

INTRODUCTION

The Fading Suns: Space-Fantasy d20 RPG from Holistic Design introduces the concept of Social Feats, which are gained in addition to regular feats. These are generally not combat related but serve to support a character's background, talents, interests and relationships within the context of the game world.

SOCIAL FEATS

Characters begin with two social feats at 1st level. A bonus social feat is granted to all character classes at levels 2, 4, 5, 7, 8, 10, 15 and 19.

Arcane Training [Social]

[Created by Kaptain Kantrip]

You have been tutored in the minor ways of magic.

Prerequisite: Intelligence 10+

Benefit: You know and can cast per day a number of arcane cantrips equal to 2 + your Intelligence modifier. You are considered to be a 1st-level wizard for purposes of determining your caster level.

Assets [Social]

[Adapted from Fading Suns d20]

You rule a fief or business, providing you with annual income.

Prerequisites: Noble Title, Church Ordination or Guild Commission.

Benefit: You have real wealth, as opposed to mere savings or wages: land rulership or control of a business. This asset provides you with regular income and is usually tied to your rank and affiliation. You don't actually own the land or business--your church, guild or house does--but through birthright, luck, or hard work, you have gained control over it and thus reap its benefits (and suffer its responsibilities). You cannot sell the business or land, but may abdicate your position or temporarily place someone else in charge; during this time, you do not gain the income associated with the asset. This feat provides you with an income and responsibilities. Each time you take this feat (maximum of five times), it increases the amount of your income. The money is listed in gold pieces: this is how much the asset brings you in yearly income after paying expenses, barring

no disasters or dramatic changes in circumstance for good or ill. It also provides a small amount of extra starting money.

1st feat = Good Assets (3,000 gp yearly income, plus 300 gp extra starting money)

2nd feat = Well-Off (5,000 gp yearly income, plus 500 gp extra starting money)

3rd feat = Wealthy (10,000 gp yearly income, plus 1,000 gp extra starting income)

4th feat = Rich (15,000 gp yearly income, plus 1,500 gp extra starting income)

5th feat = Filthy Rich (20,000 gp yearly income, plus 2,000 gp extra starting money)

Business: Guild-owned assets include all guild-related businesses in a given area. Wealth is generated from the creation and sale of guild products and from the import/export of same and perhaps other products. You do not necessarily oversee the daily demands of all these businesses; usually you will appoint managers to handle all but the most important deals.

Fief: You rule a substantial portion of land and serfs who work that land, creating wealth from its commodities (food, minerals, crafts, etc.) and by taxation. Misuse of the land requires you to answer to those above your station and may result in a loss of rank. You do not necessarily oversee the daily demands of the fief; usually you will appoint seneschals or chamberlains to undertake this task.

Temple: Church-owned assets are always overseen by clerics and may include convents, monasteries, shrines and temples in a given area. Wealth is generated from the commodities produced by the monks and through tithing the faithful. You do not necessarily oversee the daily demands of all these places of worship; usually, you will appoint other clergy to oversee all but the most important of services.

Barter [Social]

[Adapted from Star Wars d20]

You have a flair for how to buy and sell goods.

Bootlicker [Social]

[Adapted from AEG's EVIL]

You have mastered the fine art of flattery. You can grovel, beg, plead and put up a pathetic facade with the best of them.

Benefit: When making a Bluff or Diplomacy check, you receive a +3 competence bonus if you choose to grovel, beg or plead in front of whomever you are interacting with.

Special: If you hold a clear advantage over the person you are speaking with, this bonus does not apply.

Bribery [Social]

[Adapted from AEG's EVIL]

You have developed the ability to talk people into taking or participating in actions that normally run counter to their sense of personal or professional morality. You know the ins and outs of the local government, and have a keen sense of who's open to bribes and who's not.

Benefit: When using the Diplomacy skill to convince someone to participate in an illegal or immoral action, you gain a +3 competence bonus. If you offer your target a bribe or payment of some kind that is valuable enough to have worth to him, increase this bonus by +5.

The bribe should be enough to equal roughly a week's wage for the target. For each multiple of a week's wage the bribe is worth, add a +1 bonus to the bribe check.

The GM may require an opposed roll of your Diplomacy check and the target's Will save when making a bribe.

Card Shark [Social]

[Adapted from Spycraft d20]

You have dabbled in competitive gambling for many years.

Benefit: You receive a +3 bonus to your roll for any competitive game of chance. You are considered to be fully versed in the intricacies of all major competitive games. You roll two dice when spending an action die to win such games.

Charlatan [Social]

[Adapted from Song & Silence]

You're adept at fooling people. You know how to tell them just what they want to hear.

Charmer [Social]

[Adapted from Spycraft d20]

You have a way of bringing people around.

Benefit: Your threat range when establishing the disposition of NPCs who start at neutral, friendly or helpful is increased to 18-20. Further, you get a +1 bonus to all Charisma-based skills targeting such NPCs.

Church Archive Access [Social]

[Adapted from Fading Suns d20]

You have access to church records normally forbidden to others, even other priests without such privilege.

Benefit: You may gain access to protected church libraries. You do so by presenting yourself to the head librarian and requesting to view the archives. This allows you to take 20 on all Knowledge (Religion) checks whenever you research your subject at the church archives.

Church assets, clergy members, births/baptisms and worshipper rolls are all at your fingertips, as is material of a spiritual and theological nature, even that of rival faiths. Depending on the type of deity you worship, additional types of information may be available, such as Knowledge (Undead), Knowledge (the Planes), Knowledge (Torture), etc.

Church Ordination [Social]

[Adapted from Fading Suns d20]

You are a recognized member of your church clergy.

Prerequisite: Blackguard, Cleric, Paladin, level 1+

Benefit: You bear a church rank. Its title depends on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see the chart below).

In addition, you receive a +1 bonus to Diplomacy checks against the faithful of your church. This bonus is stackable with each successive rank (i.e., a canon gets a +2 Diplomacy bonus).

1st feat = Novitiate/Apprentice

2nd feat = Canon/Provost

3rd feat = Deacon/Acolyte/Illuminatus

4th feat = Priest/Adept

5th feat = Bishop/Master/Magister

6th feat = Archbishop/Grand Master

Comeliness [Social]

[Adapted from Fading Suns d20]

You are well-groomed, know how to dress, comport yourself in public and/or have an attractive appearance.

Benefit: You gain a +2 bonus to Charisma-based checks against those of similar race where appearance matters (such as in seducing or impressing others).

Diplomatic Immunity [Social]

[Adapted from Fading Suns d20]

You have a certain immunity from legal prosecution for acts committed while on business for your affiliated faction.

Prerequisite: Noble Title, Church Ordination, or Guild Commission

Benefit: If you commit a crime while on official business, you cannot be prosecuted for it. You can still be expelled from a fief or even a nation (depending on whom you have wronged), but you cannot be jailed, fined or sold into slavery for your action. This includes even such acts as spying or murder. However, this does not make you immune to repercussions and condemnation from your superiors. If your little slip up cost them a great deal of trouble or lost political clout, you may find yourself out of favor or stripped of rank. Sure, you've avoided jail time, but Diplomatic Immunity is not an excuse to open up a can of worms on your enemies and get away scot-free.

Enthrall [Social]

[Adapted from Fading Suns d20]

Your singing, orating or performing fascinates others, distracting them from other concerns.

Prerequisite: Perform skill 6+.

Benefit: Those NPCs listening to and watching you within 90 ft. may become completely enthralled by your performance, ignoring all else except life-threatening combat going on around them. Make a Perform check. Each person in the audience makes a Will save; if successful, there is no special effect other than the usual Perform check and you may not attempt to enthrall them for 24 hours. All who fail will sit and listen/watch rapturously for a number of rounds equal to your Charisma modifier (if positive) plus one

round per your total character level.

Their Spot and Listen checks during this time suffer a -4 penalty. Any possible threat allows the enthralled person another save attempt against a new Perform check result. An obvious threat automatically ends the effect.

While performing, you must concentrate as a standard action for the entire performance.

Etiquette [Social]

[Adapted from Fading Suns d20]

You can use your knowledge of proper manners to smooth over social blunders. Prerequisite: Int 13+.

Benefit: You may attempt to smooth over bad feelings from a social faux pas and/or vulgar breach of etiquette, committed either by you, your compatriots, or someone you feel sorry for. You cannot undo the mistake, but you can erase the social stigma from whoever committed the error. Etiquette may also be used to counter the Withering Insult feat directed at you by others. You make a Will save and if it is higher than the target's save, he uses yours instead. If the insult is directed at you, add +2 to the Will save result.

If someone is intentionally trying to cause a social incident, make opposed Diplomacy checks with all relevant modifiers. Those with Etiquette gain a +2 bonus for this check.

You can use your Etiquette a number of times per day equal to your Charisma modifier.

Fame [Social]

[Adapted from Star Wars d20/Shadowchasers d20]

You are well-known for charitable acts or heroic deeds (regardless of whether you actually performed them).

Special: You can't select both Fame and Infamy.

Family Ties [Social]

[Adapted from Fading Suns d20]

You have strong ties to your blood kin, such that they would delay important tasks to come to your aid.

Benefit: You can draw upon some loyal allies of similar status to yourself. Of course, this cuts both ways--if someone kills your father, you will be obligated to

hunt down the killer no matter the time, cost or risk involved. To gain your family's aid, you must address a member personally or get a message to them. The GM then makes a Family Ties check. To the roll result, he adds 10 + your Charisma modifier + any modifiers based on the situation. If you have recently done a favor for your family, you may add a +2 bonus to the check. If you recently risked your life for them, you may add a +5 bonus on the check (GM's discretion). The DC depends on the type of aid requested. Asking to vacation at a relative's house might be DC 10-15, depending on how much he owes your side of the family. Requesting your brothers and sisters to meet you in Cady's Hollow with guns for a kidnap raid on your rivals might be 15 if it's an ongoing feud involving them too, or DC 20 if not. Asking them to help kidnap a local lord and hold him for ransom might be DC 30-35, and could get you disowned if it failed.

Your family may not have the high status or power that the Ally feat provides, but they are more loyal and persistent. A request may be attempted from your family only once per game month. Two successive months of such requests cause the DC to rise for each successive attempt. Should the DC ever rise as high as 40, the family will no longer heed your requests--you are an ungrateful, whining black sheep for the next game year. However, you can perform favors to try and return the DC to normal. Special: This feat may be taken multiple times. The effects stack to raise the status of the family (or involve high-level family members who could not be bothered with you at lower levels).

Filthy Rich [Social]

[Adapted from Spycraft d20]

You don't just live the high life--you were born to it. You've usually got enough money to buy or bribe your way through problems.

Benefit: You have a considerable fortune in various lucrative investments, all of it generating interest. Once per game month, you can withdraw up to 1,000 gp in funds to spend as you wish.

Additionally, you receive 1,000 gp in extra starting money. You cannot gain

more than 1,000 gp in any one month period from this feat, without liquidating your holdings at a loss (GM's discretion). Special: This feat must be taken at 1st-level.

Fortunate [Social]

[Adapted from Spycraft d20]

You are unusually lucky.

Benefit: You begin each game session with an extra d4 action die. This bonus die is a d4 regardless of the type you normally roll.

Special: You may take this feat up to three times, gaining an extra d4 action die for each additional feat.

Friends in High Places [Social]

[Adapted from Fading Suns d20]

You have a close relationship with someone in a position of power, and that person will go out of his way to help you.

Prerequisite: Cha 13+

Benefit: Your ally holds a noble title, church ordination, guild commission, or some other rank or position that affords him a degree of power over others of his kind. The ally's actual rank is equal to the second degree of rank for someone of his faction (noble baronet, church canon, guild chief, etc.).

To gain the ally's aid, you must address him personally or get a message to him. The GM then makes an Ally check. To the roll result, he adds 10 + your Charisma modifier + any modifiers based on the situation. If you have recently done the ally a favor, you get a +2 circumstance bonus on this check. If you have recently risked your life for him, you get a +5 circumstance bonus on the check (GM's discretion).

The DC depends on the type of aid requested. If it's a simple request for information easily accessed by him, transportation, minor supplies or financial aid (100 gp or less), or a social event invitation he is attending, then the DC is 10. Asking for introductions to his friends, allies or rivals, moderate supplies or financial aid (250 gp or less), arranging minor charges against you to be dropped by the authorities, the DC is 15. Asking for dismissal of major charges against you, running a competitor out of business, major supplies or financial aid (over 250 gp), military aid, safe house

access, or any other request that could get the ally in trouble or be sorely inconvenienced, the DC is 25 or more. Note that not all ally types can provide all of these options. Requests for aid that the ally cannot possibly fulfill will be denied.

You may make a request of the same ally once per game month. Two successive months of requests causes the DC to rise for each successive attempt (+5 DC minimum). Should the DC ever get as high as 40, that ally will no longer heed your requests until at least one game year has passed during which he receives no further requests from you. However, during this time, he might ask you to perform favors for him to bring your relationship (and the DC) back to normal.

Special: This feat is stackable and may be taken multiple times to increase the ally's rank, or to add a new ally. For instance, three levels of this feat can allow for a noble earl ally.

Golden Tongue [Social]

[Adapted from AEG's DUNGEONS]

You possess excellent speaking skills and have an in-born talent for bringing people around to your point of view.

Benefit: You gain a +2 bonus on Bluff (not feint) and Diplomacy checks.

Gossip Network [Social]

[Adapted from Fading Suns d20]

You have a series of informants who keep you up to date on certain areas of information.

Prerequisite: Gather Information 4+

Benefit: You gain a +2 bonus to Gather Information checks for subjects within your network's reach. Your informants may be cackling old nobles who let you know which lords have committed breaches of etiquette, merchants who let you know who is buying what, or farmers who gladly let you know who has gone through their area lately. This feat may be bought multiple times to enlarge your network's area (successive levels do not increase the Gather Information bonus, but do enlarge the area your check can draw information from).

1st feat = Small City or Fief (this check takes one day)

2nd feat = Large City or Province (this check takes one week)

3rd feat = Country-wide, including royal holdings (this check takes one month)

4th feat = The known world (this check takes three months)

Great Leadership [Social]

[Adapted from The Quintessential Rogue]

You have a talent for organizing and leading others.

Prerequisite: Leadership

Benefit: You gain more followers. You gain twice the number granted by the Leadership feat. In addition, you gain a second cohort of a level equal to your current cohort's level minus two. You also gain control of an organization that you create with this feat. Use the guidelines outlined on page 92 of The Quintessential Rogue to generate your group.

Guild Commission [Social]

[Adapted from Fading Suns d20]

You belong to one of the guilds that regulate trade.

Benefit: You bear a Guild rank, its title dependent on how many levels of this stackable feat you possess. Each successive level raises you in rank in one title (see the chart below). In addition, each rank grants you a +1 bonus to Diplomacy checks against fellow Guild members, regardless of Guild. This bonus is stackable with each successive rank.

1st = Apprentice/Associate

2nd = Journeyman/Chief

3rd = Manager/Boss

4th = Crafter/Director

5th = Engineer/Consul

6th = Master/Dean

Hardcore [Social]

[Adapted from Spycraft d20]

There is a core of fierce professionalism in you that makes even your worst enemies treat you with respect.

Benefit: Your threat range when establishing the disposition of NPCs who start at unfriendly, hostile, or adversary is increased to 18-20. Further, you get a +1 bonus to all Charisma-based skills targeting those NPCs.

Holier Than Thou [Social]

[Adapted from Fading Suns d20]

You can stave off attacks by exploiting another's fear of your deity.

Prerequisite: Church Ordination

Benefit: By exclaiming your holiness to others, you can protect yourself from their ire. You must, as a free action, first declare your holiness before them; anyone in earshot is affected as long as they can hear you and understand the language you speak. Anyone who hears this declaration must then make a Will save before initiating an attack against you. The DC is 10 + your level. If he succeeds, he does not need to make a save to attack you anytime during that encounter or the next 24 hours. If he fails, he cannot attack you that round but can make another saving throw the next round and every round thereafter until he succeeds, after which he may attack you normally.

Holy Training [Social]

[Created by Kaptain Kantrip]

You have received special training in a church whose deity you devoutly follow.

Prerequisite: Wisdom 10+

Benefit: You can cast per day a number of divine orisons equal to 2 + your Wisdom modifier. You can pray for and receive any of the orisons on the 0-level cleric spell list. You are considered to be a 1st-level cleric for purposes of determining your caster level.

Householder [Social]

[Adapted from Fading Suns d20]

You work for a noble house but are not an actual member of the family: a servant, seneschal, bodyguard, etc. This allows some privileges with regards to that house.

Benefit: You are considered to be a freeman in voluntary employ to the house, and gain a limited degree of protection from that house. You gain a +1 bonus to Bluff (not feint) and Diplomacy checks against members of that house. This represents their increased trust in you. Should you be caught betraying that trust, punishment can be harsh--possible expulsion from house employ and even enforced serfdom, slavery or death in extreme cases.

Illicit Barter [Social]

[Adapted from Star Wars d20]

You have a flair for how to buy and sell goods on the black market.

Imperial Charter [Social]

[Adapted from Fading Suns d20]

You are a knight in service to the Emperor.

Benefit: See Fading Suns d20, p. 99.

Imperial Cohort Badge [Social]

[Adapted from Fading Suns d20]

You serve a knight in service to the Emperor.

Benefit: See Fading Suns d20, p.99.

Impulse Buy [Social]

[Adapted from Fading Suns d20]

You can fast-talk others into making purchases they might not make were they to think rationally about them.

Benefit: You can more easily convince others to buy your wares, gaining a +2 bonus to all Charisma-based skills involved in securing the sale. In addition, you can try to jack up the price 10%. No matter the skill used, an impulse buy is always opposed by a Sense Motive check.

Incite Passion [Social]

[Adapted from Fading Suns d20]

You are a hot-head, but it occasionally proves extremely useful for you to be so passionate.

Benefit: Provides a scaling +1 bonus to your actions to act upon the object of your passion for each time this feat is taken (up to +5). See Fading Suns d20, p. 100.

Infamy [Social]

[Adapted from Star Wars/Shadowchasers d20]

You are well-known for crimes or evil deeds (regardless of whether you actually committed them).

Special: You can't select both Fame and Infamy.

Inquisitorial Seal [Social]

[Adapted from Fading Suns d20]

You are a member of the Inquisition.

Prerequisite: Church Ordination rank 4+

Benefit: You bear an Inquisitorial Seal, granted by the Inquisitorial Synod.

Unlike most such seals, which are handed out on a per mission basis, this one is permanent, allowing you to perform inquisitorial duties full-time and without the need to consult superiors as regards situations that may arise during such duties. This does not mean, however, that you are free to act however you desire; your actions can still be judged by the Inquisitorial Synod.

Leadership [Social]

[Adapted from PHB/DMG]

See the DMG, p. 45.

Legate [Social]

[Adapted from Fading Suns d20]

You are a church ambassador to a noble house, guild, city or nation.

Prerequisite: Church Ordination level 3+

Benefit: As an official representative of the church, you are accorded a degree of respect by your hosts, although you must earn their trust on a personal level for them to see you as anything but a spy for the church. Nonetheless, you gain a +2 bonus to Bluff and Diplomacy checks involving official church business. In addition, you may cross feudal boundaries free from taxation or tithe. You may request to participate in diplomatic events your host holds, such as conferences and parties, although he does not have to invite you (but doing so would be a faux pas in the eyes of your superiors). You have the right to provide character testimony for a plaintiff or defendant in a legal case and be heard. You can also request an investigation from the church concerning specific matters or mysteries (but be prepared to provide evidence or a good reason for your beliefs).

The Look [Social]

[Adapted from Spycraft d20]

Whether it's devilishly handsome good looks, a laugh that melts hearts, all the right curves, or a smile that makes people weak in the knees, you've got what it takes to make those attracted to your gender stop and give you the eye.

Prerequisite: Cha 13+.

Benefit: You gain a +4 bonus to all Charisma-based skills when dealing with NPCs attracted to your gender.

Mark [Social]

[Adapted from Spycraft d20]

You can size someone up from a distance.

Prerequisite: Wisdom 13+

Benefit: As a free action, you may target an NPC with this feat, 'sizing him up.'

Name three skills. The GM must tell you which of those skills the target has the highest bonus in (combined rank and ability score modifier), and which of the skills the target has the lowest bonus with. This feat does not confer knowledge of the target's actual skill ranks or ability bonuses--only their relative strength to each other.

You may use this ability a number of times per game day equal to your Wisdom modifier (though never more than once per round) and you may use it on the same target more than once.

Master Mimic [Social]

[Adapted from Spycraft d20]

You're a natural at impersonating others.

Prerequisite: Cha 13+, Bluff skill 4+, Disguise skill 4+, Perform skill 4+.

Benefit: You gain a +2 bonus on all Bluff, Disguise and Perform (acting) checks. In addition, your threat range with these skills increases to 19-20.

Master of Persuasion [Social]

[Adapted from Spycraft d20]

You have tremendous powers of persuasion.

Prerequisite: Cha 13+, Bluff skill 4+, Diplomacy skill 4+, Intimidate skill 4+.

Benefit: You gain a +2 bonus on all Bluff (not feint), Diplomacy and Intimidate checks. In addition, your threat range with these skills increases to 19-20.

Mercantile Background [Social]

[Adapted from Forgotten Realms]

You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Military Rank [Social]

[Adapted from Fading Suns d20]

You have served in the armed forces and have the rank to prove it.

Prerequisites: Church Ordination, Guild Commission or Noble Title (for officer ranks), or any character level 1+ (for enlisted ranks)

Benefit: You bear a military rank in the armed or naval forces of a noble house, merchant company, church order, mercenary company or some other military or paramilitary organization. Your title depends on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see chart below). Titles provide different benefits for officers and enlisted.

Officers: Each officer rank grants you a +1 bonus to your Leadership score. This bonus is stackable with each successive rank.

Enlisted: Each enlisted rank grants you a +1 bonus to any Gather Information checks performed wherever soldiers or sailors hang out (most often in the barracks or a bar). Your rank more easily provides you with the necessary background to mix with troops and loosen their lips. This bonus is stackable with each successive rank. The drawback is that you may be called back to active duty in times of crisis if you are retired. Refusing such a call to duty is grounds for a court-martial and removal of rank.

Officer (Army/Navy)

1st = Lieutenant/Midshipman

2nd = Captain/2nd Lieutenant

3rd = Major/1st Lieutenant

4th = Colonel/Captain

5th = General/Admiral

Enlisted (Army/Navy)

1st = Private/Crewman

2nd = Private 1st Class/Able Crewman

3rd = Corporal/Mate

4th = Sergeant/Master

5th = Staff Sergeant/Master of the Ship

Mimic [Social]

[Adapted from Shadowchasers d20]

You have a gift for impersonation.

Multicultural [Social]

[Adapted from Song & Silence]

You blend in well with members of another race.

Noble Title [Social]

[Adapted from Fading Suns d20]

You were born a member of a noble family or have been knighted as a lord of a noble house.

Prerequisite: Aristocrat or Noble level 1+ or any character class level 4+

Benefit: You bear a noble rank, its title dependent on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see the chart below).

In addition, each rank grants you a +1 bonus to Diplomacy checks among other nobles, even those of rival houses. This bonus is stackable with each successive rank.

Nobles have the right to impress any serf beholden to them into temporary combat service. Most serfs are poor combatants, however, and will usually run from a fight the first chance they get.

Nonetheless, they may provide an adequate vigilante posse for hunting down escaped criminals. If the impressed serf is killed in such service, the noble must pay a weregild to his family, although this rarely costs more than three years of that serf's wages (average of 10 gp). Gaining this feat without first taking levels in the Aristocrat or Noble class requires GM permission and a good roleplaying reason (usually representing battlefield knighting, which is extremely rare).

1st feat = Knight/Dame

2nd feat = Baronet

3rd feat = Baron/Baroness

4th feat = Earl or Marquis/Marquessa

5th feat = Count/Countess

6th feat = Duke/Duchess

There is one higher title for each house: the Prince/Princess, the head of the entire household.

Such a rank must be gained through arduous gameplay--the Machiavellian schemes necessary to supplant a current Prince/Princess are practically unimaginable.

Passage Contract [Social]

[Adapted from Fading Suns d20]

You have a permanent favor from a church, guild or noble house: free passage on any outbound ship.

Benefit: Thanks to some preexisting arrangement with one of the above entities, you do not have to worry about booking passage on ships. Of course, accommodations may not always be the best, and the ship may make a number of stops along the way, but is (mostly) a sure thing.

You may bring along a number of people

for free equal to your Charisma modifier (if positive). Any other people will have to pay for passage.

Special: This feat is stackable to gain better quality accommodations.

1st feat = Tramp freighter. You ride with the cargo.

2nd feat = Stateroom. Made for two, it has been known to hold eight or more.

3rd feat = Luxury liner. The best. Meals included.

Peasant Hero [Social]

[Adapted from Fading Suns d20]

You are known to stand against tyrants in defense of the common man.

Benefit: You gain a +2 bonus to Diplomacy and Gather Information checks when dealing with peasants.

Additionally, you may more easily be able to convince them to hide you (and your cronies) from the authorities.

Persuasive [Social]

[Adapted from Song & Silence]

You have a way with words and body language.

Political Favors [Social]

[Adapted from Spycraft d20]

You have put critical information in front of powerful individuals in the past. Now they owe you.

Benefit: You receive a +1 bonus to all Charisma-based skill checks targeting bureaucrats and politicians and on all attempts to gain government intervention. Once per game session, if you can contact someone who owes you, you can have all criminal charges against you dropped (GM's discretion), or gain access to a secure (but not secret) government facility.

Purgation [Social]

[Adapted from Fading Suns d20]

You can harangue the faithful into confessing their sins.

Prerequisite: Wis 13+, Sect Affiliation.

Benefit: Even the most libertine noble or guild member has doubts about the state of his immortal soul. You can exploit these doubts and verbally harangue a person into confessing his sins.

Once per day, you can extract a confession from someone. The subject of condemnation must be a member of

your religion and you must spend at least a full round condemning him for his sins. He can make a Will save against a DC equal to your Charisma modifier + your level; he gets a +2 bonus if he is not of your sect. If he fails, he confesses to a petty sin ("I lusted after the Duchess!"). If he fails by more than 5 points, he confesses to a greater sin ("I wanted to kill the rector!"). If he fails by more than ten points, he confesses to a horrible sin ("I killed the knight and buried his body in the coal mines! Sob!"). Of course, if he has committed no horrible sin, he will not confess to one, but instead beg for an act of penance from you for his sin.

Appropriate penance varies with religion, but might consist of seeking forgiveness from the person he wronged, go on a pilgrimage to a holy site and there reflect upon his sins, or perform some charitable deed for the church.

Rabble Rouser [Social]

[Adapted from Fading Suns d20]

You can rouse peasants and crowds into riotous action.

Prerequisite: Cha 15+, Enthral.

Benefit: You can exploit existing discontent among the lower classes and fan it into a blaze of anger. You must first go to a place where peasants gather, such as at the local inn. You then orate to them, playing on their hopes and fears to arouse them into action against a particular type of evil: a tyrant lord, a scheming merchant, a lying priest, etc. You must make a Perform check, as described in the Enthral feat. Any who fail their Will saves follow your lead onto the streets, wielding whatever weapons are handy. They can be directed at an example of whatever evil you orated against. If you point to a merchant and decry him as a usurer (for example), they'll descend on him with sticks and beat him senseless, perhaps to death.

This feat does not grant you legal or moral absolution for your actions. The local guard may attempt to arrest you as a rabble-rouser. The angry mob is certainly not exempt from punishment-- some of them may even be hanged as rioters, to provide an example to others. Their families may blame you and take

action themselves to gain revenge. What's more, the victim of your aroused mob--assuming he survived--may make it his life's goal to avenge himself upon you.

Racial Ally [Social]

[Adapted from Fading Suns d20]

You are a known friend and ally to a particular race other than your own. Prerequisite: Xeno-Empathy, Cha 13+ Benefit: When dealing with members of the race to which this feat applies, you gain a +2 bonus Diplomacy and Gather Information bonus. The race chosen must be intelligent and free-willed (e.g., no golems, oozes or zombies). You must specify how you came to be held in such high esteem by the race chosen. Special: This feat may be taken multiple times. The effects do not stack; each time this feat is taken, a different race must be chosen.

Common choices for this feat are: drow, duergar, dwarf, elemental (one element), elf, gnome, goblinoid, halfling, giant, gnoll, human (choose nation), lizardfolk, merfolk, ogre, orc, outsider (choose one type, such as celestial, devil or slaad) or undead (choose one type, such as ghouls). The DM has the right to veto any choice he feels is inappropriate.

Refuge [Social]

[Adapted from Fading Suns d20]

You have some place you can go where you will be welcomed and safe. Benefit: Your refuge might be a noble's castle, a hidden monastery, a guild safe house, a rented apartment or just a cave you outfitted yourself. Special: This feat is stackable to increase the safety and size of the refuge or to add additional refuges. 1st feat = Cave, cheap apartment, small farm
2nd feat = Guild safe house or Church monastery
3rd feat = Castle

Retainer [Social]

[Adapted from Fading Suns d20]

You have a devoted servant or friend who will follow you to the ends of the earth. Benefit: Whether it is the loyal seneschal who has always served your family or

the childhood friend who keeps his blood-brother oath through thick and thin, your retainer is devoted to you. Your retainer is a 1st-level Expert trained in whatever line of work he needs to best serve you. He goes up in level one level for every two levels you rise. He is considered to have whatever outfit is needed for his work, but you must pay to equip him with weapons and armor. Additional hired help can be gained with money during game play, but they don't exhibit the fierce loyalty your retainer does. In other words, when the money runs out, they're gone, but the retainer always stays.

Righteous Sermon [Social]

[Adapted from Fading Suns d20]

You can inspire others with passages from your gospels. Prerequisite: Perform 6+. Benefit: By reading from your church gospels (either from memory or from the book itself), you can inspire courage in allies who share your religion. Each person to be affected must hear at least one full round of sermons. The effect lasts as long as the sermons are read, and for five rounds thereafter. During the oration, you may make melee or ranged attacks but cannot cast spells. Allies receive a +1 morale bonus to saving throws, attack rolls and weapon damage rolls. Only allies who believe in your religion gain the bonus. Righteous Sermon is an extraordinary ability.

Saddleback [Social]

[Adapted from Forgotten Realms]

You are as comfortable riding as walking. You engage in many social events involving mounts, such as jousting tournaments, riding competitions or hunting parties.

Saint [Social]

[Adapted from Fading Suns d20]

You have achieved sainthood in the eyes of many people, who treat you like messiah. Prerequisite: Any character class level 18+ Benefit: You are considered holy by a certain segment of the population. Whether it is their collective belief that makes it true or some personal virtue

recently awakened, you do indeed exhibit holy powers. Once per day, you may perform a miracle. You make a Wisdom check and compare the result against the DC. The effect and extent of this is ultimately determined by the GM. See *Fading Suns d20*, p. 104 for more information on this feat.

Savoir-Faire [Social]

[Adapted from *Fading Suns d20*]

You have a certain flair, dashing style or bravura that marks you as someone special.

Prerequisite: Cha 15+.

Benefit: Everything you do is done with style, whether it be entering a room and turning heads, carving your initials into a tapestry with your rapier, or even savoring a meal at a banquet to impress the host.

You can intentionally attempt to impress others with your style in any task. You make any required checks normally, but if your result is 5 or more points higher than the required DC to succeed, you have performed the deed with stunning flair. The GM is free to dictate any rules effects from this, but possible outcomes are: You gain an initiative bonus on successive actions or a bonus to Charisma-based skills to further impress those who witnessed your deed.

It is very hard to embarrass you, for you can turn even a pratfall into an elegant dance. Anytime you fail very badly at something, you can make a Bluff check as a free action to mitigate the failure and make it look intentional. The DC depends on the nature of what you've done wrong, but it is usually DC 15 or 20. The higher your result, the better your reaction to your familiar appears. As a free action, you may make a diplomacy check to oppose anyone trying to embarrass you, even if you are unaware of what's going on (the GM can make the roll for you).

Secret [Social]

[Adapted from *Fading Suns d20*]

You know something that most others do not.

Benefit: The secret you know can range from blackmail on a minor noble to the location of a forgotten treasure. The GM

should work closely with you to ensure your secret fits into the game he wants to run.

Special: You can take this feat multiple times. It does not stack. Instead, each time this feat is taken, a new secret is learned.

Secret Agent [Social]

[Adapted from *Fading Suns d20*]

You are a spy working for an intelligence agency, gathering information or sabotaging rival's works.

Prerequisite: Rogue level 1+, or any character class level 4+.

Benefit: You bear a commission as an intelligence agent, its rank dependent on how many levels of this stackable feat you possess. Each successive level raises you one in rank by one title (see the chart below).

In addition, each rank grants you a +1 Innuendo bonus when communicating with fellow agents or trying to read the secret signs of rival agents. This bonus is stackable with each successive rank.

1st feat = Recruit

2nd feat = Agent

3rd feat = Field Agent

4th feat = Supervisor

5th feat = Spymaster

In addition, the secret agent chooses his affiliation. Each agency specializes in some role that allows agents to gain bonuses to certain skills. The GM is free to create other affiliations using the three below as a model.

Covert Intel: Experts in covert information gathering: +2 bonus to Open Lock skill.

Rat Squad: Experts in rooting out treason: +2 bonus to Gather Information.

Undercover Ops: Experts in sensing other's weaknesses: +2 bonus to Sense Motive.

Secret Society Membership [Social]

[Adapted from *Fading Suns d20*]

You have allies in a secret society, and thus have access to training and potential aid from persecution.

Benefit: Secret societies may be commercial, political or religious criminal or terrorist groups, witch's covens or other cults, but the one thing they all have in common is the condemnation of

the ruling authorities, church and/or society. Its members use code words or signs to signal meetings. You can recognize the signs and codes for the particular group to which you belong, and thus answer the call to a meeting or convene one yourself.

The details of your secret society should be worked out with the GM.

Sect Affiliation [Social]

[Adapted from Fading Suns d20]

The character is a member of a church sect or order. Each sect/order member undergoes special training that provides a bonus to a skill, based on the domain chosen. This skill becomes a class skill, if it is not already. Not all churches will have all of the following sects/orders available, and the GM is free to invent others to suit his campaign. Most deities will have one sect/order for each domain in its portfolio of powers.

Air: +2 bonus to Balance checks.

Animal: +2 bonus to Handle Animal checks.

Cavern: +2 bonus to Intuit Direction checks.

Chaos: +2 bonus to Bluff checks.

Charm: +2 bonus to Diplomacy checks.

Craft: +2 bonus to one Craft skill of your choice.

Darkness: +2 bonus to Hide checks.

Death: +2 bonus to Knowledge (Undead) checks.

Destruction: +2 bonus to Knowledge (War) checks.

Drow: +2 bonus to Move Silently checks.

Dwarf: +2 bonus to Search checks

Earth: +2 bonus to Knowledge (Nature) checks.

Elf: +2 bonus to Climb checks.

Evil: +2 bonus to Intimidate checks.

Family: +2 bonus to Knowledge (hearth wisdom)

checks. See Sword & Fist for description.

Fate: +2 bonus to Spot checks.

Fire: +2 bonus to Intimidate checks.

Gnome: +2 bonus to Perform (Jokes) checks.

Good: +2 bonus to Sense Motive checks.

Halfling: +2 bonus to Hide checks.

Hatred: +2 bonus to Intimidate checks.

Healing: +2 bonus to Heal checks.

Illusion: +2 bonus to Disguise checks.

Knowledge: +2 bonus to one Knowledge skill.

Law: +2 bonus to Sense Motive checks.

Luck: +2 bonus to any one of your class skills.

Magic: +2 bonus to Knowledge (Arcana) checks.

Mentalism: +2 bonus to Sense Motive checks.

Metal: +2 bonus to one Craft (involving metalworking) skill.

Moon: +2 bonus to Hide checks.

Nobility: +2 bonus to Knowledge (Nobility) checks.

Ocean: +2 bonus to Profession (Sailor) checks.

Orc: +2 bonus to Intimidate checks.

Planning: +2 bonus to Knowledge (War) checks.

Plant: +2 bonus to Knowledge (Nature) checks.

Portal: +2 bonus to Search checks.

Protection: +2 bonus to Listen checks.

Renewal: +2 bonus to Heal checks.

Retribution: +2 bonus to Intimidate checks.

Rune: +2 bonus to Forgery checks.

Scalykind: +2 bonus to Climb checks.

Slime: +2 bonus to Move Silently checks.

Spider: +2 bonus to Handle Animal (spiders) checks.

Spell: +2 bonus to Spellcraft checks.

Strength: +2 bonus to Intimidate checks.

Storm: +2 bonus to Listen checks.

Suffering: +2 bonus to Concentration checks.

Sun: +2 bonus to Spot checks.

Time: +2 bonus to Sense Motive checks.

Trade: +2 bonus to Appraise checks.

Travel: +2 bonus to Wilderness Lore checks.

Trickery: +2 bonus to Bluff checks.

Tyranny: +2 bonus to Diplomacy checks.

Undeath: +2 bonus to Knowledge (Undead) checks.

War: +2 bonus to Knowledge (War) checks.

Water: +2 bonus to Swim checks.

Seduction [Social]

[Created by Kaptain Kantrip]

You know how to "vamp it up" to get what you want. This feat is different than The Look, in that you are not necessarily strikingly attractive, but you know how to use what you have to your best advantage.

Benefit: You receive a +2 bonus to Bluff (not feint) and Diplomacy checks made to influence NPCs who would normally be attracted to your gender.

Sidekick [Social]

[Adapted from Pulp Heroes d20]

You have an individual follower of some ability.

Prerequisite: 6th level.

Silver Palm [Social]

[Adapted from Forgotten Realms]

You are well-versed in haggling and brokering deals.

Silver Tongue [Social]

[Adapted from Spycraft d20]

You have a knack for making even the unthinkable sound not only possible, but very appealing.

Benefit: You receive a +2 bonus to all Bluff (not feint) and Diplomacy rolls to convert, seduce or sway an NPC to do something they know they shouldn't.

Further, your threat range for such attempts is increased by 2 (e.g., 19-20 becomes 17-20).

Smear Campaign [Social]

[Adapted from Fading Suns d20]

You can attempt to ruin another's reputation or instill hostility toward him in certain people.

Prerequisite: Cha 13.

Benefit: You can change other's attitudes toward someone by spending time bad-mouthing him. It usually takes at least one evening of carousing with the targeted audience, similar to making a Gather Information check. Characters normally make Charisma checks to alter someone's attitude for the better. You can alter it for the worse with your own Charisma check. Whenever the object of your smear campaign arrives, people's attitudes toward him are whatever you influenced them toward. The audience does not need to personally know the person; reputation and name are enough.

See Fading Suns d20, p. 105 for more information on setting the smear campaign DC.

Note: Add +5 to the DC if the people in the crowd know the victim of your smear campaign personally.

Special: You can attempt this on a larger scale by gaining this feat multiple times. Each successive feat increases the area in which you can cast your net.

1st feat = Small town (checks take one evening)

2nd feat = Large town or province (checks take one week)

3rd feat = Entire country (checks take one month)

4th feat = Entire World (checks take three months)

Smooth Talk [Social]

[Adapted from Forgotten Realms]

You are accustomed to dealing with others without the need to draw blades.

Sorcerous Bloodline [Social]

[Created by Kaptain Kantrip]

You were born with the power to work magic.

Prerequisite: Charisma 10+

Benefit: You know and can cast per day a number of arcane cantrips equal to 2 + your Charisma modifier. You are considered to be a 1st-level sorcerer for purposes of determining your caster level.

Steely Gaze [Social]

[Adapted from Pulp Heroes d20]

Just looking into your eyes can be a frightening experience... determination and danger lurk there.

Normal: Attempts to Intimidate are generally full-round actions.

Street Smart [Social]

[Adapted from Forgotten Realms]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Streetwise [Social]

[Adapted from Fading Suns d20]

You know your way around the black market and organized crime.

Benefit: You are familiar with the underworld and criminal activities. You know how to contact the criminal underworld or acquire illegal goods or services, including black market items. You can attempt to hire an illegal or shady service (leg-breaking, breaking and entering, murder, etc.).

Make a Gather Information check to find

the right man for the job (usually DC 20), and then a Bluff or Diplomacy check to successfully hire him at the going rate (DC 25). If he is caught in the act, he will finger you as his boss, unless your check result was at least five points higher than the required DC.

Theologian [Social]

[Adapted from Fading Suns d20]

You are recognized by your church as a worthy theologian, and your views influence church policy.

Prerequisite: Church Ordination, Knowledge (religion) skill 10+.

Benefit: You can introduce new interpretations into Church discourse, influencing the opinions of those who make policy. In such a way, you can attempt to transform heresies into mere differences of doctrine, and hence save their believers from inquisitorial persecution.

First, you must formulate your doctrine. Make a Knowledge (religion) check. The DC is 20 or 25 for beliefs that fit well with current Church opinion, but 30 or 35 for beliefs wildly divergent from current thought. Beliefs that clash with core church values may face DC 40+.

Once formulated, your doctrine must be promulgated through oratory. Make a Diplomacy check, opposed by those listening. Those who fail against you are converted to your doctrine and may begin to spread it (using their own Diplomacy skills). You may eventually be invited to argue your doctrine before distinguished (high skill ranked) theologians, who will attempt to reveal the flaws in your beliefs. This initiates a new Knowledge (religion) contest, but you can add +1 to your check for every 100 people you have converted. If your views hold out, your work will enter the canon of currently debated theology.

You may then be invited to argue your doctrine before the College of Ethicalds, who determine church doctrine. If you win here, your belief becomes a standard teaching of the church--unless the supreme head of the church dislikes it. He may challenge you to a new debate, one in which he gains a +6 bonus for his status. If you win this one, your doctrine is set for at least the next two or three generations.

Trustworthy [Social]

[Adapted from Song & Silence]

You have a naturally occurring or carefully constructed demeanor of friendship that inspires feelings of trust in others, even when they know they shouldn't.

Twin [Social]

[Adapted from Forgotten Realms]

You have a twin brother or sister.

Benefit: As Thunder Twin feat, but not restricted to dwarves.

Special: You may only take this feat as a 1st-level character.

Trendsetter [Social]

[Adapted from Fading Suns d20]

You are the epitome of fashion.

Whatever you wear quickly becomes fashionable everywhere and your interests soon become "the next big thing."

Benefit: Others seek you out for fashion advice or tips on what one should be reading or thinking this season. Even if you don't go out of your way to impart this wisdom, others will copy you. Being seen at a particular show is enough to ensure it's a hit.

Your presence at a party is enough to make it notable in the society pages. Your public approval of a painting is enough to launch an artist's career. You can almost always get into any party or high-class affair to which you have not been invited. You can take a number of people with you equal to your Charisma modifier (if positive). In public places where you have specifically been barred from entering, you can still get in by making a Charisma check (DC varies with how hostile the host is toward you). In addition, it is rare for an NPC you have never met to have a hostile attitude toward you.

Tyrant [Social]

[Adapted from AEG's EVIL]

You can gather and control a huge horde of evil humanoids and other monsters.

Prerequisite: Character level 6+, evil alignment.

Benefit: See EVIL, p. 60.

Veteran [Social]

[Adapted from Fading Suns d20]

You are known for your prowess at a significant battle, and may even bear a medal proving it.

Benefit: You may invoke your past to change others' opinions about you and solicit their aid. This may be used against the same person only once. It allows you to gain a +2 bonus to Diplomacy or Gather Information checks against that person. In addition, you are considered (for just this one-time request) to be one rank higher than normal, including gaining any skill bonuses the higher rank imparts.

Special: This feat may be bought multiple times. The effects stack, representing a greater deed performed in battle or a more important medal. Two levels of this feat provide a +4 bonus to Diplomacy or Gather Information checks, and so on with each additional level.

Well-Traveled [Social]

[Adapted from Fading Suns d20]

You have been there and done that. You know a lot of things about the places and people you've seen, although you can't necessarily remember them when you want to.

Prerequisite: Any character class level 3+

Benefit: Acts as the Bardic Knowledge ability. You may make a Knowledge check modified by your level + your Int modifier to see whether you know relevant information about a person, place or thing. The DC varies with the obscurity of the topic.

Withering Insult [Social]

[Adapted from Fading Suns d20]

You may deliver an insult practically guaranteed to get a rise out of your rival.

Prerequisite: Int 13+.

Benefit: Social rank and the respect it provides are vital to survival in the chaotic world. People are rather protective of their reputations and don't take kindly to people disparaging them. However, most people can readily choose which insults to challenge or ignore. Nonetheless, some villains are particularly good at baiting their rivals; their foul words rarely fail to provoke a heated response.

Once per day, you may deliver a

withering insult to someone. That person must fight to control his temper or lose all self-control, discarding all norms of social propriety and common sense until he has extracted an apology from you. The insulted person must make a Will save. The DC is equal to your Charisma modifier + your level.

Success means he can choose to deal with your insult however he likes, although he cannot pretend it wasn't vile. Failure means he loses control and immediately seeks satisfaction from you: either by challenging you to a duel, attacking you then and there, whistling for his gang of street toughs to descend on you, etc. He will stop whatever he is doing, as long as doing so doesn't put him in obvious danger. In other words, he won't turn his attention from a rampaging monster just to deal with an insult. However, the insult still hurts, and he will deal with it as soon as the danger has passed.

Xeno-Empathy [Social]

[Adapted from Fading Suns d20]

You have studied a race and know how to interact with and read that race.

Benefit: This feat negates the -2 penalty for Bluff, Diplomacy, Gather Information and Sense Motive checks against the type of race selected when this feat is taken.

Special: This feat may be taken multiple times. The effects do not stack; another race must be selected each time this feat is taken.