7

GENERAL SKILL

By carefully observing a mark and crafting a disguise in painstaking detail, you can perfectly mimic the appearance, personality, and affectations of a specific individual.

Prerequisite master in Deception

You analyze an individual and prepare to impersonate them. This typically requires an hour of conversation or a day of research with Gather Information, but the GM may adjust the required time based on the complexity of your planned operation and the usage of powerful features such as the *mind reading* spell or the Biographical Eye feat. In addition to learning how to accurately mimic the behavior of your mark, your research may also reveal key details pertaining to your goal.

You ignore circumstance penalties for changing your apparent age, ancestry, or physique, and creatures only roll against your disguise when it is specifically examined or when your identity is questioned. Even under such circumstances, you gain a +4 circumstance bonus to your Deception DC.

NATURE

ANIMAL WHISPERER

SKILL FEAT 1

GENERAL SKILL

You have a knack with animals and beasts.

Prerequisite trained in Nature

Gain a +2 Circumstance bonus to Nature checks to calm, communicate with, train, or tame animals or beasts. This counts as both the Tame Animal and Train Animal feats.

PRIMAL SUSTENANCE

SKILL FEAT 1

GENERAL SKILL EXPLORATION

You imbue fresh food and water that you gather with a light touch of rejuvenating primal energy, allowing you to fully express their hidden medicinal and nutritional value.

Prerequisite trained in Nature and Survival

You can provide sustenance for four times as many people as normal, based on the results of your Survival check to Subsist, as per the Forager skill feat.

Once per day, you may roll a Subsist check as a full Respite activity (using both of your Respite actions) to gather fresh ingredients from your surroundings and prepare them as an invigorating meal. You grant yourself and the beneficiaries of your Subsist 3 temporary Hit Points which last for one hour. This value improves to 5 if you are an expert in Nature, 8 at Master, and 15 at Legendary. If you critically succeed your Subsist check, you provide double the temporary Hit Points or a unique benefit determined by the GM based on your environment.

Special GMs interested in expanding on this feat may reference [Camp Meals](#) from the Kingmaker Companion Guide or [Endemic Herbs](#) from the Herbalist archetype.

OCCULTISM

CYPHER SPELL ◆

SKILL FEAT 1

GENERAL SKILL METAMAGIC

You fill your magic with unique flair or extraneous information to confuse or impress onlookers.

Prerequisite trained in Occultism

A creature that attempts to Identify your Cypher Spell takes a -5 circumstance penalty to their Recall Knowledge check, and you may specify one false piece of information they learn if they fail their check or rely solely on cantrips such as *Detect Magic* or *Read Aura*.

A creature must decrypt your cypher (a free action Recall Knowledge with the aforementioned penalty) as part of any attempt to Counteract your magic. If they fail, their Counteract automatically fails.

PECULIAR ROOT MAGIC

GENERAL FEAT 2

GENERAL SKILL

Ginger to reduce pain, Ginkgo for mental well-being, Ginseng to protect against maladies...

Prerequisite expert in Occultism, Root Magic

When you create or refresh your Root Magic pouch, you can prepare it in such a way that it only activates when exposed to an effect with a specific trait instead of activating on the first saving throw you make against any magic. Your specialized ingredients increase the circumstance bonus of Root Magic by +1.

RELIGION

DEIFIC OBEDIENCE

SKILL FEAT 2

GENERAL SKILL FORTUNE

Your fervent worship has attracted the favor of your patron deity
Prerequisite expert in Religion, you worship a single deity

You swear yourself to the devoted service of a particular deity. You must abide by the chosen deity's Edicts and Anathemas, and violating either of these may incur the deity's displeasure (and possibly one of their Curses).

Each day, you perform a specific, intense act of worship unique to each deity that goes above and beyond what even the typical clergy perform (see the 1st edition deific obedience entries for each deity, or work with your GM to create an alternative appropriate daily ritual).

Once per day, you may call upon your patron deity for aid before rolling an important skill check that you believe upholds one of their Edicts or opposes an Anathema. Gain a +2 circumstance bonus to this check and roll it twice, taking the better result. At master proficiency, you may call on your deity for aid in this way twice per day instead of once per day.

EXALTED DEIFIC OBEDIENCE

SKILL FEAT 15

UNCOMMON GENERAL SKILL

You are truly favored by your deity. For your faithful service and devotion, they reward you with a unique Boon.

Prerequisite legendary in Religion, Deific Obedience

You gain the Minor Boon of your deity. If you have already earned your deity's favor in this way, you gain the next-most powerful boon you do not already possess. If any of these boons are typically one-time uses, they reset upon performing a worthy deed that earns the approval of your deity, or at a set interval determined by the GM.

SOCIETY

SILENT COMMUNICATION

SKILL FEAT 1

GENERAL SKILL

Whether for subterfuge or accessibility, you have learned how to communicate without speaking or being spoken to.

Prerequisite trained in Society

You gain the benefits of the Read Lips and Sign Language feats, allowing you to understand spoken words at a distance and communicate nonverbally with those nearby. You can easily teach the basics of sign language to your close traveling companions and are generally good at pantomiming, allowing you to communicate simple ideas to your friends even if they do not also have this feat.

STEALTH

See **Conceal Spell** (Deception)

SURVIVAL

See **Primal Sustenance** (Nature)

LIGHT SLEEPER

SKILL FEAT 1

GENERAL SKILL

You've spent enough nights in the wilderness on your own to prepare yourself against any form of danger.

Prerequisite trained in Survival

You do not take penalties to Perception while asleep, and you can sleep in Light Armor comfortably. At Expert proficiency, you can sleep in Medium Armor comfortably (as a reminder, all heavy armor includes a suit of padded armor underneath, which shares its etched runes). At Master proficiency, you can enter a meditative trance to gain the benefits of a full night's rest in half the normal amount of time while retaining full awareness of your surroundings.

SAVAGE SNARE SETTER

SKILL FEAT 1

GENERAL SKILL

You've spent enough nights in the wilderness on your own to prepare yourself against any form of danger.

Prerequisite trained in Survival, [Snare Specialist](#)

You may use your Survival instead of Crafting or Trap Lore for all purposes regarding Snares, such as determining their Stealth and Disable DCs or to disarm snares that you didn't set.

THIEVERY

DEADLY LEGERDEMAIN

SKILL FEAT 1

GENERAL SKILL

Your fingers are faster than the eye, and your favorite tool is never far from your grip.

Prerequisite Trained Thievery

Gain an additional quick-ready slot, which can hold a knife, dart, or spell foci of Light Bulk or less. Drawing or sheathing this item is a \diamond free action.

LORE

DABBLER

SKILL FEAT 7

GENERAL

SKILL

You've picked up enough useful tidbits to apply to any situation

Prerequisite at least two ancestry, class, or skill feats which grant you an additional Lore skill.

Trigger you are about to roll a skill check

Once per day, you may become Trained in a Lore of your choice. This temporary proficiency never increases, and lasts until your next daily preparations. You may only select “general” lores that target Easy DCs, not “specific” lores that target Very Easy DCs (for example, you can select Undead Lore but not Vampire Lore).

Notes on Kineticist:

Elemental Blast

- Is a Strike for all purposes (weapon specialization, Haste, Sudden Charge, etc.)
 - Note that Weapon Spec (level 11) provides +4 damage at endgame for legendary proficiency, but also Kineticist never gets Greater Weapon Spec like a “real” martial, so this is lower than the +6 most martials enjoy from level 15 onwards.
- Heighten (+3) instead of (+4)
 - Comparable to a magic longsword (4d8+3d6+12, assuming +6str and no relevant class features)
 - 7d8+8 at level 19, assuming +4str
- 2-action blast adds double Con at 11, *maybe* triple Con at 17 (Reflow levels)
 - Comparable to d8/d10 power attack
 - 2-action 7d8+22 at level 19 with legendary weapon specialization
 - Compare: 7d10+3d6+14 level 19 fighter power attack

Impulses and Burn

- “Burn” is a stackable condition that reduces your Max HP by an amount equal to your level. Available at level 3.
- Accept 1 Burn to add your Constitution as a status bonus to one impulse damage roll (other than Elemental Blast). Double Constitution at 11. *Maybe* triple Con at 17
- Burn does not apply to an entire impulse’s duration. Spend it on big AoEs, not on sustained impulses.
- Recover burn by rebalancing your gate as a 10 minute activity.
- **ALTERNATIVE:** no Burn, no bonus scaling for 2A Blasts, but simple +½ level foci bonus inside gate attenuator for all 2 action impulses.

Feats

- **Expanded Kinesis [1]** for free?
- **Bonus Junction [8]**
- **Critical Impulse [4]** buy the Critical Junction for each blast element you have access to. You may only apply one critical effect to a given blast.
- **Rage of Elements [12]** you gain Resist All equal to your Burn value while your gate is open, cumulative with other Kineticist sources of Resistance. (+1 to all damage per burn?)

Features

- **Skill Junction** gives autoprogessing skill proficiency