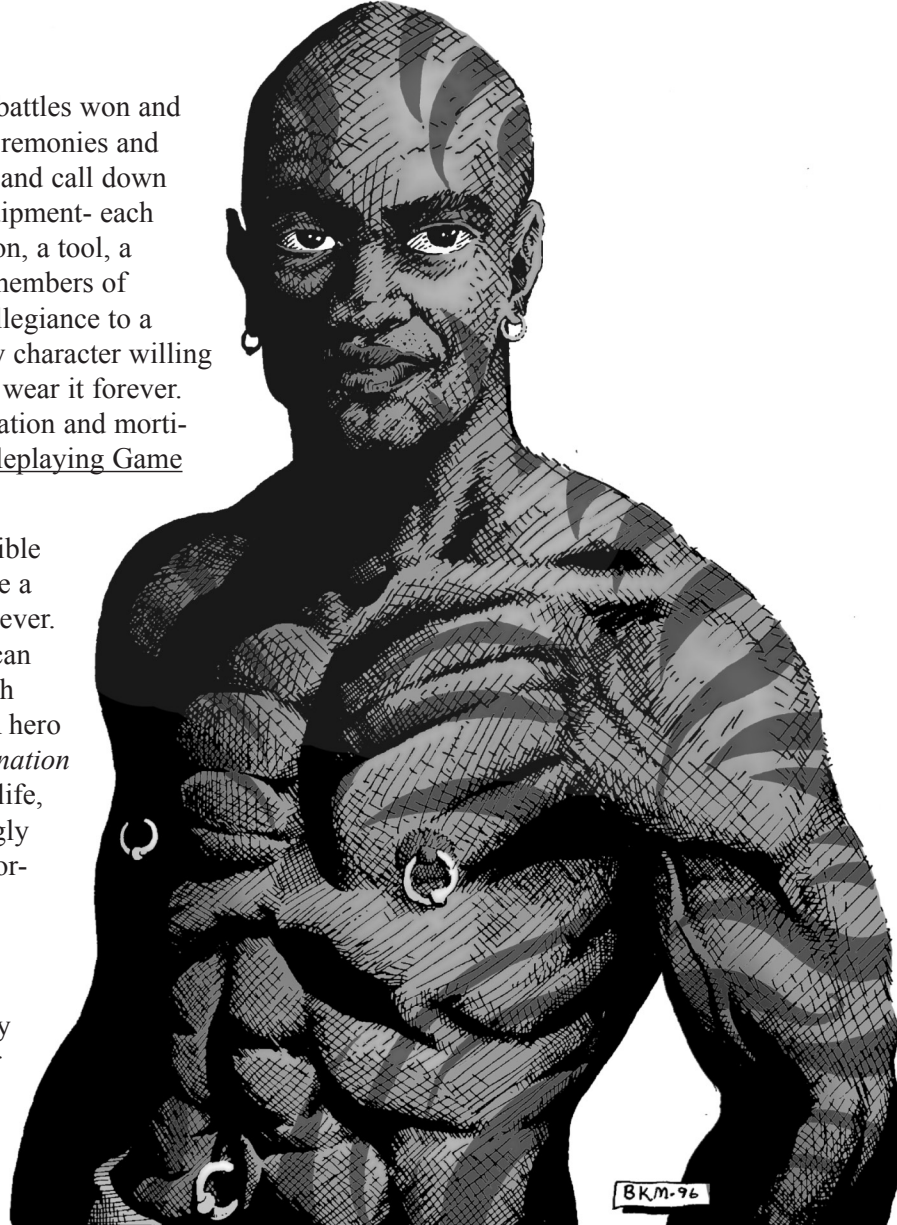


# TWO DOZEN DISCOVERIES: SCARS

The bravest warriors have scars: scars of battles won and lost, and scars earned during agonizing ceremonies and barbaric rituals, scars that honor the gods and call down spirits. Scars are part of a Barbarian's equipment- each heavy line scored into his flesh is a weapon, a tool, a protective fetish. Scars brand Rogues as members of a daring guild, and proclaim a Wizard's allegiance to a specific college of magic for all time. Any character willing to suffer honorably can earn a scar... and wear it forever. The following new types of ritual scarification and mortification can be used in any Pathfinder Roleplaying Game campaign.

Each type of scarification provides a tangible benefit with an associated drawback. Once a character has chosen a scar, it is theirs forever. No form of magical or mundane healing can wipe away a scar of power, and even death does not separate a hero from her scars. A hero returned to life by *resurrection* or *reincarnation* regains the scars earned during their first life, as their reborn body undergoes a shockingly bloody and seemingly spontaneous transformation within minutes of their rebirth.

Each scar has an associated Knowledge (religion) check. During the scarification process, the supplicant must be assisted by a character who makes this check on their behalf. Usually this role is played by a mentor or shaman within the tribe.



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Type of Scar	What Faction?	Knowledge (religion) Check DC	Benefit	Drawback
Amazonian Sacrifice	Female archers	DC 14	+2 insight bonus on ranged attacks	-1 penalty to Armor Class
The Assassin's Glove	Rogues and Assassins	DC 14	+1 insight bonus to attack and damage rolls with Small or smaller melee weapon	-3 penalty on Disable Device checks
The Blood Eagle	Barbarians of all races	DC 23	Flight at speed of 10 ft + base land speed for up to 5 + CON Modifier rounds per day	Permanent loss of 3d6 HP
Bone Heart Sheathes	Human, Half Orc and Orc warriors	DC 19	Gain 25% immunity to critical hits	-2 penalty to DEX score
Chaos' Smile	Chaotic characters	DC 12	Natural and melee weapons treated as Chaotically aligned to overcome DR	-4 penalty on WILL Saves versus illusions
Coat of 1,000 Rings	Dwarves	DC 18	+2 equipment bonus to AC	-1 penalty to REF Saves, considered to be wearing light armor
The Dragon's Brand	Draconic sorcerers, Dragonbound Disciples, monks	DC 22	+2 inherent bonus to STR and DEX scores	-6 penalty on all saves against Draconic breath weapons
The Dwarf's Helmet	Dwarves	DC 17	+2 dodge bonus against orcs and goblins	-1 penalty to CHA score
Elongating the Throat	Gnome, Halfling Sorcerers	DC 18	+2 CHA for determining Sorcerer bonus spells, spells known and save DC	-2 AC when denied DEX bonus to AC
Fish Swims Through The Ribs	Human seafarers	DC 21	Supplicant becomes amphibious	-4 penalty on FORT Saves versus gases, inhaled poisons or disease
Greymalkin's Visage	Half Orcs and Orcs	DC 18	Orc Ferocity racial trait improves to a number of rounds/day equal to CON modifier	-5 penalty on Bluff checks

### AMAZONIAN SACRIFICE

An old tradition among the world's female-exclusive warrior societies, women who undergo this ritual sacrifice one or both of their breasts during a severe test of pain. The scarred tissue is tattooed with intricate spiraling designs that remind the supplicant of their sacrifice and promise martial skill.

A woman who under goes this ritual receives a +2 insight bonus on ranged attacks, but their reckless courage in battle imposes a permanent -1 penalty to Armor Class.

### THE ASSASSIN'S GLOVE

This ritual is practiced by many successful assassin's guilds, and serves as a constant reminder to neophyte members that they are no longer thieves but killers. The

middle finger of the young killer's dominant hand is severed, forever changing how she holds a knife.

An assassin with this mark receives a +1 insight bonus to melee attack and damage rolls when attacking with any Small or smaller weapon. However, the damage to her good hand means the thief-turned-assassin suffers a -3 penalty on Disable Device checks.

### THE BLOOD EAGLE

This ritual lasts several days and kills many who attempt it. Those who die often rise as ghosts, haunting the ritual site, and regretting nothing about their martyrdom. During this ritual, the supplicant is scourged until his ribs are visible through the torn and tattered flesh of his back. Ash and dust is rubbed into the wound, and the damaged tissue is allowed to heal into an almost winglike pattern.

The Hand Unseen	Wizards	DC 20	All Hand spells treated as maximized	Can't wield off hand, two hand weapons or use an off hand shield
The Hunter's Serpentine Skull	Human and Halfling rangers	DC 18	Gains the Scent special quality	-2 penalty to CHA score
Long Leaper's Scars	Halfling nomads and others	DC 15	+3 bonus on Acrobatics checks, +1 on Initiative checks	10% reduction in carrying capacity
The Monkey's Fists	Human and Halfling rogues, rangers	DC 16	Gain a 20 ft Climb speed	-4 penalty on skill checks requiring manual dexterity
Moon Brand	Druids, werewolf hunters	DC 19	Can't contract lycanthropy	-1 morale penalty on saves, checks and attack rolls during daylight
Severing the Crown	Female Elven barbarians	DC 20	+2 inherent bonus to STR score	-2 penalty on CHA based skills except Intimidate
Slicing the Skin	Half Orc Barbarians	DC 18	Only -1 penalty to AC when raging	-2 penalty to CON score
The Spirit Eye	Humans	DC 22	Cast See Invisibility on self a number of rounds per day equal to 1 + WIS modifier	-2 on FORT saves versus Energy Drain or Level Loss
Splitting the Snake	Male humans, Half Elves, Elves	DC 16	+2 dodge bonus against AOA caused by unarmed strikes or using a Combat Maneuver	-2 penalty to WILL Saves against fear or pain
Sun Brand	Druids and some clerics	DC 18	Gains Fire Resistance 2	-1 morale penalty on saves, checks, attack rolls at night or underground
Test of the Scorpion	Desert nomads of all races	DC 13	+4 bonus on Survival checks made in the desert	-2 penalty on FORT Saves versus poisons
Warrior's Bracelets	Fighters of all races	DC 16	+1 damage on a critical hit with any weapon you have Weapon Training in	-2 penalty on Acrobatics and Stealth checks
The Whispering Noose	Spellcasters of all races	DC 15	Once per day, make a spell Silent without increasing level or casting time.	-1 penalty on all CHA based skills except Intimidate

Characters who survive this ritual gain the ability to Fly at a speed equal to their base land speed + 10 ft for a total number of rounds per day equal to 5 + their CON modifier. The rounds need not be consecutive. The ritual is mentally and physically taxing, and upon its completion, the supplicant's maximum Hit Point total is permanently reduced by 3d6.

### **BONE HEART SHEATHES**

A ritual originally used by Orc tribes during their battles with the technologically more sophisticated human nations has spread to the very people it was once designed as proof against. Over the course of several months, hundreds of small slivers of bone and heavy wicker rods are implanted under the skin, and as the wounds heal, form a protective shell over vital organs.

A character who survives this test of pain gains a 25% chance to ignore the effects of a critical hit, as if wearing a suit of armor with the Light Fortification feature. However, the poorly healed wounds cause the body to stiffen and suffer a -2 penalty to the character's DEX score.

### **COAT OF 1,000 RINGS**

This old Dwarven ritual dates from a time before the long beards mastered the art of constructing full plate armor, and is still used by Dwarven warrior lodges and blacksmith guilds as a tangible symbol of strength and battle skill. Thousands of iron and steel rings, each only a little thicker than the diameter of a man's finger, are pierced through the supplicant's flesh. These cleverly interlocked rings create an effect much like a chainmail shirt, grown into the warrior's living flesh

This ritual modification provides the supplicant with a +2 equipment bonus to Armor Class, but the character is considered to be wearing light armor, and suffers a -1 penalty on REF Save due to the relatively inflexibility of his steel-shod skin.

### **CHAOS'SMILE**

Inspired by madness and first carved by the inhabitants of a sanitarium, this simple and dangerous test of pain has spread by word of mouth, not organized worship. The mouth and cheeks of an already dangerously insane supplicant are slit open, transforming a mouth into something resembling a shark's gaping maw.

The natural weapons and any melee weapon wielded by the supplicant are treated as Chaotically aligned for the purpose of overcoming damage reduction. The character is treated as being Chaotic for the purpose of spells and special abilities, regardless of his or her actual alignment. The character's insanity imposes a -4 penalty on WILL Saves made to penetrate illusions.

### **THE DRAGON'S BRAND**

To prove worthy of draconic power, the supplicant presses his or her chest to a red hot metal cauldron, carrying it as far as possible before collapsing. Survivors are branded on their chest and forearms with elaborate scaled patterns and a deep scar resembling a winged dragon swooping in for a kill.

Characters who survive this test of pain receive a +2 inherent bonus to both their STR and DEX scores, as their bodies are imbued with the vast physical power of a true dragon. However, their brands make these draconic heroes more vulnerable to the breath weapons of true dragons, and they suffer a -6 penalty on saves against the breath weapons of any creature with the Dragon type.

### **THE DWARF'S HELMET**

This legendary old scarification technique is unique to the most elite units of the Dwarven militia. Only veteran Dwarven warriors of at least a century of good service are allowed to undergo this cruel test of pain. The Dwarf is all but scalped, the flesh is scored from the top of his skull and left to heal slowly. Ash rubbed into the wound permanently discolors the scars, creating a network of thick, spiraling lines that seem to rest atop the honored Dwarf's head like a helmet.

A Dwarf who undergoes this ritual gains a +2 dodge bonus against humanoid creatures of the orc and goblin subtypes: this scar marks the Dwarf as an orc-slayer.

Dwarves who undergo this ritual are even gruffer and more taciturn than usual, and suffer an additional -1 racial penalty to CHA.

### **ELONGATING THE THROAT**

An old ritual that begun among the Gnomes as a puberty rite, this form of ritual body modification has also spread to neighboring Halfling shires. Over the course of a lifetime, a series of beautiful, gold, bronze or ironwood rings are locked into place along a growing Gnome's throat. New rings are added regularly, forcing the Gnome's neck to slightly elongate with each new addition. After years, the Gnome's throat and spine are noticeably longer, and the rings have effectively become part of her body. Once a symbol of beauty and wealth, this ritual now symbolizes mastery of the instinctive art of sorcery.

Gnomes who have undergone a lifetime of conditioning to stretch their necks treat their CHA score as being +2 higher for the purpose of determining Sorcerer spells known, bonus spell slots and save DCs.

Unfortunately, their relatively stiff and inflexible necks limit their reflexes and reaction times, and the character suffers an additional -2 penalty to Armor Class anytime they are denied their DEX bonus to AC.

### **FISH SWIMS THROUGH THE RIBS**

This ritual was first taught to human pearl divers and fishermen by their Sea Elf allies, and allowed men to first explore beneath the waves. The ritual is intensely painful, as deep gouges are carved into the supplicant's chest. Acids and specially prepared toxins from deep sea predators are poured into the wounds, and over the course of several agonizing hours, the wounds transmute themselves into crude gills.

A humanoid transformed by this ritual becomes amphibious. They can remain underwater indefinitely and cannot drown. Since the new gill slits never fully close, the supplicant now suffers a -4 penalty on FORT saves to resist gases, inhalation toxins and disease.

### **GREY MALKIN'S VISAGE**

This ancient Orc ritual has been rediscovered by modern Half Orc heroes who use it to prove their devotion to the warrior's way. Over the course of a day, a young Half Orc warrior is whipped and scourged, and as twilight falls, the skin is stripped from his face. Magical herbs staunch the bleeding and heal the wound, but permanently discolor the regrown flesh. The end result is a living bone-white death-mask carved out of the warrior's skin.



Any Half Orc or Orc who undergoes this ritual has his or her Orc Ferocity racial trait improved. Now the Half Orc can fight unhindered for a number of rounds per day equal to his CON modifier when brought below 0 HP.

Half Orcs who follow this path are forbidden to lie or boast, and suffer a -5 penalty on Bluff checks.

### **THE HAND UNSEEN**

The symbol of a prestigious wizard academy, those who bear the scar of the Hand Unseen are known to be powerful spell casters. Incoming apprentices earn this scar when they prove their mastery of simple cantrips to the school prefects. During the ceremony, which always begins at midnight and ends at dawn, the palm of the young wizard's off hand is laid open. The wound is kept from healing closed by alchemical and magical means, and eventually becomes a gaping hole in the palm. Elder wizards of the school greet each other by holding their ruined hand over their eye, and blinking at their former class mates.

A spellcaster who earns this scar is considered a master of the various Hand spells (*interposing hand, grasping hand, ect*). These spells are always considered maximized when cast by the scarred spellcaster, without increasing the spell's actual level.

However the spell caster's off hand is effectively ruined. The spellcaster cannot wield an off hand weapon or any two handed weapon, nor carry a shield in his or her offhand.

### **THE HUNTER'S SERPENTINE SKULL**

A mystical technique used by jungle dwelling Humans and Halflings to call upon the wilderness savvy and killing expertise of the great serpents that share their home. A young hunter's ears and nose are sliced away, and left to heal. Eventually, the hunter's face takes a smooth, serpentine shape, slits for a nose and no external ears.

A character who undergoes this scarification gains the *Scent* special quality, but suffers -2 penalty to their CHA score, thanks to their now expressionless face and cold, reptilian demeanor.

### **LONG LEAPER'S SCARS**

A tradition began by plains dwelling Halfling nomads, and since adopted by other plains-running cultures, this scarring ritual commemorates a boy's entry into a warrior society. Long spiraling scars are etched into the supplicant's legs and feet, and rubbed with stinging nettles and ash as they heal. Eventually the scars turn a dingy yellow-

orange and trace the curve of the wearer's muscles like strange dim flames.

A character who has undergone this ritual is swift and nimble and receives a +3 bonus on Acrobatics checks and a +1 bonus on Initiative checks. Unfortunately damage to the muscles in the leg have left the character a little weaker, and his or her carrying capacity is reduced by 10%.

### **THE MONKEY'S FISTS**

By stripping away the skin from the last joint of a man's hands and feet, then sharpening the exposed bones, this agonizing ritual provides men with animalistic talons.

The character's claw like fingers and toes provide the character with a natural climb speed of 20 ft. The character can only climb with at least one hand free and when not wearing shoes. The deformity to the character's hands impose a -4 penalty on any skill where manual dexterity is a requirement, such as Disable Device.

### **MOON BRAND**

An old and effective protection against lycanthropes, this brand was first drawn by long extinct Druidic covens, and is now used by were-hunters of every faith and culture. A series of circular and crescent designs representing the waning, full and waxing moon are branded into the supplicant's breast and biceps.

Characters branded with this powerful old symbol cannot contract lycanthropy, but their spiritual connection to the moon means they suffer a -1 morale penalty on attack rolls, skill checks and saving throws during daylight hours.

### **SEVERING THE CROWN**

What began as a means of control over female slaves became a symbol of strength and liberation when the inevitable rebellion finally began. Originally imposed upon a minor Elven nation conquered by neighboring human tribes, the female warriors of the nation made this cruel ritual a part of their initiation into womanhood and a battle-society. The old women of the tribe extensively and exactly mutilate a young girls' genitals, including severing her clitoris (referred to by the Elves as the crown) in such a way that the sacrifice unlocks strength and warrior ferocity.

A character scarred by this bloody ritual receives a +2 inherent bonus to her STR score, but the ritual leaves her dead eyed, sullen and violent, imposing a -2 penalty on all CHA based skills, except for Intimidate.

### **SLICING THE SKIN**

This ritual is practiced by only the most savage and fearsome Half Orc war bands, and is virtually legendary

among even barbarian tribes. During the days long ceremony, the skin is stripped from the conscious and restrained warrior, long sheets of flesh torn off his arms, chest and thighs. Those who survive are rubbed with mystic ointments which now act as their flesh, giving these fearsome and indomitable warriors the appearance of skinless ghouls.

When raging a Barbarian who undergoes this ritual only suffers a -1 penalty to Armor Class. However, infections and sheer pain permanently reduce the character's CON score by 2.

### **THE SPIRIT EYE**

This ritual is native to the first human nation to develop a culture, and was instrumental in first allowing humanity to stand against the undying horrors enveloping the young world. A tribal shaman slices open the supplicant's forehead, and chips away shards of bone from the front of the skull. Many die during the ritual- a single mistake can doom the supplicant, but those who survive find their perceptions forever altered.

Characters who survive the test of the Spirit Eye find themselves able to see into the half-world of the spirits. The character can use *See Invisibility* a number of rounds per day equal to one plus her WIS modifier; the rounds need not be consecutive. Be warned, opening yourself to the spirits is dangerous. The character suffers a -2 penalty on FORT saves made to resist Energy Drain and Level Drain.

### **SPLITTING THE SNAKE**

Some human tribes practice this bloody ritual, and a few neighboring Half Elf and Elven nations have adopted the practice. A young warrior is held down while the old men of the tribe slit his penis lengthwise. Eventually the damaged organ heals, but is permanently slit, like a snake's forked tongue.

Warriors who have undergone this ritual sub incision are as quick as the snake spirits they channel. They receive a +2 dodge bonus against attacks of opportunity provoked by making an unarmed strike or using a Combat Maneuver.

Even years after the ritual, the memories of pain remain and occasionally weaken the soul of the scarred hero. The character suffers a -2 penalty on WILL saves against fear or pain effects.

### **SUN BRAND**

A painful ritual that takes days to fully recover from, the Sun Brand was first used by Druid elders to initiate new members of a coven, and has spread to several clerics of nature-worshipping faiths. The supplicant is branded with

sunburst-like designs on their chest, forehead and both cheeks; when these scars finally heal, they are shockingly white especially when applied to supplicants with dark or weather-beaten skin.

A character who undergoes this branding gains Fire Resistance 2, but their spiritual connection to the sun means the character suffers a -1 morale penalty on attack rolls, skill checks and saving throws during nighttime hours or when underground and unable to see the sun.

### **TEST OF THE SCORPION**

Staked out in the burning desert, the supplicant is covered in stinging scorpions. Those who survive this test are accepted by both their tribe and the desert itself as worthy to walk the sands. Survivors are marked by a network of raised, discolored pustules that never fully vanish: these scars cover their chest, abdomen and cheeks.

Scorpion spirits and desert djinni protect those who complete this test of pain, providing the character with a +4 bonus on Survival checks made in the desert. However, the poison coursing through the character's veins weakens their resistance to other toxins, and the character suffers a -2 penalty on FORT saves against poison.

### **WARRIOR'S BRACELETS**

Wire hoops are threaded through the flesh of a young warrior's forearms and biceps. These heavy gold or bronze hoops pierce through muscle and flesh, and act as a jangling decoration that proclaims to all the warrior's battle prowess.

A character who undergoes this ritual piercing inflicts an additional point of damage on a critical hit with any weapon for which he has Weapon Training. Unfortunately, the jangling wire bands hinder athleticism and stealth, and the character suffers a -2 penalty on Acrobatics and Stealth check.

### **THE WHISPERING NOOSE**

Garroted nearly to the point of death, the supplicant in this ritual earns a deep crimson and purple scar encircling their throat. Even years later, a survivor can still feel the noose, and the mark never fully fades.

Once per day, a spellcaster who survives this ritual can make a spell Silent without increasing its casting time or effective level. The choice to do so is made as a free action when the spell is cast. The character's husky, whispery voice is unnerving, and the character suffers a -1 penalty on all CHA based skill checks, except for Intimidate.

*Written by Chris A. Field; Artwork by Bradley K. McDevitt /Clipart Critters*

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