

ID	Name	Description
1	Celestial	You are either a natural denizen of a celestial plane or born of a mating between a mortal and a being of the celestial planes.

105 Detect Evil

This ability allows the person to detect Evil per the cleric ability.

138 Elemental Protection

You have the ability to cast a limited form of Elemental Protection per the Monk ability. You may cast Elemental Protection, Self Only 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Unholy and Infernal may only choose Holy.

139 Flare

You have the ability to cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Holy and Infernal may only choose Unholy.

115 Repulse Evil

This ability allows the person to repulse evil per the cleric ability 1 time per day at the PCs level.

ID	Name	Description
2	City Dweller	You were born and raised in a major city. At a young age you learned the way of the streets or the way of the nobility.

8 Deceit

With this LI ability, the character is able to tell a single lie and use their current LI to force its belief. This may be countered with a thief s Distrust. Thieves get this ability innately at first

level. This ability may be taken multiple times, but each subsequent time costs an additional 1 build point cumulative.

34 Privileged

The PC starts off with a minor title, (Count/VisCount/Baron/Captain) and an additional 500 gold.

52 Street Knowledge

This ability allows the PC to pick up gossip in a town. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge.

This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.

ID	Name	Description
3	Desert Born	You were born or raised in the desert and learned it ways.

104 Desert Lore

This ability allows the PC to sense danger when travelling in the desert. This ability will also allow the PC to sense a storm approaching. A desert born may escape from a Dust Storm (Druid 7) in half

the normal time, 2.5 minutes instead of 5.

ID	Name	Description
3	Desert Born	You were born or raised in the desert and learned it ways.

27 Navigation

This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.

ID	Name	Description
10	Elemental	You were born on one of the elemental planes. When creating your character, you must choose either Earth, Fire, Lightning or Water and you have a natural affinity with that element.

138 Elemental Protection

You have the ability to cast a limited form of Elemental Protection per the Monk ability. You may cast Elemental Protection, Self Only 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Unholy and Infernal may only choose Holy.

139 Flare

You have the ability to cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Holy and Infernal may only choose Unholy.

ID	Name	Description
4	Forest Dweller	You were born or raised in the forest and learned it ways.

100 +1 Innate To Conceal Self

This ability grants the PC an innate +1 LI when they use conceal self.

118 Tracking

This allows a PC to use the tracking ability per the Ranger ability.

ID	Name	Description
5	Infernal	You are either a natural denizen of an infernal plane or born of the mating between a mortal and a creature of the infernal regions.

106 Detect Good

This ability allows the person to detect Good per the cleric ability

138 Elemental Protection

You have the ability to cast a limited form of Elemental Protection per the Monk ability. You may cast Elemental Protection, Self Only 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Unholy and Infernal may only choose Holy.

139 Flare

You have the ability to cast a limited form of Flare per the Druid ability. You may cast Flare 1 time per day at half your level. You must choose the same elemental type as your origin.

Celestial origin may only choose Holy and Infernal may only choose Unholy.

ID	Name	Description
5	Infernal	You are either a natural denizen of an infernal plane or born of the mating between a mortal and a creature of the infernal regions.

116 Repulse Good

This ability allows the person to repulse good per the cleric ability 1 time per day at the PCs level.

ID	Name	Description
6	Mountain Born	Raised in the mountains you are harder than most of your kin and learned the ways of the mountain.

103 Climbing

This allows a PC to use the thief ability of climbing 1 time per day.

111 Ice Lore

This ability allows the PC to sense danger when travelling on a sheet of ice. This ability will warn the PC ahead of time if the ice starts to break or if there is a fault in the ice.

In addition, 1 time per day in the presence of a creature of ice or snow such as an elemental of cold the PC can perform a WATHIT per the ranger ability.

114 Predict Weather

This ability allows the PC to detect weather patterns and get a general feel for what the weather will be in the next 24 hours, subject to GM knowledge.

ID	Name	Description
7	Port Dweller	You were raised along the coast in a port city. You learned the ways of the sea and how to handle ships and small watercraft.

112 Navigation

This allows a PC to always determine the direction. It also allows a PC to assert in what general direction a major landmark/city lies, based on GM knowledge.

114 Predict Weather

This ability allows the PC to detect weather patterns and get a general feel for what the weather will be in the next 24 hours, subject to GM knowledge.

43 Sea Lore

This ability allows the PC to pick up gossip and stories in ports and while at sea. It acts as a weaker form of major lore and can contain both true and untrue information. Subject to GM knowledge.

This ability may be taken multiple times but each subsequent time costs an additional 1 build point cumulative.

ID	Name	Description
13	Scholarly	You were raised in a place of learning and absorbed knowledge as part of your everyday life.

141 Major Lore

This ability duplicates the monk ability and may be used 1 time per day.

ID	Name	Description
13	Scholarly	You were raised in a place of learning and absorbed knowledge as part of your everyday life.

140 Polyglot

This ability allows the person to puzzle out most written languages subject to GM knowledge. Unless it is a language the person has encountered before their understanding may be flawed with some information missing, subject to GM interpretation.

Additionally, this allow the person to start with 4 languages known (for free) instead of the normal 2.

ID	Name	Description
14	Sky Born	You were born or raised amongst the mountain tops or possibly amongst the clouds themselves.

7 Claws I

The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropsied. Druids get this ability innately at first level.

61 Wings I

The PC has a vestigial set of wings. These wings do not allow the PC to fly, but they may glide. This acts like the Monk s ability of Safe Fall but can only protect the PC from falls of 5 feet per level instead of the standard 10 feet per level. If a monk class takes this ability, his default Safe Fall becomes 15 feet per level instead of 10. The PC must wear a set of wings in costume for this ability to function.

ID	Name	Description
8	Supernatural	You are a creature of the supernatural. You could be a member of the fey court or the descendent of long lost race.

101 +1 LI against crash time, enthrall, a

This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.

107 Detect Magic

This ability allows the PC to detect magic similar to the Magic User ability. The PC must concentrate on the object for 5 seconds to determine if it is magical or not. This ability will not reveal any properties of the magic item.

108 Detect Supernatural

This ability allows the PC to detect supernatural similar to the Knight ability of reveal supernatural. This will only detect a single creature that the person is facing and they must concentrate on them for 5 seconds to discern their supernatural origins.

ID	Name	Description
8	Supernatural	You are a creature of the supernatural. You could be a member of the fey court or the descendent of long lost race.

130 Fey Friend

This ability will cause all fey creatures that have a similar alignment to view the PC in a favorable light. Similar alignment means that the PC must have one component (Lawful, good, neutral etc.)

of their alignment that is compatible with the feys alignment. Subject to GM / GW interpretation.

ID	Name	Description
9	Undead	You were once a living creature that died. Either through necromantic rites or willpower you have arisen from the dead and now walk again. You must wear some type of costuming that indicates your origin, subject to GM approval.

101 +1 LI against crash time, enthrall, a

This ability grants the PC an innate +1 LI against crash time, enthrall and fog brain. This stacks in the LI group.

113 No need to eat or breathe

This ability allows the PC to exist without the need to either eat or breathe. This will not protect the PC from anything that is eaten or breathed in voluntarily.

ID	Name	Description
15	Underdark	You were born or raised amongst the caverns that exist below the surface of this world and have adapted to its environment.

4 Blind Fight

This ability allows a PC to fight normally when they are in total darkness or blinded. For example, a PC fighting a medusa could claim they are fighting with their eyes closed and not suffer any penalties for looking at her. Monks get this ability innately at first level.

145 Darkvision

This ability allows the PC to see in places with low or no light. It has no affect on sight in magical darkness.

ID	Name	Description
16	Were	At some point in your life, you contracted a disease, curse, or the ability to transform into a different creature, usually of a beastly nature. This is also referred to as lycanthropy.

7 Claws I

The PC has natural weapons that function as claws. The PC can use the purple staff rule and swing their claws for the same damage as their base melee damage. These claws do not take damage when hit and cannot be dropsied. Druids get this ability innately at first level.

145 Darkvision

This ability allows the PC to see in places with low or no light. It has no affect on sight in magical darkness.