

PATHFINDER ROLEPLAYING GAME COMPATIBLE

PRODUCT NO. AR801

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ABANDONED ARTS® PRESENTS:

AMAZING RACES: HUMANS!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the human race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide.™*

HUMAN FEATS

DILIGENT PROFESSIONAL

Through diligence and hard work, you excel at your trade.

PREREQUISITES: Craft (any) or Profession (any) 1 rank, human

BENEFIT: Whenever you make a Craft or Profession skill check
to earn gold for one week of work, you may roll twice and
take the highest result.

In addition, you may take a 10 on any Craft or Profession skill check made to answer a basic question (DC 10 or lower) about your craft or profession, even when stress or distraction would normally prevent you from doing so.

HUMAN SPIRIT

Your indissoluble spirit is a constant source of inner strength.

PREREQUISITES: Defiant Luck, Surge of Success, human

BENEFIT: When a roll modified by the +2 circumstance bonus granted by your Surge of Success feat turns up a natural 20 on the die, you may recover all daily uses of your Defiant Luck feat.

SPECIAL: If you also possess the Inexplicable Luck feat, you may recover all daily uses of that feat as well.

MORTAL PRIDE

Human life is too short to spend it governed by fear.

PREREQUISITES: character level 7th, human

BENEFIT: You take no penalty on attack rolls, saving throws, skill checks, or ability checks due to being shaken. Although you do not incur the usual penalties, you are not immune to the shaken condition, and fear effects still stack.

SKILLFUL STUDY

Your curiosity inspires you to learn as much as you can.

PREREQUISITES: Int 11, human **BENEFIT:** You gain 2 skill points.

SPECIAL: You can gain this feat multiple times.

WHO, ME?

You do your best to evade the notice of the cosmos at large.

PREREQUISITES: any neutral alignment, human

BENEFIT: You gain a +4 bonus on saving throws against any spell or effect whose effects are alignment-dependent.

HUMAN CHARACTER TRAITS

ADVENTUROUS

You refuse to let a few lethal traps get in the way of your fun! **BENEFIT:** You gain a +1 trait bonus on all saving throws made against traps and environmental hazards.

APT PUPIL

As a young man, you were a favorite among your instructors. **BENEFIT:** You gain 1 skill point.

HUMAN NATURE

The sometimes thoughtless and selfish natures of men like you leave members of other races slow to trust your kind.

BENEFIT: You gain a +1 trait bonus on Bluff skill checks made to lie or deceive someone and a +1 trait bonus on Diplomacy skill checks made to make requests or ask for favors of a creature. Used to influence non-human creatures with the Humanoid type, these bonuses are increased to +2.

ALTERNATE RACIAL TRAITS

As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide* ™, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

CULTURED: Humans with this racial trait gain a +2 bonus on Charisma-based skill checks when interacting with creatures whose attitudes are indifferent, friendly, or helpful.

This racial trait replaces the skilled trait.

DEDICATED TRADESMAN: Humans with this racial trait gain a +4 bonus on Profession skill checks, and may always treat Profession skills as class skills.

This racial trait replaces the skilled trait.

^{*:} See the Pathfinder® Roleplaying Game: Advanced Race Guide.™

RACIAL ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

THE SIEGEMASTER (HUMAN FIGHTER ARCHETYPE)

Humans are an industrious race capable of both brilliant leadership and warlike fervor. Embodying both qualities, siegemasters have a firm grasp of the "big picture" in combat, coordinating and directing the efforts of soldiers and siege crews.

A siegemaster has the following class features.

Armor Proficiency: A siegemaster is not proficient with heavy armor or tower shields.

Siege Engineer (Ex): A siegemaster gains the Siege Engineer feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of this feat) as a bonus feat at 1st level, even if he doesn't meet the prerequisites. Additionally, the siegemaster gains a +2 bonus on Craft checks made to craft or repair siege engines. Finally, the number of workers required for the siegemaster and his crew to assemble a Large or larger siege engine is reduced by 1 worker.

This ability replaces the bonus fighter combat feat gained at 1st level.

Wartime Engineering (Ex): At 2nd level, a siegemaster gains a +1 bonus on Appraise skill checks related to siege engines, and to all Craft (siege engine), and Profession (siege engineer) skill checks. This bonus increases by +1 for every four levels after 2th level, (to a maximum of +5 at 18th level).

This ability replaces bravery.

Strategic Siege (Ex): At 5th level, whenever a sigemaster is the crew lead on a siege engine, he may make a special aid another attempt as a swift action. This aid another check benefits the seigemaster's entire siege crew.

This ability replaces weapon training 1.

Brilliant Leadership (Ex): At 7th level, a siegemaster gains Leadership as a bonus feat. Furthermore, the siegemaster may use his Intelligence modifier in place of his Charisma modifier when determining his Leadership score.

This ability replaces armor training 1, 2, 3, and 4.

Siege Mastery (Ex): At 9th level, a siegemaster gains the Master Siege Engineer feat (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of this feat) as a bonus feat, even if he doesn't meet the prerequisites. When the siegemaster fires or helps to fire (by loading or aiming) a siege engine which targets one or more squares and allows a Reflex saving throw for half damage (such as a standard or heavy catapult), the DC of that Reflex saving throw is increased by a number equal to the seigemaster's Intelligence modifier (if positive).

At 13th level, as long as the siegemaster is the crew lead on a siege engine, that siege engine deals 2 additional points of damage to any creature or structure that it hits. At 17th level, this bonus damage increases to 4 points.

This ability replaces weapon training 2, 3, and 4.

Weapon Mastery (Ex): At 20th level, a siegemaster must choose siege engines for his weapon mastery class feature. This ability alters weapon mastery.

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