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NEW RACE: TROLL

Ability	Description	RP Cost
Attributes	Greater Paragon (+4 Con, -2 Dex, -2 Cha)	0
Speed / Size	Normal (30 ft) / Medium	0
Type	Monstrous Humanoid	3
Language	Standard	0
Senses		
Darkvision	Gain the Darkvision Ability	0
Scent	Gain the Scent Ability	4
Weaknesses		
Acid Vulnerability	You take an extra 50% damage from acid damage	-2
Fire Vulnerability	You take an extra 50% damage from fire damage	-2
Defense		
Fast Healing	You regain 1 hit point every combat round	6
Natural Armour	You have 1 Natural Armour	2
Natural Attacks		
Gore	You gain a primary natural attack to gore an opponent with your horns, dealing 1d6 damage.	1
<i>Total</i>		12

Note for GM:

The *Young* template for Pathfinder characters sucks, it prevents you from even taking class levels, so instead for Natyli I'm going to just say she has -2 Str, +2 Dex

and is Small, which I think captures it “enough”. I was going to give her a Wisdom penalty for being a kid, but I’m already dropping her wisdom for her own naivete so it didn’t feel necessary to do twice.



NATYLI THE WITCHDOCTOR

Female Troll Witchdoctor

- Witch (Gravewalker) 3
- Alchemist (Mixologist) 2

<http://slugfestgames.com/witchdoctor-natyli/>

<http://slugfestgames.com/games/rdi/witchdoctor-natyli/>

ATTRIBUTES

Size: Small

Type: Monstrous Humanoid

Senses: Darkvision 60 ft

Speed: 30

Alignment: Chaotic Neutral

Languages: Common, Troll + 2 Int

Initiative: +2 Dex

STATS

STR	8	-1
DEX	14	+2
CON	14	+2
INT	18	+4
WIS	8	-1
CHA	14	+2

OFFENSE

BAB +2

Bomb

Attack 1d20 + 7 (2 BAB + 2 Dex + 1 Feat + 1 Trait +1 Size)

Damage 1d6 + 2 Int

DEFENSE

HD 31 (2d8 + 3d6 + 2 Con/Level)

AC 18 (10 + 2 Dex + 4 Armour + 1 Natural Armour + 1 Size)

Notes:

- Vulnerability to Fire & Acid Damage
- Fast Healing 1

COMBAT MANEUVERS

CMB +0 (+2 Base -1 Str -1 Size)

CMD 10 (10 Base -1 Str +2 Dex -1 Size)

SAVES

Fort +6 +3 Alchemist +1 Witch + 2 Con
Refl +6 +3 Alchemist +1 Witch + 2 Dex
Will +3 +0 Alchemist +3 Witch -1 Wis

SKILLS

Alchemist (x2) 10 / Level (4 Base + 4 Int + 2 Background)
Witch (x3) 9 / Level (2 Base + 4 Int + 1 Favoured + 2 Background)

Craft (Alchemy)	+11	+5 Background +3 Class +3 Int
Bluff	+11	+5 Ranks +3 Class +2 Cha +1 Trait
Diplomacy	+7	+5 Ranks +2 Cha
Heal	+3	+1 Rank +3 Class -1 Wis
Intimidate	+6	+1 Ranks +3 Class +2 Cha
Kn Arcana	+7	+1 Rank +3 Class +3 Int
Kn History	+7	+1 Background +3 Class +3 Int
Kn Nature	+9	+3 Ranks +3 Class +3 Int
Perception	+7	+5 Ranks +3 Class -1 Wis
Profession (Witchdoctor)	+10	+4 Background +3 Class +3 Int
Sleight of Hand	+6	+1 Rank +3 Class +2 Dex
Spellcraft	+11	+5 Ranks +3 Class +3 Int
Stealth	+2	+0 Ranks +2 Dex
Survival	+7	+5 Ranks +3 Class -1 Wis
Use Magic Device	+10	+5 Ranks +3 Class +2 Cha

Note:

- Craft (Alchemy) gains bonus equal to Alchemist Level (+2) when creating alchemical items

FEATS

(Retrained) Extra Discovery: You gain the Infusion Discovery. (Level 1 Feat)

Throw Anything: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons. (Alchemist Bonus Feat)

Brew Potion: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell and spells with a range of personal cannot be made into potions. (Alchemist Bonus Feat)

Extra Discovery: You gain the Precise Bombs Discovery. (Level 3 Feat)

Craft Wondrous Item: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item. (Level 5 Feat)

TRAITS

Firebug (Combat): You were the child of a gunsmith or alchemist and always enjoyed experimenting with fiery alchemical items and minor explosives. You gain a +1 trait bonus on attack rolls made with thrown splash weapons and alchemist bombs.

Liar's Tongue (Religion): Thanks to your friendly mien and sly tongue, your lies are often believed. You gain a +1 trait bonus on Bluff checks, and Bluff is a class skill for you.

SPECIAL ABILITIES

Proficiencies: Simple weapons, bombs, light armour, no shields. Witch spells with somatic components suffer the possibility of failing when wearing armour.

RACIALS

Darkvision: Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision. You have Darkvision to 60 feet.

Scent: You have scent of 30 feet (60 feet if you're downwind, 15 feet if you're upwind). Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. You detect another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Vulnerability: You take an extra 50% damage from acid or fire damage

Fast Healing: You regain 1 hit point every combat round

Natural Armour: You have 1 Natural Armour

Gore: You have a primary natural attack to gore an opponent with your horns, dealing 1d6 damage.

WITCH

Hex: As a standard action the Witch can cast a hex that does not provoke an attack of opportunity. The save to resist is equal to $10 + \frac{1}{2}$ the Witch's level + her Intelligence modifier.

- *Charm:* You can speak soothing words and beckon a humanoid or animal creature within 30 feet to improve its attitude by one step, as if you had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.
- *Evil Eye:* The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round.
- *Cackle:* A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Patron: Your witch magic is assisted by a powerful fey entity. You gain the Charm hex, but they are fickle and delight in misfortune themselves. Once per day the GM can demand you reroll a single ability check, attack roll, saving throw, or skill check and use the worse result.

Spell Poppet: Each gravewalker carries around a gristly, inanimate poppet stitched from human skin and stuffed with shards of bone, fingernails, and grave dirt. A gravewalker's spells come from the will of evil spirits residing in the poppet, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The gravewalker must commune with her poppet each day to prepare her spells and cannot prepare spells that are not stored in the poppet.

Deliver Touch Spells: The Gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within 20-ft plus 5 feet for every two levels of Witch she has. (30 ft at 5th level)

Note for GM:

I took a few liberties here and broke the rules for thematic reasons.

The Gravewalker archetype replaces your first level hex with an aura of undeath. I got rid of that, and simply had the spell poppet touch spells keep the range from the aura without the aura itself, because all of the undead stuff from Gravewalker doesn't feel at all thematic to Natyli, but oh my god the Spell Poppet itself *totally* does.

While picking specific things from Archetypes is very much against the rules, it feels fitting and not at all overpowered or min/maxed (especially going for something very specific). I understand if you're not into it, but I figured I would show you what I was going for first and ask forgiveness, rather than any kind of abstract permission request (because how could "hey can I cherry-pick things from archetypes" be met with anything other than a very hard no?).

WITCH SPELLS

You must choose and prepare spells ahead of time by spending 1 hour communing with her familiar. The DC for a saving throw against one of her spells is 10 + the spell level + her intelligence modifier.

0-Level Spells Prepared

- Detect Magic
- Detect Poison
- Message
- Putrefy Food & Drink

1-Level Spells Prepared

- Alter Musical Instrument
- Itching Curse
- Obscuring Mist

2-Level Spells Prepared

- Hidden Presence
- Ice Slick

ALCHEMIST

Alchemy: Alchemists gain a competence bonus equal to their class level on Craft (Alchemy) checks to create an alchemical item, and can also use Craft (Alchemy) to identify a potion as if using detect magic by holding it for one round.

Alcoholic Alchemy: The mixologist can infuse their potions and extracts with alcohol, increasing their potency. When a mixologist brews a potion, she can spend an additional 10 gp in raw materials to increase her caster level by 1 for the purpose of the potion's effects, but the potion counts as a strong alcoholic drink. When a mixologist creates her extracts, she can spend 1 extra minute doing so to increase her caster level by 1 for the purpose of that extract's effects, but the extract counts as a strong alcoholic drink. A mixologist can prepare one alcoholic extract for each level of extracts he can prepare. A mixologist can't ever gain a mutagen or discoveries that alter mutagens.

Bombs (5 / Day): You can use a number of bombs equal to your alchemist level + intelligence modifier per day. If not used in the round they are created, they degrade and become inert. Creating and throwing a bomb is a standard action that provokes attacks of opportunity. They have a range of 20 feet and use the Throw Splash Weapon attack. They are considered weapons and can be targeted by feats such as Point Blank Shot and Weapon Focus. On a direct hit, a bomb does 1d6 fire damage + your intelligence modifier. The splash is equal to the bombs minimum damage, Reflex Save (DC 10 + $\frac{1}{2}$ Alchemist Level + Intelligence Modifier) halves the damage. An alchemist's bomb becomes inert if used or carried by anyone else.

Brew Potion: The Alchemist gains Brew Potion as a bonus feat.

Throw Anything: The Alchemist gains Throw Anything as a bonus feat.

Poison Use: Alchemists are trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon.

Poison & Alcoholic Resistance: The mixologist gains a +2 saving throw against poison as well as to become less drunk and to avoid passing out. This does not allow the mixologist to become immune to alcohol.

Discoveries: The alchemist can learn some incredible alchemical discoveries. The DC for any saving throw called for by a discovery is 10 + $\frac{1}{2}$ the Alchemist's Level + their intelligence modifier.

- *Alcoholic Bomb*: The mixologist can cause the detonation of a bomb to produce intoxicating fumes. A creature that takes a direct hit from an alcoholic bomb becomes tipsy if it fails a Fortitude saving throw. If the creature is already tipsy, it becomes drunk instead. If the creature is already drunk, it becomes soused instead. A soused creature that fails its Fortitude saving throw passes out for 1d3 hours and wakes up with a hangover.
- *Infusion*: When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.
- *Precise Bombs*: Whenever the alchemist throws a bomb, she can select a number of squares equal to her Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

ALCHEMY

You can create extracts from any formulae you know. The DC for a saving throw against one of her spells is 10 + the extract level + her intelligence modifier.

1-Level Extracts Known (3 Per Day)

- Bomber's Eye
- Cure Light Wounds
- Firebelly
- Illusion of Calm
- True Strike
- Vocal Alteration

EQUIPMENT

272gp Remaining

Item	Description	Cost
Necessities		(450gp)
Alchemy Lab		200gp
Retrain Feat	Toughness to Extra Discovery	250gp

<i>Armor & Weapons</i>		(1812gp)
+1 Darkleaf Studded Leather Armour	+4 AC, +7 Max Dex, 0 Check Penalty, 5% Spell Failure Chance	1775gp
Light Crossbow		35gp
Dagger		2gp
<i>Containers</i>		(2500gp 50sp)
Bandolier (x2)		10sp
Handy Haversack		2500gp
Iron Vials (x40)		40sp
<i>Wondrous Items</i>		(6500gp)
Hexing Doll		2500gp
Headband of Intelligence	+2 Intelligence	4000gp
<i>Wands & Potions</i>		(200gp)
Shield of Faith Potion (x4)		200gp
<i>Poisons</i>		(1110gp)
Black Adder Venom (x3)		360gp
Bloodroot (x3)		300gp
Medium Spider Venom (x3)		450gp
<i>Alchemical Weapons</i>		(505gp)
Alchemist Fire (x5)		100gp
Burst Jar (x3)		105gp
Ghast Retch Flask (x3)		150gp
Tanglefoot Bag (x3)		150gp
<i>Alchemical Creations</i>		(300gp)
Unstable Accelerant (x3)		150gp

Fungal Stun Vial (x2)		150gp
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TARA THE NAVIGATOR

Female Human Gypsy/Pirate

- Monk (Master of Many Styles / Harrow Warden) 1
- Witch (Cartomancer) 3
- Bard (Fortune-Teller) 1

<http://slugfestgames.com/meet-tara/>

ATTRIBUTES

Size: Medium

Type: Human

Senses: Blind

Speed: 30

Alignment: Chaotic Good

Languages: Common + 3 Int

Initiative: +3 Dex

STATS

STR	8	-1
DEX	16	+3
CON	10	+0
INT	16	+3
WIS	10	+0
CHA	16	+3

OFFENSE

BAB +1

Thrown Harrow Cards

Attack:	1d20 + 4	1 BAB + 3 Dex
Damage:	1d4 + 1	+1 Deadly Dealer
Range:	20 ft.	
Crit:	20 x2	

Notes:

- +1 Attack/Damage within 30 ft.
- Only -1 penalty between 20 and 40 ft.

DEFENSE

HD 25 (2d8 + 3d6 + 0 Con/Level)

AC 17 (10 + 4 Armor + 3 Dex)

COMBAT MANEUVERS

CMB	+0	(+1 Base -1 Str)
CMD	11	(10 Base -1 Str +3 Dex)

SAVES

Fort	+3	+2 Monk +0 Bard +1 Witch +0 Con
Refl	+8	+2 Monk +2 Bard +1 Witch +3 Dex
Will	+6	+2 Monk +2 Bard +3 Witch +0 Wis

SKILLS

Monk (x1)	10 / Level	(4 Base + 1 Human + 3 Int + 2 Background)
Bard (x2)	12 / Level	(6 Base + 1 Human + 3 Int + 2 Background)
Witch (x2)	8 / Level	(2 Base + 1 Human + 3 Int + 2 Background)

Acrobatics	+7	+1 Rank +3 Class +3 Dex
Bluff	+9	+5 Ranks +3 Class +3 Cha -2 Patron
Climb	+3	+1 Rank +3 Class -1 Str
Diplomacy	+11	+5 Ranks +3 Class +3 Cha
Kn Arcana	+8	+1 Rank +3 Class +3 Int +1 Bard
Kn Engineering	+8	+1 Background +3 Class +3 Int +1 Bard
Kn Geography	+8	+1 Background +3 Class +3 Int +1 Bard
Kn History	+8	+1 Background +3 Class +3 Int +1 Bard
Kn Nobility	+8	+1 Background +3 Class +3 Int +1 Bard
Linguistics	+7	+1 Background +3 Class +3 Int
Perception	+8	+5 Ranks +3 Class +0 Wis
Perform (Oratory)	+8	+2 Background +3 Class +3 Cha
Profession (Fortune Teller)	+5	+2 Background +3 Class +0 Wis
Ride	+7	+1 Rank +3 Class +3 Dex
Sense Motive	+8	+5 Ranks +3 Class +0 Wis
Sleight of Hand	+5	+1 Background +3 Class +3 Dex -2 Patron
Spellcraft	+11	+5 Ranks +3 Class +3 Int
Stealth	+9	+3 Ranks +3 Class +3 Dex
Swim	+5	+3 Ranks +3 Class -1 Str
Use Magic Device	+11	+5 Ranks +3 Class +3 Cha

Notes

- +4 bonus on hearing- and smell-based Perception checks

FEATS

Harrowed: You get a +1 bonus on all Will saves made to resist enchantment effects. Once per day, you may draw a card from a Harrow deck you own. At any one time for the rest of that day, you may apply a +2 bonus on any d20 roll modified by the card's suit. For example, if you drew a card from the suit of Dexterity, you could apply this +2 bonus on an Initiative check, a Reflex save, a Dexterity-based skill check, or a ranged attack roll. You may assign this +2 bonus after you make the roll, but you must do so before you know whether the roll was a success or not. (Human Bonus Feat)

Blind-Fight: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. You don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. (Drawback Bonus Feat)

Improved Unarmed Strike: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice. (Monk Bonus Feat)

Blinded-Blade Style: While you are using this style, you gain a number of benefits whenever you are blinded or unable to see. Under such circumstances, you do not take any penalties on Strength- or Dexterity-based skill checks due to blindness. In addition, you gain a +4 bonus on hearing- and smell-based Perception checks and gain the scent special ability with a range of 10 feet; if you already have scent, the range of your scent ability increases by 10 feet instead. Having this feat counts as having 10 ranks in Perception for the purpose of satisfying the prerequisites of the Improved Blind-Fight feat, as well as any feat that lists Improved Blind-Fight as a prerequisite. (Monk Bonus Feat)

Point-Blank Shot: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet. (Level 1 Feat)

Deadly Dealer: You can throw a card as though it were a dart, with the same damage, range, and other features. You must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical force and precision to deal lethal damage. A

card is destroyed when thrown in this way. Harrow cards are treated as masterwork weapons when thrown using this feat, but are still destroyed after they are thrown. A harrow deck can no longer be used as a fortune-telling device after even a single card is thrown. A spellcaster with this feat can enhance a deck of cards as though it were a ranged weapon with 54 pieces of ammunition. (Witch Bonus Feat)

Precise Shot: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll. (Level 3 Feat)

Far Shot: You only suffer a –1 penalty per full range increment between you and your target when using a ranged weapon. (Level 5 Feat)

TRAITS

Harrow Chosen (Racial): You begin play with your family's heirloom harrow deck. If you use this specific harrow deck as an additional focus component when you cast a divination spell, your caster level is treated as being 2 levels higher. Additionally, twice per week, you can spend 10 minutes consulting this harrow deck on a particular action to gain the effects of the spell augury as a spellcaster of your character level. No one other than you gains these benefits from this harrow deck. If your harrow deck is destroyed, it cannot be replaced. However, by returning to your family, paying 300 gp on materials, and spending 1 week immersed in the songs and stories of your people, you can create a new harrow deck that grants half the benefits of the lost heirloom.

Blind Zeal (Religion): You are blind but trained by followers of Vildeis to sense your surroundings by sound and touch. You need not attempt a skill check to move at full speed. You take a –4 penalty from blindness on only Acrobatics, Ride, Sleight of Hand, and Stealth checks. You gain Blind-Fight as a bonus feat. You lose the benefits of this trait whenever you can see, but regain them if you once again become blind.

SPECIAL ABILITIES

Proficiencies: Simple weapons, monk weapons, some martial weapons. Light armor, but it interferes with Witch spellcasting.

MONK

Fuse Style: A master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

Unarmed Strike: Your unarmed attacks do 1d6 damage, and apply your full Strength bonus. You can choose to deal lethal or nonlethal damage with no penalty.

Idiot Strike: The harrow warden can make an unarmed strike against a target and curse the creature with bad luck. Foes damaged by an idiot strike must succeed at a Will save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) or become jinxed. A jinxed creature must roll twice whenever it attempts an attack roll, a saving throw, a skill check, or a caster level check for 1 round, taking the lower result in each instance. The harrow warden can use idiot strike once per day per monk level. She must declare that she is using an idiot strike before making the attack roll; thus, a failed roll wastes the attempt.

BARD

Bardic Knowledge: A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance (7 Rounds / Day): For a number of rounds equal to 4 + Charisma Modifier + 2 per Bard level after first, you can create magical effects. Starting a performance is a standard action but can be maintained each round as a free action. It cannot be disrupted but ends immediately if you're killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it. You can only have one performance active.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Once per hour, as part of starting a bardic performance, you can read the fortune of one subject of the performance, using a fortune-teller's deck. Roll d% + your bard level. The outcome depends on whether the chosen creature is an ally (for a beneficial performance) or an enemy (for a detrimental performance).

d%	Result for Ally	Result for Enemy
1-35	Woe	Weal
36-65	Inconclusive	Inconclusive
66+	Weal	Woe

On an inconclusive result, the bard fails to get any information from the reading and the subject is affected by the performance normally. For an ally, on a weal result the subject's bonus from the performance increases by 1, and on a woe result the subject's bonus decreases by 1 (minimum 0). This affects only numeric bonuses. For example, a subject wouldn't gain another Hit Die from inspire greatness.

For an enemy, on a weal result the subject gains a +2 bonus on its saving throw to negate the bard's performance, and on a woe result it takes a –2 penalty on its save. An oracular performance has no effect on an enemy if the performance doesn't require a saving throw.

All adjustments from an oracular performance on a foe last only for that instance of the bardic performance. All adjustments on an ally last for 1 minute, applying each time the fortune-teller uses that particular bardic performance on that ally but ending when the duration expires, even if the performance continues.

Performances:

- *Fascinate*: You cause one creature to become fascinated with you. They must be within 90 feet, able to see and hear the bard, and capable of paying attention to her. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. The will save to negate is DC 10 + ½ Bard Level + Cha modifier. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a

spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

- *Inspire Courage*: You bolster yourself and your allies against fear. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

BARD SPELLS

To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier.

0-Level Spells Known (X / Day)

- Detect Magic
- Ghost Sound
- Know Direction
- Message

1-Level Spells Known (2 / Day)

- Chord of Shards
- Vanish

WITCH

Hex: As a standard action the Witch can cast a hex that does not provoke an attack of opportunity. The save to resist is equal to 10 + $\frac{1}{2}$ the Witch's level + her Intelligence modifier.

- *Ward*: The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself.

- *Evil Eye*: The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round.

Patron (Celestial Agenda): While good deities and empyreal lords have organized faiths to carry out their wills, powerfully ranked agathions, angels, and archons—and occasional intersectional councils of good outsiders—sometimes invest white witches with celestial might to defend the weak and heal the sick. You gain the ward hex at 1st level, but your patron holds you to a higher standard: you must be of good alignment, and you take a –2 penalty on Bluff, Intimidate, Sleight of Hand, and other skill checks to deceive or threaten others. Patron Theme: Portents

Deadly Dealer: A cartomancer gains the Deadly Dealer feat as a bonus feat, even if she does not meet the prerequisites. The cartomancer gains the benefits of the Arcane Strike feat, but only for the purposes of using Deadly Dealer.

Spell Deck: Each cartomancer carries a special harrow deck that allows her to communicate with her patron. Its ability to hold spells functions identically to the way a witch's spells are granted by her familiar. The cartomancer must consult her harrow deck each day to prepare her spells and cannot prepare spells that are not stored in the deck. The spell deck cannot be used for this purpose if any cards are missing.

Deliver Touch Spells: When the cartomancer uses the Deadly Dealer feat with a card from her spell deck, the card is not destroyed and gains the returning weapon special ability. In addition, the cartomancer can deliver a touch spell with a thrown card. This uses the Deadly Dealer feat, except the attack is resolved as a ranged touch attack and the card deals no damage of its own. This ability can be used with any card (not just one from the cartomancer's spell deck).

WITCH SPELLS

You must choose and prepare spells ahead of time by spending 1 hour communing with your harrow deck. The DC for a saving throw against one of her spells is 10 + the spell level + her intelligence modifier.

0-Level Spells Prepared

- Guidance
- Spark
- Mending

- Putrefy Food & Drink

1-Level Spells Prepared

- Cure Light Wounds
- Chill Touch
- Frostbite

2-Level Spells Prepared

- Aboleth's Lung
- Stricken Heart

EQUIPMENT

+1 Darkleaf Studded Leather Armour

Light Armour

+4 AC, +7 Max Dex, 0 Check Penalty, 5% Spell Failure Chance

1775gp / 10 lbs

Hand of the Mage

Neck Slot

This mummified elf hand hangs by a golden chain around a character's neck and allows the wearer to utilize the spell *mage hand* at will.

900gp / 2 lbs

Equipment

- Harrow Deck (100gp)
- Masterwork Fortune-Teller's Deck (50gp)
- Probably some other misc magical items, potions, maybe a wand.

<http://www.d20pfsrd.com/equipmentT/goods-and-services/toys-games-puzzles/#TOC-Cards>