



DEBATABLE ACTIONS:

The Non-Combat Resolution Sourcebook



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DEBATABLE ACTIONS: THE NON-COMBAT RESOLUTION SOURCEBOOK

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The following systems can be used to adjudicate debates of various types from legal to political to economical. Simple debates are used for minor confrontations, “super-simple” debates for easily decided sidetracks, and complex debates for situations central to the plot of the campaign. It’s up to the GM to decide which is appropriate for the circumstances.

SIMPLE DEBATE RULES

Hey, sometimes you just don’t want to mess around. In that case, skip the speechmaking. Everyone picks a relevant skill and rolls a skill check. The highest result wins.

BASIC DEBATE RULES

Often you don’t need a detailed system. The issue may be a diversion, or a chance encounter between two rivals. Maybe it’s late and everyone just wants to finish the adventure and go home. Whatever the reason, to resolve a debate conflict with a single set of die rolls perform the following steps:

Each player character involved in the conflict chooses to use either the Bluff, Diplomacy, Intimidate, or Perform (oratory) skill in the conflict. After every player has chosen a skill, each character gets a turn to make her case for whatever point they are arguing. The character who’s currently making an argument is known as the “speaker.”

The first speaker is the character with the highest skill bonus in the skill they have chosen to use, followed by the character with the next highest bonus in the skill that he has chosen to use, and so on down to the character with the lowest skill bonus.

As the speaker makes her case, each other character involved in the conflict may make one interjection. This can be a question, a jeering comment, or any other short objection to the speaker’s case. The speaker must respond to the objection as best they can. The response can be an answer, a rebuttal, a cutting remark, or an explanation of why the objection is irrelevant. Any response that is brief and to the point is acceptable. If the speaker responds quickly and effectively to the objection, they receives a +1 bonus to the skill check that follows. If the speaker does not respond quickly and effectively, they receives a –1 penalty to the skill check. The GM is sole judge of the response’s quality.

When the speaker is done, the GM judges whether or not the speaker has spoken appropriately and to the point. The character must have communicated in a way that supports the skill roll they have chosen: a Bluff check must be

supported by lies and exaggerations; Diplomacy checks must be supported by offers of compromise; Intimidate checks must be supported by threats and aggressive language; Perform (oratory) checks must be supported by stylish language and reasoned argument. The speaker must also address any important points raised by previous speakers. (This is easy for the first speaker.) If the speaker has accomplished both of these goals, they receive a +2 bonus to the skill check to follow. A player should never be forced to roleplay her character’s turn as speaker. If the player decides to skip the speech and go right to the skill roll, the player makes a skill check with no bonuses or penalties

The speaker’s turn then ends. The person with the next lowest skill becomes the new speaker and begins to make his case. The other characters may interject and the GM judges the speaker’s performance as described above. Each character’s total bonus or penalty should be noted at the end of her turn at speaker.

When all the speakers have taken their turn, each speaker makes a skill check using the previously selected skill, adding all appropriate bonuses and penalties. The character with the highest skill check wins the conflict.

COMPLEX DEBATE RULES

Sometimes you want to play through the cut and thrust of debates. When the life of a person hangs on a crucial debate or your characters must convince others of rightness of your cause, these rules help you make the most of the occasion. These debate rules are based on the following principles. Each character involved in the debate is trying to influence an audience, but the audience is less important than the battle between the characters.

During the debate, characters take actions that represent their rhetorical tactics and verbal attacks. The effectiveness of each character’s action is affected by the most recent action his opponent has taken, so the characters constantly change tactics and try to get the rhetorical upper hand. Just like combat, the goal of a debate is to outmaneuver your opponent and leave him unable to fight back.

Most debates occur in formal situations with rules of argument. Those aren’t important as far as the maneuvers listed below are concerned — there’s always a way to sneak an underhanded tactic into a debate, even if the rules forbid it. (Included here are also maneuvers that represent objections to “illegal” tactics.)

What is important is that most debates occur between balanced teams of debaters; if there are two on one side,

there are usually two on the other side. This is important because — just like in physical combat — the side with more voices is likely to overwhelm the side with fewer voices. Most formal debate situations recognize this and limit the number of participants to preserve fairness.

ACTIONS OF A DEBATE

DEBATE ROUNDS

Debates are broken up into rounds. Each character gets one action per round, which may be split into two half actions. Rounds are abstract and may represent seconds, minutes, or hours of debate.

INITIATIVE

Before the first round, each character involved in the debate makes an Initiative check. The GM makes Initiative checks for non-player characters involved in the debate. While Initiative is based on Dexterity, it is used here to represent the character's quick wits and ability to react to events as they occur. It is rolled normally and all the usual bonuses or penalties are applied. Each round, the characters involved in the debate act in order of Initiative.

DEBATE DEFENSE

Each character has a Debate Defense score, which is the debating equivalent of Defense. A character's Debate Defense is 10 + the average of the character's skill bonuses in the following skills: Bluff, Diplomacy, Intimidation, and Perform (oratory).

Example: *Gilhome Juta has the following skill bonuses: Bluff +14, Diplomacy +12, Intimidate +11, Perform (oratory) +3. (He has no Perform skill ranks, but still adds his Charisma modifier.) The average of these four skills is 10, so his Debate Defense is 20.*

DEBATE POINTS

Add up each character's Constitution and Charisma modifiers. The total is how many Debate Points the character has. A character always starts a debate with at least one debate point, even if the total of his Constitution and Charisma modifiers is zero or less than zero. When a character has no Debate Points left, that character is out of the debate.

A character's Debate Points are tracked separately in each debate. The character receives all her Debate Points at the beginning of each debate, even if they are participating in two debates at once or interrupts one debate to participate in another.

Example: *Gilhome Juta has a Constitution of 13 and a Charisma of 16. His +1 Constitution bonus and +3 Charisma bonus gives him 4 Debate Points.*

CHARACTER ACTIONS

When a character's turn comes up in the Initiative sequence, that character performs one action, which may be split into two half-actions. The character chooses an action or two half-actions from the Debate Maneuvers listed below. At the end of each maneuver, the character makes whatever skill checks are called for by the maneuver(s) and resolves their effects. Most of these skill checks are "attacks" that inflict "damage" upon an opponent's position, reducing his Debate Points.

Characters may also take other actions during the round, including combat actions. If a character takes an action that is not a debate maneuver, the debate round is almost always equivalent to a combat round. A debate half action is equivalent to a partial combat action, while a debate action is equivalent to a full combat action. The GM may also decide that a debate round is long enough to accommodate more-complicated non-combat actions. It's usually reasonable for a player to perform one skill check instead of a debate action.

ATTACKS

A debate "attack" is an attempt to reduce an opponent's Debate Points. Most of the maneuvers listed below lead to attacks. Each such maneuver specifies the skill that the attack uses.

When resolving an attack, the character then makes a skill check, adds the attack modifier and any other bonuses or penalties, and tries to beat the Debate Defense of the target opponent.

If the character beats the opponent's Debate Defense, the attack scores a hit and the opponent must make the Will save described below to avoid losing Debate Points. If it doesn't hit, the maneuver has no effect upon the opponent.

Example: *Gilhome Juta is arguing with the unscrupulous Silas Kane. After listening to Kane's distracting patter for a few minutes, Juta gets fed up and begins peppering his opponent with hard questions about Kane's position.*

"Forceful Interrogation" is an Intimidation maneuver that he uses against Kane's "Distracting Patter." Juta's Intimidation skill bonus is +11. Silas Kane's Debate Defense is 24. Juta rolls a 14, adding 11 for his Intimidation skill for a total attack roll of 25. He scores a hit on Kane!

ROLEPLAYING THE ATTACK

Any player may declare their character's Debate Maneuvers as abstract actions. There's no need to go into the minutiae of a particular position or rhetorical flourish, but players who want to roleplay their characters' maneuvers are encouraged to do so.

If a player presents their character's maneuver with an entertaining description or speech, the GM may award the player a +2 bonus on the skill check for that maneuver. The GM should not award this bonus for descriptions and speeches that are inappropriate, tedious, or repetitive.

DAMAGE

When a character is hit by an opponent's debate attack, the character must make a Will save. The DC of the save is equal to the attacker's skill bonus plus the damage bonus of the maneuver. Some maneuvers provide additional damage bonuses in specific situations.

If the character fails the Will save, the character loses one debate point. If the character fails the Will save by more than 10, the character loses an additional debate point. Keep track of how many Debate Points of damage each side causes as well as those that individual characters lose — the information may be important for determining a winner.

Any character who has zero or fewer Debate Points must withdraw from the debate. That character can no longer take debate-related actions or be attacked with Debate Maneuvers by other debaters.

Example: *Silas Kane must make a Will save after being hit with Juta's Forceful Interrogation. Kane's Will save is +12, and the DC he must save against is 21 (11 for the Intimidation skill bonus, 10 for the debate maneuver's damage bonus). Kane rolls a 7, failing the save and losing 1 debate point.*

DEBATE CRITICAL HITS

When you make an attack roll and get a "natural 20," you succeed regardless of the target's Debate Defense. The DC of your opponent's Will save is increased by 5, and the opponent loses an additional debate point if that save is failed.

Example: *Silas Kane responds to Gilhome Juta's interrogation with a few hard questions of his own. Kane's maneuver fails, but Juta faces a penalty by continuing his interrogation. He does so anyway and rolls a natural 20 — a critical hit!*

Kane must make a save at DC 26 (+11 for Intimidation skill, +10 for the Forceful Interrogation damage bonus, +5 for the Debate Critical hit) and fails miserably with a total of 11. He loses 3 Debate Points — one for the normal damage, one for failing the save by more than 10, and one for the Debate Critical hit.

ENDING THE DEBATE

There are several ways a debate can end. The GM should choose one that matches the setting of the game. Keep in mind that none of these methods depend on a specific amount of time. Because this system is abstract, five debate rounds might take five minutes or five hours. Possible conditions include:

- Only one side still has Debate Points. This simulates talking until the group comes to a consensus. It's also possible to end the debate when more than one side remains in play. The debate could end when a certain number of sides or individuals have been eliminated.
- After a set number of rounds. This can simulate a legal case or a formal debate that is meant to end at a specific time. A variant is to end after $X + 1d6$ rounds, where X is a set number of rounds. 5 to 10 rounds is usually a pretty good set length for a debate.
- When all parties agree to end the debate. It's possible to resolve the debate when this happens, but it's more common for the parties to adjourn the debate and resume it later. Each character retains his current number of Debate Points until the debate is resumed. (Of course, if you get rid of an opposing character in the interim, you also get rid of that character's Debate Points.)
- A debate can also end unexpectedly, usually because one side has stormed out or begun hitting another side with walking sticks. In this situation, the GM must decide if the debate is resolved normally or whether it is resolved at all.

RESOLVING THE DEBATE

If only one side of the debate remains in the debate — whether that side is one or several characters — that side has won.

If more than one side is still in the debate, then each side adds together its remaining Debate Points and the number of Debate Points of damage that it caused opponents to lose during the debate. The side with the highest total wins the debate.

AWARDING EXPERIENCE

If a player character wins a debate, the party gains experience based on the challenge rating of each NPC that the PC defeated. If all the characters involved in the debate were player characters, the experience is figured based on the average level of the party.

DEBATE MANEUVERS

The following actions can be used during a debate. Each of the maneuvers below follows this format:

Maneuver Name: Name of the maneuver.

Description: A brief summary of the maneuver.

Prerequisite: A minimum ability score, feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this maneuver.

Skill Used: Which skills are used for an attack roll with this maneuver.

Damage Bonus: Add this bonus to the DC of a character's Will save to avoid loss of Debate Points. If this line specifies "No Damage," the target doesn't make a Will save; any special effect is certain to happen on a successful attack roll.

Length: Action or Half-Action

Special: Any special rules or unusual effects.

AD EXAMBUIM

Description: This is the Latin legal term meaning "For exchange" or some type of compensation for individuals.

Prerequisite: Barrister

Skill Used: Diplomacy

Damage Bonus: +20

Length: Action or Half-Action

Special: After succeeding at this attack, you may increase the damage bonus by staking Debate Points. Each debate point you risk adds +5 to the damage bonus. If your opponent succeeds at his Will save, you do not lose the Debate Points you staked on this maneuver.

AD HOMINEM

Description: This is a Latin legal term meaning "To the person". This is a personal attack that appeals to personal or culture prejudices rather than reason.

Prerequisite: Barrister

Skill Used: Intimidate

Damage Bonus: +15

Length: Half-Action

Special: If your attack is successful and your opponent fails the Will save, you gain an additional +5 damage bonus to your next attack. The attack must be successful or the bonus is lost.

ATTACK FACTS

Description: This statement is made to attack that factual evidence of the debated individual's position.

Prerequisite: None

Skill Used: Diplomacy or Intimidate

Damage Bonus: +10

Length: Action

Special: None

BIG LIE

Description: You wave your laundry list and scream about traitors in the heart of the government. You rave that your opponent is a child molester. Whatever the fib is, it's so outrageous that foolish people believe everything you say.

Prerequisite: None

Skill Used: Bluff

Damage Bonus: +20

Length: Action

Special: If you fail the attack roll, you must figure the damage and make a Will save against that DC. If you fail, you lose Debate Points as per the usual damage rule.

BUILD THE ARGUMENT

Description: You methodically establish each point of your argument and defend it with inexorable logic.

Prerequisite: None

Skill Used: None

Damage Bonus: No Damage

Length: Half-Action

Special: If your next attack uses the Diplomacy or Perform (oratory) skill, it gets a +2 bonus. You can stack bonuses from this maneuver, but the maximum bonus you may accumulate from successive uses of Build the Argument is +6.

CAVEAT EMPTOR

Description: This is the Latin legal term meaning "Let the buyer beware". The character involved with this kind of debate must take responsibility for the product they acquire.

Prerequisite: Barrister

Skill Used: Diplomacy

Damage Bonus: +10

Length: Half-Action

Special: None

CORPUS DELICTI

Description: The Latin legal term which means “Body of the Crime”. This is the listing of the facts of the transgression involved.

Prerequisite: Barrister

Skill Used: Diplomacy or Intimidate

Damage Bonus: +15

Length: Half-Action

Special: None

COUNTER LIE

This statement can be used to attack a lie directly with another lie. This is best used when you can directly attack a position or person with ideas or concepts that are basically rumors or conjectures.

Prerequisite: None

Skill Used: Bluff or Intimidate

Damage Bonus: +15

Length: Half-Action

Special: If you fail the attack roll, make a Bluff check. The DC is equal to your opponent’s Debate defense. If you fail this check, you lose two debate points.

DAZZLING RHETORIC

Description: Your words soar. You paint castles in the sky for your audience, and they’re ready to pack their bags and move in.

Prerequisite: None

Skill Used: Perform (oratory)

Damage Bonus: +10

Length: Action

Special: You may damage two opponents with this attack. If you choose to do so, calculate separate modifiers for each opponent, adding your skill bonus and any other relevant bonuses (including that opponent’s last maneuver). Then make a single attack roll and add it to each of the two modifiers to generate two separate results.

DISTRACTING PATTERN

Description: You make a series of quick and nonsensical points, confusing your opponent while you set up your real attack.

Prerequisite: None

Skill Used: Bluff

Damage Bonus: +5

Length: Action

Special: Whether or not you succeed in this attack, your first subsequent attack that is not Distracting Pattern gains a +2 bonus. You may store up to a +6 bonus with successive uses of Distracting Pattern.

ESTOPPEL

Description: The Latin legal term meaning that there must be consistency in legal argumentation; basically put “You can’t have it both ways” or “You can’t have your cake and eat it, too”.

Prerequisite: Barrister, Diplomacy 10 ranks

Skill Used: Diplomacy

Damage Bonus: +25

Length: Action

Special: If your attack succeeds and your opponent fails his Will save by more than 5, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of your opponents, your opponent lose 1d4+1 Debate Points. If your attack succeeds and your opponent fails his Will save by more than 10, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of your opponents, you may declare the debate over. Each side totals its remaining Debate Points and the debate damage it caused, and a winner is determined.

EXPOSE FLAW

Description: You uncover a flaw in your opponent’s logic.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +5

Length: Half Action

Special: None

FALSE AUTHORITY

Description: You know what you’re talking about and have evidence to back up your claims. And you know, with just a little bit of stretching, it does!

Prerequisite: None

Skill Used: Bluff

Damage Bonus: No Damage

Length: Action

Special: Make a Bluff check and add the usual attack roll modifiers. The result becomes your Debate Defense for the next 1d6 rounds; the effect begins immediately.

FORCEFUL INTERROGATION

Description: You batter your opponent with questions, seeking to disorient her and expose important information.

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Prerequisite: None

Skill Used: Intimidate

Damage Bonus: +10

Length: Action

Special: If your attack is successful and your opponent fails the Will save, you gain an additional +5 damage bonus to your next attack. If your opponent succeeds at the save, you gain a +5 damage bonus to her next attack. No matter who gains the damage bonus, the attack must be successful or the bonus is lost.

GENTLE PERSUASION

Using quiet, reasoned arguments, you cajole your opponents and the audience to your side of the debate.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +5

Length: Action

Special: If you succeed at your attack roll and your opponent fails his Will save you gain a debate point in addition to the usual consequences.

HINT AT CONSEQUENCES

Description: You almost suggest that unpleasantness might result from the foolish course of action that your opponent is suggesting. Not that you'd have anything to do with it, of course.

Prerequisite: None

Skill Used: Intimidate

Damage Bonus: +5

Length: Half-Action

Special: None

HUMOROUS JAB

Description: You bedevil your opponent with a quick joke or a witty remark.

Prerequisite: None

Skill Used: Perform (oratory)

Damage Bonus: +5

Length: Half-Action

Special: None

INVOKE FAITH

Description: You connect your argument to whatever gods or ideals are worshiped in your society.

Skill Used: Perform (oratory)

Damage Bonus: +10

Length: Action

Special: If you have levels in one or more classes with divine spell casting abilities, you may add those class levels to the damage bonus.

LEX NON SCRIPTA

Description: This is the Latin legal term meaning "Unwritten law". An unwritten law develops out of common practice, custom, and usage. It is sometimes called common law.

Prerequisite: Barrister

Skill Used: Diplomacy

Damage Bonus: +10

Length: Half-Action

Special: If you succeed at your attack roll and your opponent fails his Will save you gain 1d4 debate points in addition to the usual consequences.

LOGICAL CONCLUSION

Description: You move to what would be the most logical outcome.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +5

Length: Action

Special: If your next attack uses the Diplomacy skill, it gets a +2 bonus. You can stack bonuses from this maneuver, but the maximum bonus you may accumulate from successive uses of Logical Conclusion is +8.

OFFER COMPROMISE

Description: You find a point of agreement between your position and that of an opponent, and then offer to build a greater agreement from that promising beginning.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +10

Length: Action

Special: After succeeding at this attack, you may increase the damage bonus by staking Debate Points. Each debate point you risk adds +5 to the damage bonus. If your opponent succeeds at his Will save, you lose the Debate Points you staked on this maneuver.

ONUS PROBANDI

Description: This is the Latin legal term meaning the "burden of proof". The burden of proving the facts of this issue rests with the side that makes the affirmation in.

Prerequisite: Barrister

Skill Used: None

Damage Bonus: +10**Length:** Half-Action**Special:** None**POINT OF ORDER****Description:** You question an opponent's protocol or methodology. This confuses the opponent and delays him as he explains how he is observing the correct procedures.**Prerequisite:** None**Skill Used:** Perform (oratory)**Damage Bonus:** No Damage**Length:** Half-Action**Special:** If you succeed at your attack roll, your opponent loses his next action.**PRESENT EVIDENCE****Description:** You counter your opponent's arguments with hard facts.**Prerequisite:** None**Skill Used:** Diplomacy**Damage Bonus:** +10**Length:** Action**Special:** None**PROFOUND CONCLUSION****Description:** You make a firm point that's impossible to argue with.**Prerequisite:** None**Skill Used:** Diplomacy**Damage Bonus:** +15**Length:** Action**Special:** If your attack succeeds and your opponent fails his Will save by more than 10, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of your opponents, you may declare the debate over. Each side totals its remaining Debate Points and the debate damage it caused, and a winner is determined.**QUESTIONABLE CONCLUSIONS****Description:** Having stretched your facts, you weave spurious interpretations into a silken argument.**Prerequisite:** None**Skill Used:** Bluff**Damage Bonus:** +10**Length:** Half-Action**Special:** None**REALITY CHECK****Description:** Your facts interfere with your opponent's lies.**Prerequisite:** None**Skill Used:** Perform (oratory)**Damage Bonus:** +15**Length:** Half-Action**Special:** None**REGROUP****Description:** You pause to think and prepare your next set of arguments in your mind.**Prerequisite:** None**Skill Used:** None**Damage Bonus:** No Damage**Length:** Half-Action**Special:** Add +5 to your Initiative check for the next round of the debate.**SHORE UP DEFENSES****Description:** You anticipate objections, defending against your opponents' arguments by strengthening your own.**Prerequisite:** None**Skill Used:** None**Damage Bonus:** No Damage**Length:** Half-Action**Special:** Your Debate Defense score is increased by your Intelligence modifier for 1d4 rounds; the effect begins immediately.**SLY INSINUATIONS****Description:** You undermine an opponent with comments that skate on the edge of insulting.**Prerequisite:** None**Skill Used:** Bluff**Damage Bonus:** +5**Length:** Half-Action**Special:** None**SMEAR OPPONENT****Description:** You attack your opponent directly, suggesting that his morals, motives, knowledge, or authority are tainted or inadequate.**Prerequisite:** None**Skill Used:** Intimidate**Damage Bonus:** +10**Length:** Action**Special:** If you fail the attack roll, make a Perform (oratory) check. The DC is equal to your opponent's

Debate Defense. If you fail this check, you lose one debate point.

SUPPORT ALLY

Description: You make a series of minor points that buttress the arguments of another character.

Prerequisite: None

Skill Used: None

Damage Bonus: No Damage

Length: Half-Action

Special: The character you are supporting receives a +2 bonus on his next skill check. No character may receive more than a +6 bonus from Support Ally for any one attack roll.

TELL TRUTH

Description: Honesty is the best policy and sometimes you just have to tell the truth.

Prerequisite: None

Skill Used: None

Damage Bonus: +5

Length: Action

Special: You gain back 1d6-2 (minimum of 1) Debate points

TANTRUM

Description: You use your talent for yelling, throwing things, and hitting the table with your shoe to prove that you are dangerous and should be taken seriously.

Prerequisite: None

Skill Used: Intimidate

Damage Bonus: +10

Length: Action

Special: In addition to the attack roll, make a Perform (oratory) check. The DC is equal to your opponent's Debate Defense. If you fail this check, you lose one debate point.

THREAT

Description: You make an explicit threat to your opponent. If he doesn't do what you want, on his head be it.

Prerequisite: None

Skill Used: Bluff or Intimidate

Damage Bonus: +15

Length: Action

Special: If your attack fails or your opponent succeeds at his Will save to avoid damage, you lose one debate point.

NEW USES FOR SKILLS

APPRAISE (INT)

Most characters use Appraise to judge the value of physical objects. However, Appraise can also evaluate abstract valuables like trade offers, treaties, and political deals.

Check: To evaluate an abstract valuable, make an Appraise check (DC 20). If you succeed, the GM must point out all significant benefits of the deal or offer, and the costs or consequences that would result from your character agreeing to it. If there is a hidden clause or consequence that your character might regret later, the GM must inform you of it. The GM must tell you whether this is a "good deal" for your character. (This judgment is subjective, but the GM must present your character's informed opinion. What you do with that opinion is up to you.)

You may also use Appraise to determine the value of an abstract valuable to another character. This requires a successful check against a DC of 30. The GM secretly rolls this check for you. If you succeed, you receive the information above as it would apply to the other character.

If you fail, the GM may give you inaccurate information.

Special: Evaluating a deal takes more skill than judging the worth of a necklace. You must have at least 6 ranks in Appraise to assess the worth of an abstract valuable.

Sometimes one or more parties involved in a deal may wish to misrepresent it. Any party who wishes to obscure the deal may make a Bluff check. To correctly evaluate the deal, your Appraise check must exceed all the Bluff checks as well as the normal DC.

If you have 5 or more ranks in Knowledge (history) or Knowledge (local), you get a +2 synergy bonus on Appraise checks to evaluate an abstract valuable.

DIPLOMACY (CHA)

Not all information is gained in a smoky bar. Sometimes you have to dig through ancient tomes or government files to learn what you need to know.

Check: If you are doing research that involves documents or physical evidence instead of interaction with others, you may still make a Diplomacy check.

You apply your Intelligence modifier instead of your Charisma modifier, however. The time spent, cost, and DC is up to the GM, but is usually identical to a Charisma-based check. Only the method changes.

Special: Information Network competence bonus apply just as well to an Intelligence-based Diplomacy check as they do to a Charisma-based check. Other Diplomacy bonuses and penalties may also apply. In general, the bonus applies if it depends on training and skill rather than a winning personality.

PERFORM (CHA)

Perform (oratory) is a unique type of performance in the legal arena. Lawyers and politicians often use it to make speeches, convince others with verbal arguments, or impress audiences with their talent and skill. It doesn't change attitudes, as that takes a Charisma check, but it does convince an audience to agree with your position.

Check: Most Perform (oratory) checks are opposed, with the higher result winning the agreement of the audience. However, here are some benchmarks of what Perform (oratory) can accomplish.

DC	Task
10	Convince an audience with a Helpful attitude to agree with your position.
15	Convince an audience with a Friendly attitude to agree with your position. Speak as skillfully as a village head man does.
20	Convince an audience with an Indifferent attitude to agree with your position. Speak as skillfully as a city council member does.
25	Speak as well as a city mayor or a general does.
30	Convince an audience with an Unfriendly attitude to agree with your position. Speak as skillfully as most national politicians do.
35	Speak with the skill and authority of most presidents or prime ministers.
40	Convince an audience with a Hostile attitude to agree with your position (assuming they let you speak at all).

NEW FEATS

ANGEL OF MERCY

You display kindness and caring, and can inspire it in others.

Prerequisite: Wisdom 15+ or Charisma 13+

Benefit: You receive a +2 influence bonus to Bluff, Diplomacy, and Perform checks when trying to convince another character to help a person in need.

ARBITRATE DISPUTE

You have a great authority when acting as a disinterested intermediary between two or more parties.

Prerequisite: Offer Compromise

Benefit: After listening to all sides plead their cases, you may present a resolution to their dispute. You may set any terms you like, so long as you does not directly benefit from any term of the resolution. (You may be compensated for your services, but this should be negotiated separately — and probably in advance — with the parties involved.)

You then make a Diplomacy check. Any party that wishes to reject the diplomat's resolution must succeed at a Will save; the DC is the result of the individual's Diplomacy check. If any party succeeds at the Will save, none of the parties are bound by your resolution, though you may propose another solution if the parties are still interested in listening to her.

Otherwise, all of the parties must honor the terms of the resolution to the best of their abilities.

BAND OF BROTHERS

An individual also learns to play on his audience's need for belonging to bind it into a cohesive unit.

Prerequisite: Enthralling Speech

Benefit: The individual may speak for two rounds to draw his audience together in a feeling of brotherhood and instruct it on effective cooperation. He then makes a Bluff or Diplomacy check (DC 20).

If the check is successful, the members of the audience automatically succeed at skill checks to help each other in cooperative efforts and at attack rolls for "aid another" combat actions. Any individual who benefits from the "aid another" combat action receives a +4 circumstance bonus instead of the usual +2 circumstance bonus. The effect persists for one hour per class level of the individual.

BARRISTER

You have trained and completed study in an institution specializing in legal education.

Prerequisites: A total of 20 skill ranks in Bluff, Diplomacy, Intimidation, and Perform (oratory).

Benefits: You receive a +2 bonus to Bluff, Diplomacy, Intimidation, and Perform (oratory) when in some type of legal proceeding.

COMMANDING VOICE

You have a strong voice that sounds authoritative when you address a crowd.

Prerequisite: Cha 15+

Benefit: You receive a +2 reaction bonus to Bluff, Diplomacy, Intimidate, and Perform checks when speaking to five or more people. If you have the Leadership feat, you gain a +2 modifier to your Leadership score for recruiting cohorts and followers.

DANGEROUS INSINUATIONS

You know how to appeal to an audience's worst nature. Your words provoke fear and anger, turn friend against friend, and even inspire witch hunts.

Prerequisite: Cha 13+

Benefit: You receive a +2 influence bonus to Bluff, Diplomacy, and Perform checks when inciting distrust and paranoia.

DETERMINE OBJECTIVE

Most people will settle for less than they want and you can learn how to determine what that minimum is.

Benefit: During a negotiation, you may observe a party that is negotiating with and determine the least favorable deal that he will accept. You must hear at least one set of demands from the party before attempting to use this ability.

You make a Sense Motive check, opposed by the party's Bluff check. If you succeed, you learn the least favorable deal that the party will accept. If you offer these terms, that party must accept them.

ELEGANT

You have a gimlet eye for fashion. Even rags look stylish on you, and jaws drop when you make your entrance on formal occasions.

Benefit: You receive a +2 reaction bonus to any Diplomacy or Perform check while attending a formal event. To receive this bonus, you must spend at least an hour preparing for the event in advance and must have adequate materials with which to dress and adorn yourself. (You don't need much to be elegant — a curtain can make a fine sarong — but you do need something to work with.)

ENTHRALLING SPEECH

The individual learns how to hold an audience spellbound.

Prerequisite: Commanding Voice

Benefit: An individual with this feat must speak to the audience for 2 rounds, then make a Bluff or Diplomacy check (DC 20). If he succeeds, the audience becomes fascinated; it remains quiet and listens attentively for as long as you continue speaking. The targets' Perception check suffer a -4 penalty.

You gain a +2 circumstance bonus to any skill checks to influence members of the audience for the duration of his speech. You may speak for one hour per class level before becoming exhausted; the Endurance feat doubles this.

Any target can negate the effect with a Will saving throw equal to or greater than your Bluff or Diplomacy check result. Any potential threat (such as an ally of your moving behind a fascinated target) allows the fascinated target a saving throw against a new Bluff or Diplomacy check result. The new Bluff or Diplomacy check receives the +2 circumstance bonus described above. Any obvious threat, such as drawing a weapon, or aiming, automatically breaks the effect. If a target's saving throw succeeds, the individual cannot attempt to fascinate that creature again for 24 hours.

ESCAPE PLAN

You always keep an eye on the exits and one last trick up your sleeve. Your enemies may not know that you can't be kept behind bars, but they're about to find out.

Prerequisites: A total of 30 skill ranks in Acrobatics, Climb, Escape Artist, and Stealth.

Benefit: When being chased or followed for the purpose of escaping capture, once per play session, you receive a +10 competence bonus to one Acrobatics, Bluff, Climb, Escape Artist or Stealth check.

FORCE CONCESSION

Your force of personality helps her to extract concessions during a negotiation.

Prerequisite: Offer Compromise

Benefit: Once per hour day, you may make a Diplomacy check to specify a change in any one statement of a party's demands. The party opposes this change with a Will save. If the individual succeeds, the party must continue its negotiations as if it had been making the altered demand all along.

INFORMATION NETWORK

You have a network of contacts and informants that keeps you up to date. When you need information, they can

DEBATABLE ACTIONS: THE NON-COMBAT RESOLUTION SOURCEBOOK

provide it to you. An information network can be expensive, but not knowing the latest can be far more costly.

Prerequisites: Intelligence 13+, Charisma 13+

Benefit: Choose a city to be the center of your network. You receive a +2 competence bonus to Diplomacy checks within your network's reach. You may use your Diplomacy skill without spending your own time and effort; a lackey does the legwork for you.

This feat may be taken multiple times to expand your network's reach and speed up its response time. Successive levels do not increase the Diplomacy bonus. The response time of a network may vary by up to 25% (either shorter or longer) as determined by the GM. Gathering information is an art, not an exact science. This table shows how far the network reaches, based on the number of times the feat has been taken. How quickly information can be gathered is measured in hours (h), days (d), or weeks (w).

Feat	City	Province	Nation	Continent	World
1st	12 h	--	--	--	--
2nd	6 h	1 w	--	--	--
3rd	3 h	3 d	1 w	--	--
4th	1 h	1 d	3 d	2 w	--
5th	*	12 h	1 d	1 w	2 w

** Immediately; you've known this since last week, and just remember it right now.*

Special: An information network costs money to maintain. The more powerful you are, the larger and more expensive a network must be to be useful to you. For every level of this feat that you have, your information network you must make a weekly payment equal to XX gp multiplied by your levels of this feat. If you fail to pay this expense, you lose the use of this feat until you catch up on the missed payments. If you are part of an organization, that organization will usually pay this cost for you. Whether it does or not is up to the GM.

LOOKING FOR TROUBLE

You have practice looking for threats in crowd situations.

Benefit: When you look for a possible threat in a group of five or more people, you receives a +2 competence bonus to all Perception and Sense Motive checks.

MATCHING SPEECH

You learn how to vary speech rhythms and vocabulary to mirror whomever you are talking to.

Benefit: You inspire confidence and trust by talking in the same way as the person you are trying to influence. This gives you a +2 reaction bonus on Bluff, Diplomacy, Disguise, and Perform (oratory) checks.

OFFER COMPROMISE

You know that to get a lot you usually need to give a little.

Benefit: You receive a +2 competence bonus to Diplomacy checks when you offer a compromise to a party involved in a negotiation. You must give up a significant concession to receive the bonus; whether a concession is significant is up to the discretion of the GM. A good rule of thumb is that if both parties are a little unhappy with the deal, it's probably a good compromise.

PUBLIC APPEAL

You may compel an audience to perform a simple, non-violent task for you

Prerequisite: Quid Pro Quo

Benefit: You must speak to an audience for at least 10 minutes. You may then attempt a Bluff or Diplomacy check (DC 25). If you succeed, you may compel the audience to perform a simple set of instructions. The instructions may be no more than 50 words long, and they may describe no more than three actions. For example, you could give the instructions: "Go home. Write a letter to the president. Tell him in the letter that foreigners are not to be trusted."

You may not compel the audience to perform suicidal or obviously dangerous tasks, though he may ask them to perform actions that may not be in their best interests. (For example, "Give me every dollar you have.") If the speaker asks the audience to perform such an action, each member may make a Will save (DC 10 + your class level + your Charisma modifier). For large audiences, the GM may wish to make a Will save for every 10 or even every 100 audience members.

Any NPC or PC with the feat, Public Appeal, may always make a Will save to avoid being compelled by another politician's Public Appeal and receive a +2 competence bonus to the Will save. An individual may use Public Appeal once per day and may compel up to 50 audience members per each of your class levels.

PUBLIC SUPPORT

You can rally the people to your cause.

Prerequisite: Public Appeal

Benefit: You must speak to an audience for at least 30 minutes and then make a Bluff or Diplomacy check. The

DC is 15 + 1 for each 100 members of the audience. For example, an audience of 563 people would present a DC of 20.

If you succeed, you gain a +1 competence bonus for each 100 members of the audience. (In the example above, the politician would receive a +5 competence bonus if you succeeded.) You may use this bonus for any one Bluff, Diplomacy, Intimidate, or Perform (oratory) check on any matter on which the opinion of that audience has a bearing. You must use this bonus with 24 hours of receiving it.

The individual may use the bonus gained from addressing one audience to make a difficult Bluff or Diplomacy check and gain the support of an even larger audience.

If time and logistics allow, you could speak to a series of audiences and gain a tidal wave of Public Support. This is a risky proposition, however. If you fail a Bluff or Diplomacy roll to gain Public Support, he may not attempt the roll again for a month of game time.

QUID PRO QUO

You have ability to make unusually binding deals with another party.

Prerequisite: Sense of the Room

Benefit: You and the other party must agree to a deal that imposes obligations on both parties. Both parties then make a Diplomacy check. Both parties must now keep the deal to the best of their ability.

If you wish to break the deal, you automatically succeed at the Will save you are no longer bound to the deal. If the other party wishes to break the deal, that they must succeed at a Will save versus the higher result of the original two Diplomacy checks. If they fail, the other party remains bound by the deal. If two characters with the Quid pro Quo feat make a deal with each other, then both parties must make a Diplomacy check as described above. The party with the higher result is not bound by the deal; the party with the lower result is.

RESOLVE DISPUTE

Your negotiation skill becomes almost unbeatable.

Prerequisite: Force Concession

Benefit: You may propose a resolution to any negotiation, setting any terms you like. You then make a Diplomacy check, gaining a +1 circumstance bonus for every hour you spend convincing the parties involved to agree to your terms.

Any party who wishes to reject your resolution must succeed at a Will save; the DC is the result of your Diplomacy check + 10. If any party succeeds at the Will save, none of the parties are bound by your resolution, though you may propose another solution if the parties are still interested in listening. Otherwise, all of the parties must honor the terms of the resolution to the best of their abilities. Any other diplomat representing a party may substitute a Diplomacy check for her party's Will save.

SENSE OF THE ROOM

You can detect the needs and wants of everyone in a room.

Benefit: You may make a Sense Motive check (DC 18) to learn the needs and goals of a group of people. Each attempt requires ten minutes of conversation with the members of the group. If the check is successful, you understand what each person in the group hopes to accomplish and why.

You are aware of any differences in agenda between the members of the group, and which members of the group (if any) are withholding relevant information. This ability is useful for zeroing in on hidden agendas or possible disagreements within the group that may be exploited.

SHIFT POSITION

You can lead your audience to subtle shifts in their opinions. Given enough time and skill, you can convince them that day is night.

Prerequisite: Enthralling Speech

Benefit: Each attempt takes at least one hour of oration. For every two hours the individual spends speaking to his audience, he gains a +1 circumstance bonus, up to a +12 bonus. (It takes extraordinary measures to make an audience listen to you for 24 hours, of course.)

The individual must start from a position that his audience agrees with. This is easy to do if he is speaking to an audience made up of followers who already agree with the individual's public positions. If he is unsure what the audience agrees with, he may suggest a number of ideological positions in his oratory and measure the audience's response. A Sense Motive check (DC 10) will determine the most effective position from which to start.

The individual then uses his favorite rhetorical tricks to convince the audience of his new position. He speaks until he is ready to make the attempt to shift their position, then makes a Bluff or Diplomacy check. The DC is determined by the magnitude of the shift that the individual is trying to accomplish; see the table below.

If the individual succeeds, any person may avoid being convinced with a Will saving throw equal to or greater than the individual's Bluff or Diplomacy check result. Success gives no immunity to future influence attempts by the individual. Most members of an audience will not make Will saves — in most situations, they probably wouldn't be listening in the first place if they weren't interested in the individual's opinions.

SHIFTING POSITION DIFFICULTIES

Degree Shift	DC	From: "The king is just!" To:
Slight	15	"The king is just, but he needs to be warned about the peril."
Minor	20	"The king is a little soft on those foreign people."
Significant	25	"The king has been favoring those insidious foreign people."
Major	30	"The king has been suborned by those foreign people."
Ridiculous	40	The king is a foreigner in disguise, secretly working against our way of life!"

VORACIOUS READER

All Knowledge checks are considered trained checks.

Prerequisites: A total of 10 ranks of Knowledge in any combination of specialties

Benefits: Even if you have no ranks in a field of knowledge, you are not limited to only common knowledge in that particular field. All Knowledge checks are considered trained checks, regardless of your lack of ranks in that study.

MAGIC AND WONDEROUS ITEMS

NEW SPELLS

ABSORB INFORMATION

School Transmutation; Level Bard 3, Sor/Wiz 3, Inquisitor 3

Casting Time 1 minute

Components DF, V, M, (A sprig of dried rosemary, which you must crumble in your hand as you cast the spell.)

Range Touch

Target Object touched

Duration Instantaneous

Saving Throw See text

Spell Resistance No

You place your hand on a single book, scroll, or similar document instantly transferring written information to your mind, allowing you to recall it perfectly at will.

Nonmagical writings are transferred automatically. To absorb the writing of a magical item, you must make a caster level check (1d20 + caster level) versus a DC of 11 + the item's caster level. If you absorb a document with more than one spell written in it, you must make a caster level check for each spell absorbed. Absorb information may absorb any spell that can be affected by an erase spell. If you fail the caster level check to absorb defensive spells activated by reading or manipulating the item such as explosive runes, glyph of warding, or a sepia snake sigil, you accidentally activate the runes, glyph, or sigil instead.

Absorbing a spell does not mean that you learn or can cast that spell. You can write the spell in a spellbook or (if you have the Scribe Scroll feat) on a scroll, but if the spell was written by someone else you must first decipher it as per the standard Pathfinder RPG rules for deciphering magical writing. You may not create magical items using an absorbed spell unless you are capable of casting that spell. You can write down the text of a magical book like the tome of clear thought, but it has no magical power unless you enchant it. (You gain no magical benefit from mentally studying the absorbed text of a magical book — the power is in the physical book itself.)

You may absorb up to 10 pages of information for each caster level you have. There is no limit to the amount of absorbed information that you can keep in your head.

CONCEALED INSTRUCTION

School Enchantment (Compulsion) [Mind-Affecting];
Level Sor/Wiz 6

Casting Time 3 days

As programmed instruction, but with the following differences. The subject is completely unaware of her programming, and is conditioned not to believe any attempts to convince her that her behavior is abnormal. Any spellcaster attempting to detect, analyze, or dispel the enchantment must succeed at a caster level check (DC 15 + your caster level) or fail to detect the spell.

Concealed instruction is a grueling spell to cast, requiring three days of nearly continuous effort to shatter and rebuild the subject's personality. Your concentration must not be interrupted during the casting, and you must make a Fortitude save (DC 15) each day or the spell fails.

CONFESSION'S HAND

School Enchantment (Compulsion) [Mind Affecting];
Level Clr 3, Inq 3, Sor/Wiz 4
Casting Time 1 Round
Components V,S,F/DF (A pen with a silver nib worth at least 50 gp.)
Range Touch
Target Creature touched
Duration 1 minute/level (D)
Saving Throw Will negates
Spell Resistance Yes

Secret policemen love this spell, which forces the truth — in writing! — from all but the most strong-willed of traitors. The subject must hold a pen (described as a focus) when the spell is cast, and must have a surface to write on while the spell is in effect.

If the subject fails the Will save to resist the spell, he is compelled to hold the pen until the spell ends. If you ask the subject a question, he must write a truthful answer to the question. The spell does not prevent unintentional inaccuracies, and the subject may commit lies of omission. A medieval pen must be dipped in ink every few words, which slows down the writing process. A short answer to a question usually takes about 30 seconds to write. A long answer may take two minutes or more. During this time the target can take no other actions. If for some reason the subject is attacked or runs out of ink or paper the spell effect ends.

CONVIVIALITY

School Illusion (Glamer) **Level** Bard 1, Sor/Wiz 1 Bit much for a cantrip. Compare to guidance.
Casting Time 1 action
Components V
Range 10ft.
Area All creatures within 10ft.
Duration 1 minute/level (D)
Saving Throw Will negates (harmless)
Spell Resistance Yes (harmless)

This spell makes any party or other social gathering sparkle. Colors become brighter, music sweeter, flavors more intense. All creatures within the area of effect receive a +2 circumstance bonus on Diplomacy or Perform checks. The spell can only be cast during a social occasion such as a party, dinner party, celebration, festival, or any other such gathering, as it merely enhances people's relaxation and pleasure.

CRYPTIC MARK

School Illusion (Phantasm) **Level** Bard 1, Inq 1, Sor/Wiz 1
Casting Time 1 action
Components V, S
Range Touch
Effect 1 message of ten words or less
Duration Permanent
Saving Throw None
Spell Resistance No

Sometimes you need to leave a discreet message for the right people. This spell allows you to inscribe a message of 10 words or less on any surface without doing harm to that surface. The writing is invisible, but becomes visible to you and any other persons whom you designate. Those persons need not be present when the mark is made.

A detect magic spell will indicate the mark's presence but not render it visible. Read magic, see invisibility, true seeing, a gem of seeing, or a robe of eyes may reveal the mark, but only if the caster level of the spell or item is higher than the caster level of the cryptic mark spell. The mark cannot be dispelled, but can be removed by the caster or an erase spell. If the spell is cast on a living being, normal wear causes the mark to fade in about a month.

DISTORT

School Illusion (Glamer) **Level** Bard 4, Sor/Wiz 4
Casting Time 1 action
Components V, S
Range Close (25ft + 5ft/2 levels)
Target One Humanoid
Duration 1 hour/level (D)
Saving Throw Will negates
Spell Resistance Yes

This curse twists the features of the target humanoid in subtle and frightening ways. The lines of the face sharpen, and a feral glint appears in the eyes. The lips curl, and the posture stoops. Everything the target says sounds slurred and rude. The target suffers a -10 penalty to all Charisma-based skill checks for the duration of the spell.

FORGET

School Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] **Level** Bard 4, Sor/Wiz 5
Casting Time 1 full round
Components V, S
Range Close (25ft + 5ft/2 levels)
Target One creature

Duration Permanent (D)

Saving Throw Will negates

Spell Resistance Yes

This spell has two uses. In its first use this curse may block the targets mind from accessing a specific memory. The subject of the memory can be broad, but it must be a single memory that can be described within 10 words.

“Forget what you saw me do to the king” or “Forget I was ever here” are both workable compulsions; “Forget everything” or “Forget our meeting yesterday, and the one last week, too” are not, though the latter goal could be accomplished with two castings of forget.

The memory remains in the target creature’s mind and can be accessed with telepathy or other mind-affecting actions. The target simply cannot consciously remember it. The spell also erases a few seconds of the target’s short-term memory, ensuring that the target forgets being told to forget something.

This spell can also make the character forget a single class ability, feat, skill, or a number of spells equal to the caster level of the spellcaster using this spell.

The target forgets that she has these abilities and cannot use them unless convinced to try. If the target does so she must make a Will save with a DC equal to the spells original saving throw. If she fails she cannot use the ability for 24 hours in which she must be convinced to try again with each failed roll adding a consecutive -2 circumstance penalty to the save for each failed roll. On a third failed consecutive saving throw she forgets the ability permanently until she is the subject of a remove curse spell. If she succeeds she can use the ability normally for 24 hours. If she succeeds she may make another save with a +2 circumstance bonus to dispel the curse entirely.

GARBLE

School Glamer **Level** Bard 3, Sor/Wiz 3

Casting Time 1 action

Components V, M (A slice of lemon, which the caster must bite and suck the juices from)

Range Close (25ft + 5ft/2 levels)

Target One creature

Duration 1 hour/level (D)

Saving Throw Will negates

Spell Resistance Yes

This curse disguises the target’s speech, which is useful for ending arguments and squelching well-spoken agitators.

Whatever she says sounds completely normal to her, but is incomprehensible gibberish to everyone else. Most skills involving a common language are useless, though the target may be able to communicate with non-verbal methods such as touch, writing, sign language, or facial expressions.

The target’s ability to cast spells with verbal components is unaffected. However if the target casts a language dependent spell any target they cast it upon is treated as not speaking the same language.

GREATER IMAGE

School Illusion (Figment) **Level** Bard 6, Sor/Wiz 7

Casting Time 1 action

Components V, S, F (A Large Bonfire)

Range Long (400ft + 40ft/level)

Effect: Visual figment of any size that is perceived by every creature within 1 mile + 1 mile/level of its center point

Duration Concentration

Saving Throw Will disbelief (if interacted with)

Spell Resistance Yes

As silent image, except the figment includes visual, auditory, olfactory, tactile components. It can touch, but not move or harm, creatures or objects. This spell can be used to communicate with — or terrify — the population of an entire city.

INSTANT FACT

School Enchantment (Compulsion) [Mind-Affecting, Language-Dependent] **Level** Bard 3, Sor/Wiz 3

Casting Time 1 action

Components V, M (A ribbon of silk)

Range Close (25ft + 5ft/2 levels)

Target One creature

Duration 1 day/level (D)

Saving Throw Will negates

Spell Resistance Yes

This enchantment causes the target creature to believe one idea, no matter how ridiculous. The “fact” may not be about the target, it may not suggest a future action or event, and it must be expressed in a single sentence of 20 words or less. “These are not the golems you are looking for,” “These papers authorize us to be here,” or “Lord Harrod performs unspeakable acts with gnomes” will work; “The king must die” will not.

MASS EMOTION

School Enchantment (Compulsion) [Mind-Affecting] **Level** Bard 5, Sor/Wiz 6

Casting Time 1 full round

Components V, S, F (Bards must use a musical instrument as a focus. Wizards and sorcerers must use a small mirror.)

Range Medium (100ft + 10ft/ level)

Target All living creatures within 60-ft. radius

Duration concentration

Saving Throw Will negates

Spell Resistance Yes

As emotion, except that it affects more creatures. The same emotion applies to all these creatures. This spell is especially useful for inspiring crowds and stirring up angry mobs. {Where's the Emotion Spell? ~JP}

PROGRAMMED INSTRUCTION

School Enchantment (Compulsion) [Mind-Affecting] **Level** Sor/Wiz 6

Casting Time 1 day

Components V, S, M (A 500-gp dose of a milky white plant juice known as mindbane.)

Range Touch

Target 1 creature

Duration Permanent until discharged

Saving Throw Will negates

Spell Resistance Yes

This spell induces a deep hypnotic state in the subject, allowing you to reshape his behavior to your liking. This does not give you direct control over the subject's actions, but it allows you to program him to act in certain ways and respond to certain stimuli in a set pattern.

The subject will do anything you tell him to do, but you must specify the exact actions you want him to perform. (The best way to do this is to give the instructions in writing to the GM.) The instructions can be as simple or complex as you want them to be, from "Go to the north gate and attack the guard" to a 100-page document full of contingencies and follow-up instructions. You may also command the subject to completely forget the instructions or any actions he takes because of them, without affecting the execution of the instructions themselves.

Once the spell is cast, the subject feels and acts normal. The spell is inactive unless the instructions you have programmed force the subject to take action. It is suppressed by antimagic fields and can be detected by detect magic and similar mystical divination spells.

Analyze dweomer can be used to determine the exact programming of the subject.

Knowledge or possession of this spell is considered to be a capital crime in many societies, with good reason. A few well-programmed leaders can literally surrender a nation to its enemies.

SCRYJACK

School Transmutation **Level** Sor/Wiz 6

Casting Time 1 action

Components V

Range Personal

Area You

Duration 1 minute/level

Saving Throw See Text

Spell Resistance No

If you are aware of being the subject of any scrying spell, you may take control of that spell and show its caster what you wish him to see. You must succeed at a caster level check (1d10 + caster level) against a DC of 11 + the caster level of the spellcaster who cast the scrying spell. If you succeed by 5 or more, the spellcaster is unaware that you have cast scryjack and are now in control of the scrying spell. You may change the image being shown to any that you deem. Doing so is a free action. The sryer may make a will save with a DC equal to that of the scryjack spell in order to disbelieve the images if they suspect that what they are seeing is fake.

While the scryjack is in effect, you may cast mind-affecting spells on the caster of the original scrying spell. If you do so, or if you show the spellcaster images that are obviously unreal, he becomes aware (if he was not already) that you have cast scryjack.

SPELLSENSE

School Divination **Level** Sor/Wiz 5

Casting Time 1 action

Components V, S, M (A small brass bell.)

Range Personal

Area You

Duration 12 hours

As detect scrying, except you also become extremely sensitive to the flow of magic around you. You immediately notice any spell cast in your presence or upon your person, and can make a Spellcraft check (DC 15 + spell level) to identify it. This Spellcraft check is a free action.

This spell is ideal for guards, and for schemers who wish to make sure that the negotiations and planning sessions they attend proceed without magical interruption.

TABOO

School Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] **Level** Clr 5, Sor/Wiz 5

Casting Time 1 action

Components V

Range Close (25ft. + 5ft/2levels)

Target One living creature

Duration 1 day/level

Saving Throw Will negates, see text

Spell Resistance yes

A taboo enforces a simple prohibition on a creature, forcing it not to take a specific action. The instruction must be one sentence of 10 words or less, and it may only forbid an action. It must be physically possible for the target to obey this command — “Don’t live” won’t work, but “Don’t stand on this cliff” might force a creature into a life-threatening situation as it tries to climb down.

If the creature attempts to disobey a taboo, it suffers extreme pain. It must make a Fortitude save with a DC equal to the DC of this spell or be stunned for 1d6 rounds. If it succeeds the creature may act normally for 1d4 rounds before the taboo sets back in. Remove curse ends the taboo only if its caster level is at least two higher than your caster level. Break enchantment and dispel magic do not end the taboo, although limited wish, miracle, and wish do.

WEAKEN RESISTANCE

School Enchantment [Mind-Affecting] **Level** Clr 4, Inquisitor 4, Sor/Wiz 4

Casting Time 1 action

Components V

Range Close (25ft. + 5ft/2levels)

Target One living creature

Duration See text (D)

Saving Throw None

Spell Resistance yes

Some people are too stubborn to give in easily. This curse can help with interrogations, personality reprogramming, and other coercions. This word of power batters the target’s mind. The creature suffers a –4 penalty to all skill checks and saving throws.

The spell lasts until the creature succeeds at a Will save (the –4 penalty from the spell applies). Each attempt requires a move-equivalent action.

WHISPER GEAS

School Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] **Level** Brd 3, Sor/Wiz 4

Casting Time 1 action

Components V

Range Close (25ft. + 5ft/2levels)

Target Creature touched, and any creature the spell spreads to.

Duration 1 hour/level (D)

Saving Throw Will negates

Spell Resistance yes

Whisper geas is a contagious spell. It compels a creature to spread information, and any creature hearing the information feels a similar compulsion to pass it on. The targets are not aware they are under a spell, though the enchantment can be detected normally. This spell spreads rumors through cities like wildfire.

The verbal component is a sentence of up to 20 words. If the subject fails its Will save, it must speak this sentence to every creature it meets for the duration of the spell. It need only speak the sentence the first time it encounters each creature during the spell.

Any creature that hears the sentence must also make a Will save. If it fails, it must also pass on the sentence for the duration of the spell. If it succeeds, it is unaffected by the spell. The contagion continues to spread until the spell ends or is dismissed.

NEW WONDEROUS ITEMS**CLEVER TABLE**

Aura faint divination; **CL** 1st

Slot None; **Price** 2500gp to 5000gp ; **Weight** 50 to 200lbs.

DESCRIPTION

This enchanted table detects any poisoned food or drink (as per the detect poison spell) that is placed upon it, illuminating the contaminants with a blue light. By examining small variations in the light, the enchanter of the table may determine the exact poison that the table has detected. This requires a Wisdom check (DC 20) or Alchemy check (DC 20).

Some lords use this as a side table and test food during preparation. Other lords — those that are more careful than diplomatic — dine at a clever table and risk the potential

awkwardness of glowing food. The market price below is for a table that can seat up to 6 persons.

Larger tables used for banquets cost and weigh twice as much.

CONSTRUCTION

Requirements Craft Wondrous Item, detect poison, creator must have 5 ranks of Craft (woodworking); **Cost** 2500 gp

CLOCKWORK BIRD

Aura faint transmutation; **CL** 5th

Slot None; **Price** 15,000gp ; **Weight** --

DESCRIPTION

These tiny mechanical birds patrol wealthy estates in search of intruders. They can be trained to recognize the perimeter of an estate and up to 100 creatures authorized to be within the perimeter. They are then turned loose to wander the estate and look for intruders. A clockwork bird can fly for up to 18 hours, then must stop and recharge for 6 hours.

A clockwork bird can inspect an area of 400 square feet every minute. Any creature wishing to avoid detection must make a Hide check opposed to the Clockwork Bird's perception check (a +18 bonus). If the check is failed, the bird notes the presence of the creature and attempts to recognize it. If the creature the bird inspects appears to be authorized — a Disguise check can fool the bird again opposed by its perception check — the bird continues its wandering. If the creature does not match the bird's list of authorized creatures, it shrieks loudly and circles the intruder until other guardians arrive.

Clockwork birds are difficult to see if painted in natural colors; characters must make a Spot check (DC 20) to notice them. However, many estate owners prefer to show off their birds, and they are often decorated with gold and small jewels. Another way to detect the presence of clockwork birds is to listen for the sound of their gears; this requires a Listen check (DC 15).

Clockwork birds are small and fast, making them hard to hit. Each bird has AC 20 (+8 size, +2 Dex), 10 hit points, and Hardness 5. If caught and held, the bird can be crushed with a Strength check (DC 15).

CONSTRUCTION

Requirements Craft Wondrous Item, alarm, fly; **Cost** 7,500 gp

COURIER'S POUCH

Aura strong evocation; **CL** 13th

Slot None; **Price** 50,000gp; **Weight** 1lb. (Empty)

DESCRIPTION

Mages have a variety of spells that allow secret communications across great distances. However, sometimes the need arises to physically move a document or object while keeping it secure. The courier's pouch helps accomplish this. It appears to be a simple battered leather pouch, but any character who inspects it will notice a faint tracing of runes over the leather. The pouch has a volume of one cubic foot, and can hold up to twenty pounds.

If the pouch is opened without proper authorization, the runes inscribed on it create a fiery explosion that does 10d6 damage to anyone within ten feet. A Reflex save (DC 18) halves this damage. The explosion does not damage the contents of the pouch. The explosion does not expend the enchantment, and any further attempts to break into the pouch will trigger it again. Anything within the pouch is also completely protected from divination and scrying spells.

There are several ways to enchant a courier's pouch. It can be enchanted to open only to a command word, or only for a specific person. It can also be enchanted to destroy itself and its contents if it leaves the presence of a specific person. All these options must be chosen when the pouch is created, and cannot be changed afterwards. It is possible to determine the specifics of a pouch's enchantment by examining the subtle variations in the runes inscribed on it. Any character who wishes to do so may make a Spellcraft check (DC 30) or cast analyze dweomer on the pouch.

CONSTRUCTION

Requirements Craft Wondrous Item, explosive runes, sequester **Cost** 25,000gp

DUST OF DISTRACTION

Aura moderate enchantment; **CL** 7th

Slot None; **Price** 700gp ; **Weight** --

DESCRIPTION

When a clever thief needs to make a quick getaway, this glittering dust can help. When it touches a creature's skin, the creature must make a Will save (DC15). If the save is failed, all of its Concentration, Search, Spot, and Initiative checks are at -5 until the creature affected can clean the dust off its skin. (A simple wash with water will suffice.)

Handling the dust is a bit tricky — the user is just as susceptible as the intended target. One safe way of delivering it is to place the powder in a small bag and toss the bag at a target. The bag is treated as a grenade-like

weapon, and the dust “splashes” on every creature within five feet.

CONSTRUCTION

Requirements Craft Wondrous Item, confusion; **Cost** 350gp

ECHO GEM

Aura weak conjuration; **CL** 3rd
Slot None; **Price** 1000gp ; **Weight** --

DESCRIPTION

Words are a weapon, and an echo gem lets you turn an opponent’s words against him. An echo gem is a small, precious stone — sapphires work well, but any stone worth at least 500 gp will do — that has been enchanted to store sound. To use it, a character must hold the gem and concentrate on a voice or sound. That sound is then recorded perfectly. It can be played back by holding the gem and speaking a command word — usually “repeat.” An echo gem can record up to five minutes of sound, but it can record only one sound at a time. If you wish to record a conversation, you must constantly shift your concentration from one speaker to another. You must make a Use Magic Device check (DC 20) If you fail the check, parts of the recording will be inaudible. Exactly what information is lost is up to the GM.

An echo gem may only be recorded into once. It can be played back any number of times.

CONSTRUCTION

Requirements Craft Wondrous Item, magic mouth; **Cost** 500gp

FLY ON THE WALL

Aura weak transmutation; **CL** 5th
Slot None; **Price** 12,000gp ; **Weight** --

DESCRIPTION

This tiny metal fly looks real but is a sophisticated surveillance device. It can travel to a location, observe and record for up to 12 hours, then return to its owner. When the owner holds the fly and concentrates for one minute, she remembers the events the fly observed as if she had been there in the fly’s place.

The fly records all sights and sounds in all directions that are not blocked by walls or other obstructions. It cannot record what it does not see or hear. Its senses are equivalent to a normal human’s eyes and ears, and it has no special ability to penetrate darkness or magical silences. It makes Perception checks with a +12 bonus.

A fly on the wall has a range of up to 1000 feet per day. It flies, records, and returns according to the verbal instructions of its owner. Those instructions must be both simple and clear — if you want to be certain that you have given the instructions you intended to give, you must make an Intelligence check (DC 12). Only the fly’s owner can give instructions to the fly. The owner is usually defined when the fly is created, but it can be changed with a Spellcraft check (DC 25, and the fly’s creator gets a +10 circumstance bonus on the roll). If this check is failed, the fly is confused and cannot be exchanged to a new owner for 24 hours after which time it is treated as having no owner making subsequent checks more difficult.

It’s difficult to notice that this is not a normal fly, especially since there’s no shortage of flies in the medieval lifestyle. However, any character may make a Spot check (DC 25) to realize that the fly’s movements are slightly unnatural and that the body is metallic. Like most insects, the fly is hard to hit (AC 18), but any contact will crush it. A character can capture the fly undamaged by making a successful unarmed attack roll at a –4 penalty.

CONSTRUCTION

Requirements Create Wondrous Item, creator must have 5 ranks Craft (jewelry), absorb information, fly; **Cost** 6,000 gp

INVISIBLE BLADE

Aura weak illusion; **CL** 5th
Slot None; **Price** +1 Weapon Enhancement ; **Weight** --

DESCRIPTION

This weapon enchantment makes a blade invisible. Only edged weapons like swords and daggers can be enchanted this way, and most spellcasters only enchant the blade of the weapon. It is possible to enchant the hilt and guard as well, but doing so often causes nasty accidents. Even with the hilt visible, it takes some practice to put an invisible blade back in its scabbard — traveling companions might want to stand back a couple of paces and enjoy the show.

An invisible blade is especially difficult to parry or dodge. While wielding one, you receive a +2 circumstance bonus to your attack rolls. Unlike normal invisibility, however, the defender does not lose her Dexterity bonus to AC, since she can react to your movements and the position of your blade’s hilt.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, improved invisibility

LOYAL PEN

Aura weak transmutation; **CL** 1st
Slot None; **Price** 700gp ; **Weight** --

DESCRIPTION

A loyal pen protects its owner's identity. It writes only for its owner, who must always sign the document with his true name. Any character touching the owner's signature feels like she is standing a few feet away from the pen's owner, and that the owner has just confirmed writing the words.

If the owner chooses, he may project an emotion while writing with the pen. Whoever touches the writing senses how the owner felt — cheerful, angry, eager, lovesick, or any other emotion — while writing. The owner may fake the emotion he chooses to project, but this requires a Bluff check (DC 15). If the check is successful, the fake emotion is completely convincing.

A loyal pen isn't really much more secure than a carefully guarded signet ring. However, the expense and difficulty of creating one — each pen requires an intact feather from an adult griffon for its creation — gives the devices snob appeal. Kings and mages use them to show off their power, and wealthy merchants give loyal pens to their children as a reward for completing university studies or getting an important job.

A loyal pen's owner is set when the pen is created, and cannot be changed afterwards.

CONSTRUCTION

Requirements Craft Wondrous Item, a griffon feather, message **Cost** 350gp

POTION AND ROD OF ATTRACTION

Aura moderate divination; **CL** 7th
Slot None; **Price** 7,500gp and 750gp ; **Weight** 1lb.

DESCRIPTION

These two items make any person easy to track. If you drink a potion of attraction, you become attuned to a matching rod of attraction for 48 hours. Any character using that rod can determine your location and distance for as long as you and it are on the same plane of existence.

Due to the inevitable small variations in the enchantment process, no two rods of attraction are exactly the same. Each potion of attraction can only match one rod (the final step of the brewing is to briefly dip the rod into the potion), but any number of potions of attraction can match a single rod of attraction. If two characters are simultane-

ously attuned to rod of attraction, the rod supplies the location and distance of both characters on demand. However, it does nothing to identify which character is which.

A potion of attraction has the consistency of thin milk and a slightly bitter taste. It can be concealed in beverages or foods, but the heat of cooking ruins the potion.

To successfully disguise a potion of attraction, you must succeed at a Craft (Alchemy) or Profession (cook) or similar check, which is opposed by an Intelligence or Craft (Alchemy) check made by the character consuming the potion.

CONSTRUCTION

Requirements Brew Potion, Craft Rod, locate creature; **Cost** 3,250gp for a rod, 375gp for each potion

QUEEN'S SHILLING

Aura strong illusion; **CL** 12th
Slot None; **Price** 1,800gp (note that this item cannot be sold) ; **Weight** --

DESCRIPTION

A queen's shilling is a small gold coin with an unusual variant of the reigning monarch's image stamped upon it. The coin is enchanted to always remain with its bearer; it ceases to exist when the bearer or the monarch dies, but it can only be relinquished if the bearer personally hands it to the monarch.

Queen's shillings are invisible to anyone who does not bear one. Most monarchs only give them to trusted servants, and a bearer is expected to give aid and assistance to any other person who presents a shilling. A bearer seeking help often leaves a queen's shilling in his palm while paying for a purchase; more ostentatious (or desperate) bearers may sew the coin into a visible place on their clothing.

CONSTRUCTION

Requirements Craft Wondrous Item, message, permanent image; **Cost** 900gp

RING OF ALERTNESS

Aura weak enchantment; **CL** 1st
Slot Ring; **Price** 2,000gp ; **Weight** --

DESCRIPTION

This ring allows its wearer to remain alert for days on end. Any character wearing this ring does not need sleep, and remains fully aware and alert at all times. When the character removes the ring, however, she immediately falls asleep and cannot be woken until she has slept for a

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period of time equal to the time spent wearing the ring. Spellcaster's still require 8 hours of rest before they can memorize spells. The ring must be worn for a full week before its powers can take effect.

CONSTRUCTION

Requirements Craft Ring, sleep; **Cost** 1,000 gp

RING OF SEEMING

Aura weak illusion; **CL** 3rd

Slot Ring; **Price** 10,000gp ; **Weight** --

DESCRIPTION

This simple silver ring allows its wearer to alter her appearance as with a disguise self spell. The ring can be made to disappear or appears as any other piece of hand wear as part of the disguise. In addition the ring can also aid the user in emulating the mannerisms and tactile senses of the illusion adding +2 bonus to the DC for anyone interacting with the illusion to disbelieve.

CONSTRUCTION

Requirements Craft Ring, disguise self; **Cost** 5,000 gp

SEEKING ARROW

Aura weak transmutation; **CL** 5th

Slot None; **Price** 1,000gp ; **Weight** --

DESCRIPTION

This arrow does no harm, though the messages it carries might. A seeking arrow is carved so that a slip of paper can be wrapped around it. The paper can be up to two inches long and half an inch wide; large enough to write a short message. To use the arrow, you must fire it into the air from a bow while naming its recipient. The arrow will then

speed through the air and land at the recipient's feet. It has a range of 6000 miles, and can travel that distance in an hour.

A seeking arrow retains its enchantment permanently. However, each time it is used, there is a 50% chance that it will be ruined when it lands.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, message, fly; **Cost** 500gp

SHRINKING VELLUM

Aura weak transmutation; **CL** 5th

Slot None; **Price** 500gp ; **Weight** --

DESCRIPTION

Shrinking vellum appears to be an ordinary sheet of vellum 10 inches long and 8 inches wide. However, when you hold it and speak a command word (usually "Shrink!"), it shrinks to 1/10th its normal length and width. Another command word ("Grow!" is popular) returns it to normal size. The vellum is expensive, but can be scraped clean and reused with a DC 25 Profession (Scribe) check.

Any character holding the paper may palm or conceal it with a Sleight of Hand check opposed by the observer's Perception check; the shrunken vellum is considered to be a coin sized object. This item is popular among large thieves guilds and secret police as its easy concealment allows those group to pass long messages in secret without fear of having the item be captured or seized in a search.

CONSTRUCTION

Requirements Craft Wondrous Item, shrink item; **Cost** 250gp



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