

Echelon

Tome Skill Talents

<http://www.echelond20.org/>

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1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome”. If you can’t pick between two talents because they’re both so awesome?

That is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

2 Tome of Awesome

The *Tome of Awesome* collects material posted primarily by Frank Trollman and Keith (no last name provided, not me).

I have seen statements from Frank that this is ‘freeware’ and ‘creative commons’, but no formal license statement. Since I am using this as a placeholder at the moment and am likely to replace this later, I am considering this ‘conversation’ rather than ‘publication’.

The skill feats as presented in the Tome scale automatically with the number of ranks held in the related skill, just as Tome combat feats scale with Base Attack Bonus. The assignments, based on class skill maximum ranks, are:

Ranks	RSRD Level	Echelon Level	Echelon Tier
0	0		Basic
4	1	5	Expert
9	6	10	Heroic
14	11	15	Master
19	16	20	Champion
			Legendary

I could probably pretty reasonably increase the tier of abilities currently assigned (by the Tome) at Master and Champion by one tier, but I have not yet done so because the talents are likely to be rewritten.

At the Basic tier, all skill talents grant “Trained {Skill}”. This provides a +4 competence bonus to all checks with the skill and the character is considered ‘Trained’ in the skill (many RSRD skills restrict check results for untrained characters).

At the Master tier, all skill talents granted Skill Mastery with the skill. Characters may always Take 10 with Mastered skills regardless of distraction or danger. I may increase the competence bonus to +8, but have not yet decided to do this.

Not all skills are currently represented. Climb, Craft, several Knowledge, Open Lock, Perform, Profession, and Speak Language are all unrepresented here.

2.1 Appraise: Acquirer's Eye

Tier	Effect
Basic	Trained Appraise
Expert	Acquirer's Eye 2
Heroic	Acquirer's Eye 3
Master	Acquirer's Eye 4, Mastered Appraise
Champion	Acquirer's Eye 5
Legendary	

You know what you want, even if other people have it right now.

2.1.1 Acquirer's Eye 2

You automatically know if something is ordinary, masterwork, or magic when looking at it.

2.1.2 Acquirer's Eye 3

You can discover the properties of a magic item, including how to activate it (if appropriate) and how many charges are left (if it has them), with a successful Appraise check (DC item's caster level + 10) and 10 minutes of work.

2.1.3 Acquirer's Eye 4

Once per round as a free action, you can examine a magic item and attempt an Appraise check (DC item's caster level + 20) to determine its properties, including its functions, how to activate those functions (if necessary), and how many charges it has left (if it has charges).

2.1.4 Acquirer's Eye 5

You know what the most valuable piece of treasure is in any collection, such as the most valuable magic item an enemy is wearing or the most valuable object in a dragon's horde, just by looking at the collection. You automatically recognize an artifact when looking at it.

2.2 Appraise: Bureaucrat

Tier	Effect
Basic	Bureaucrat 1, Trained Appraise
Expert	Bureaucrat 2
Heroic	Bureaucrat 3
Master	Bureaucrat 4, Mastered Appraise
Champion	Bureaucrat 5
Legendary	

You have a functioning guild that makes stuff for you and gives you money.

2.2.1 Bureaucrat 1

You draw an income for working as an administrator, getting 1 GP/week per rank in Appraise.

2.2.2 Bureaucrat 2

You can muster a group of followers. Your leadership score is your ranks in Appraise plus your Intelligence modifier. These followers all have profession and craft skills.

2.2.3 Bureaucrat 3

You get your own Stronghold.

2.2.4 Bureaucrat 4

You get a +2 bonus to profit checks.

2.2.5 Bureaucrat 5

Your guild goes planar, your number of followers swell to the size of an army and their ranks start filling up with producers and managers from other planes of existence.

2.3 Balance: Steady Stance

Tier	Effect
Basic	Trained Balance
Expert	Steady Stance 2
Heroic	Steady Stance 3
Master	Steady Stance 4, Mastered Balance
Champion	Steady Stance 5
Legendary	

You can fight just about anywhere.

2.3.1 Steady Stance 2

If an effect would knock you prone, if you succeed on a DC 20 Balance check, you remain standing.

2.3.2 Steady Stance 3

If your opponent is balancing, you gain a +3 dodge bonus to AC against their attacks unless they succeed at beating you in an opposed Balance check.

2.3.3 Steady Stance 4

All Balance DCs are halved for you.

2.3.4 Steady Stance 5

You never suffer any impairment or damage from anything you're standing on, whether it's molten lava, a cloud, or even another creature. Ambient conditions, such as lighting or weather, can still impair you.

2.4 Bluff: Con Artist

Tier	Effect
Basic	Trained Bluff
Expert	Con Artist 2
Heroic	Con Artist 3
Master	Con Artist 4, , Mastered Bluff
Champion	Con Artist 5
Legendary	

You can fool some of the people, all of the time.

2.4.1 Con Artist 2

Magic effects that would detect your lies or force you to speak the truth must succeed on a caster level check with DC equal to 10 plus your ranks in Bluff or fail.

2.4.2 Con Artist 3

Divination magic used on you detects a false alignment of your choice. You can present false surface thoughts to *detect thoughts* and similar effects, changing your apparent Intelligence score (and thus your apparent mental strength) by as much as 10 points and can place any thought in your “surface thoughts” to be read by such spells or effects.

2.4.3 Con Artist 4

If you beat someone's Sense Motive check by 25, you can instill a *suggestion* in them, as the spell. This suggestion lasts for one hour for each of your character levels.

2.4.4 Con Artist 5

You are protected from all spells and effects that detect or read emotions or thoughts, as by *mind blank*.

2.5 Concentration: Combat Casting

Tier	Effect
Basic	Trained Concentration
Expert	Combat Casting 2
Heroic	Combat Casting 3
Master	Combat Casting 4, Mastered Concentration
Champion	Combat Casting 5
Legendary	

Having a sword sticking out of your chest doesn't noticeably impede your ability to do... well, just about anything.

2.5.1 Combat Casting 2

You can take 10 on Concentration checks and caster level checks.

2.5.2 Combat Casting 3

You may maintain concentration on a spell as a move action (DC 25 + spell level). If you beat the DC by 10 or more, you can maintain concentration as a swift action. If you fail your check, you lose concentration.

2.5.3 Combat Casting 4

If you would be nauseated, you're sickened instead.

2.5.4 Combat Casting 5

All Concentration DCs are halved for you.

2.6 Decipher Script: Cryptographer

Tier	Effect
Basic	Trained Decipher Script
Expert	Cryptographer 2
Heroic	Cryptographer 3
Master	Cryptographer 4, Mastered Decipher Script
Champion	Cryptographer 5
Legendary	

You're good at reading things no one intended you to.

2.6.1 Cryptographer 2

You can decipher a written spell (like a scroll) without using *read magic*, if you succeed on a Decipher Script check of DC 20 + the spell's level. You can try once per day on any particular written spell.

2.6.2 Cryptographer 3

You don't trigger written magic traps (like *explosive runes* or *symbols*) by reading them. You can disable them with Decipher Script as if you were using Disable Device. You can read the material hidden by a *secret page* with a DC 25 Decipher Script check.

2.6.3 Cryptographer 4

When you cast a spell from a scroll, the spell's save DC is equal to 10 + the spell's level + your Intelligence modifier + any other applicable bonuses, and its caster level is equal to your character level, plus other applicable bonuses.

2.6.4 Cryptographer 5

Reading text using Decipher Script is a free action for you. You may disable written magical traps as a swift action, and you can cast 5th-level or lower spells from scrolls as a swift action.

2.7 Diplomacy: Leadership

Tier	Effect
Basic	Leadership 1, Trained Diplomacy
Expert	Leadership 2
Heroic	Leadership 3
Master	Leadership 4, Mastered Diplomacy
Champion	Leadership 5
Legendary	

You convince people that obeying you is a good career move.

2.7.1 Leadership 1

You can awe even strangers and enemies into following your orders. With a DC 20 Diplomacy check, you can use *command* as a spell-like ability, with save DC equal to $10 + \frac{1}{2}$ your character level + your Cha modifier.

2.7.2 Leadership 2

Your natural talent for leaderships attracts followers. Your leadership score is equal to your ranks in Diplomacy plus your Charisma modifier.

2.7.3 Leadership 3

You persuade someone that you are so awesome that they should follow you around all the time, acquiring a cohort. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

2.7.4 Leadership 4

Your natural majesty stirs guilt in those who refuse your demands. With a DC 30 Diplomacy check, you can use *geas* as a spell-like ability, but it offers a Will save at DC $10 + \frac{1}{2}$ your character level + your Cha modifier.

2.7.5 Leadership 5

You command the loyalty of armies... even opposing ones. With a DC 40 Diplomacy check, you can use *greater command* as a spell-like ability, with save DC equal to $10 + \frac{1}{2}$ your character level + your Cha modifier and effective caster level equal to your bonus on Diplomacy checks.

2.8 Diplomacy: Persuasive

Tier	Effect
Basic	Trained Diplomacy
Expert	Persuasive 2
Heroic	Persuasive 3
Master	Persuasive 4, Mastered Diplomacy
Champion	Persuasive 5
Legendary	

When you tell you people something that contradicts the evidence of their own eyes, they believe you.

2.8.1 Persuasive 2

Your words can stop fights before they start. Any creature that can hear you speak must make a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or it can't attack you directly; however, you aren't protected from its area or effect spells, or similar abilities. Any creature that succeeds on its save is immune to this ability for 24 hours. You may use nonattack spells or otherwise act, but if you attack the creature or its allies, it may attack you. This is a mind-affecting, language-dependent charm effect.

2.8.2 Persuasive 3

You can fascinate creatures with your silver tongue. You can affect as many HD of creatures as your bonus on Diplomacy checks; any creature that fails a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) becomes fascinated. If you use this ability in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While a subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude, allowing you to make a single request of an affected creature. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

2.8.3 Persuasive 4

You can influence even hostile creatures into talking things over with you. With a DC 30 Diplomacy check, you can use a language-dependent version of *charm*

monster as a spell-like ability, with save DC equal to $10 + \frac{1}{2}$ your character level + your Cha modifier; this is a mind-affecting charm effect.

2.8.4 Persuasive 5

You can convince an entire group of enemies to listen to you. If you succeed on a DC 40 Diplomacy check, your *charm monster* ability improves to *mass charm monster*, with a caster level equal to your bonus on Diplomacy checks.

2.9 Disable Device: Professional Luddite

Tier	Effect
Basic	Professional Luddite 1, Trained Disable Device
Expert	Professional Luddite 2
Heroic	Professional Luddite 3
Master	Professional Luddite 4, Mastered Disable Device
Champion	Professional Luddite 5
Legendary	

You've learned to break machines because you're an antitechnology fanatic -- or maybe you just work for the local protection racket.

2.9.1 Professional Luddite 1

You can use Disable Device on magic traps like a character with trapfinding.

2.9.2 Professional Luddite 2

You can use your Dexterity modifier instead of your Intelligence modifier for Disable Device checks. Darkness and blindness do not hinder your ability to disable devices.

2.9.3 Professional Luddite 3

You can reduce the amount of time required to disable a device. For each multiple of 10 you beat the required DC, you can decrease the time required from 2d4 rounds to 1d4 rounds to 1 round to a standard action to a move-equivalent action to a free action.

2.9.4 Professional Luddite 4

You can use Disable Device to end any persistent effect or area spell effect as if it was a magic trap, but the DC is 25 + twice the spell's level.

2.9.5 Professional Luddite 5

As an attack action, you can disable magic items. You must succeed on a melee touch attack roll for attended objects. Make a Disable Device check against a DC of 15 + the item's caster level: if your check succeeds, the item must make a Will save against a DC of 10 + $\frac{1}{2}$ your character level or be turned into a normal item, and even if it saves, its magical properties are suppressed for 1d4 rounds.

2.10 Disguise: Many-Faced

Tier	Effect
Basic	Trained Disguise
Expert	Many-Faced 2
Heroic	Many-Faced 3
Master	Many-Faced 4, Mastered Disguise
Champion	Many-Faced 5
Legendary	

You change identities so often even you don't remember what you look like anymore.

2.10.1 Many-Faced 2

When creating a disguise, you roll twice and take the better result.

2.10.2 Many-Faced 3

You can use *magic aura* as a spell-like ability at will, with a caster level equal to your character level and a save DC of $10 + \frac{1}{2}$ your character level + your Cha modifier.

2.10.3 Many-Faced 4

You can create a disguise as a full-round action, but you take a -10 penalty to your Disguise check. You can't be under direct observation while doing this, but you can use Bluff to create a diversion to allow you to change guises, as for the Hide skill.

2.10.4 Many-Faced 5

You can choose an appearance that anyone viewing you with scrying or other divination magic sees instead of your "real" appearance. Even someone who benefits from *true seeing* must succeed on a caster level check (DC 11 + your ranks in Disguise) to penetrate the illusion.

2.11 Escape Artist: Slippery Contortionist

Tier	Effect
Basic	Trained Escape Artist
Expert	Slippery Contortionist 2
Heroic	Slippery Contortionist 3
Master	Slippery Contortionist 4, Mastered Escape Artist
Champion	Slippery Contortionist 5
Legendary	

Your childhood nickname was “Greasy the Pig,” but now people call you “The Great Hamster.”

2.11.1 Slippery Contortionist 2

While squeezing into a space at least half as wide as your normal space, you may move your normal speed and you take no penalty to your attack rolls or AC for squeezing.

2.11.2 Slippery Contortionist 2

You can squeeze through a tight space or an extremely tight space as a full-round action, but you take a -10 penalty to your Escape Artist check. Opponents grappling you don't get positive size modifiers added to their grapple bonus when you use Escape Artist to try to break their hold.

2.11.3 Slippery Contortionist 2

If you succeed on a DC 30 Escape Artist check, you can ignore magical effects that impede movement as if you were under the effects of *freedom of movement* for one round; this is not an action. You can also slip through a *wall of force* or similar barrier with a DC 40 check.

2.11.4 Slippery Contortionist 2

You can make an Escape Artist check instead of a saving throw for any effect that would keep you from taking actions. (This does not help against effects that don't allow a saving throw.)

2.12 Forgery: Expert Counterfeiter

Tier	Effect
Basic	Trained Forgery
Expert	Expert Counterfeiter 2
Heroic	Expert Counterfeiter 3
Master	Expert Counterfeiter 4 , Mastered Forgery
Champion	Expert Counterfeiter 5
Legendary	

You aren't a common forger, you're an *artiste*.

2.12.1 Expert Counterfeiter 2

When creating a forgery, you roll twice and take the better result.

2.12.2 Expert Counterfeiter 3

In situations where you can present a legal document of some sort, you can substitute a Forgery check for a Bluff, Diplomacy, or Intimidate check.

2.12.3 Expert Counterfeiter 4

You can purchase items with counterfeit bills of exchange, falsified credit vouchers, and the like. You can acquire any item available through the gold economy in this method. Normally, your counterfeits are so good they don't provoke suspicion, but if someone examines them, they must still beat you in an opposed Forgery check to recognize they're not the real thing.

2.12.4 Expert Counterfeiter 5

You can duplicate a scroll with eight hours of work and a Forgery check against DC 35 + the spell's level. The duplicate functions in all manners like the original scroll. You must have appropriate materials on hand for scribing the scroll, and if the spell requires XP or expensive material components, you must provide the requisite components or make up the XP cost in materials.

2.13 Gather Information: Detective

Tier	Effect
Basic	Trained Gather Information
Expert	Detective 2
Heroic	Detective 3
Master	Detective 4, Mastered Gather Information
Champion	Detective 5
Legendary	

You're good at finding things out just by conversing with townsfolk.

2.13.1 Detective 2

Your ability to pick up on the social context aids you in establishing rapport. After succeeding on a Gather Information check, you gain a +2 bonus to Knowledge checks, Sense Motive checks, and checks for Cha-based skills in the same milieu.

2.13.2 Detective 3

With 2d6 hours of research, you can study a specific topic, such as a particular location or a well-known local monster, and substitute a Gather Information check for any Knowledge checks pertaining to the topic. You need access to local informants, a library, scholars, or other appropriate sources to use this ability.

2.13.3 Detective 4

You can gain the benefits of *legend lore* with a DC 30 Gather Information check. If you have the person or thing at hand, or are in the place, this takes a day; otherwise, it consumes the time as normal for *legend lore*. You need access to individuals or resources with relevant knowledge to use this ability.

2.13.4 Detective 5

With a DC 40 Gather Information check and 1d4+1 days of talking to people, you can either find an answer to any question you can pose in ten words or less, or find out where you need to go to get the answer. You need access to individuals or resources with relevant knowledge to use this ability.

2.14 Handle Animal: Animal Affinity

Tier	Effect
Basic	Trained Handle Animal
Expert	Animal Affinity 2
Heroic	Animal Affinity 3
Master	Animal Affinity 4, Mastered Handle Animal
Champion	Animal Affinity 5
Legendary	

You're one of those people animals just won't leave alone for no apparent reason.

2.14.1 Animal Affinity 2

You gain the wild empathy ability, with your check equal to your character level plus your Charisma modifier plus any other applicable bonuses. If you already have wild empathy, or later gain it from another source, you gain a +3 bonus on Handle Animal checks.

2.14.2 Animal Affinity 3

You can handle an animal as a free action, and push it as a move action.

2.14.3 Animal Affinity 4

You gain the benefits of *Speak with Animals* permanently as an extraordinary ability. The DCs for you to rear and train creatures are halved.

2.14.4 Animal Affinity 5

With a DC 30 Handle Animal check, you can use a mass version of *charm animal* as a spell-like ability, with save DC equal to 10 + ½ your character level + your Cha modifier and effective caster level equal to your bonus on Handle Animal checks.}

You can summon animals to your aid. Choose an animal with a CR equal to or less than your character level, and make a Handle Animal check at a DC of 25 + your character level. If you succeed, you summon a number of animals depending on how much the animal's CR is less than your character level for an hour. You can't use this ability again until any animals you've summoned with it have unsummoned or you've dismissed them.

CR	Number Appearing
Level-1	1
Level-2	1d3
Level-3	1d4
Level-4	1d6
Level-5	1d8
Level-6	1d10
Level-7	2d6
Level-8	3d6
Level-9	3d10
Level-10	10+3d6
Level-11	15+3d10
Level-12	40
Level-13	50
Level-14	60
Level-15	80
Level-16	100
Level-17	150
Level-18	200
Level-19	300

2.15 Handle Animal: Monster Rancher

Tier	Effect
Basic	Monster Rancher 1, Trained Handle Animal
Expert	Monster Rancher 2
Heroic	Monster Rancher 3
Master	Monster Rancher 4, Mastered Handle Animal
Champion	Monster Rancher 5
Legendary	

You can breed and train a large number of crazy beasts.

2.15.1 Monster Rancher 1

You can use Handle Animal as if it were Diplomacy when dealing with Magical Beasts and Dragons. You can do similarly with Aberrations and Plants with an Intelligence Score that is less than 9.

2.15.2 Monster Rancher 2

You can muster a group of followers. Your leadership score is your ranks in Handle Animal plus any synergy bonuses you get to that skill. Your followers can, and must be monsters.

2.15.3 Monster Rancher 3

You have a loyal cohort that is a monster of some kind. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

2.15.4 Monster Rancher 4

You know what any monster is unless it is disguised by illusion, and you can look up its stat line in the appropriate monster book when devising your strategies.

2.15.5 Monster Rancher 5

Once per day, you can reroll a saving throw allowed by a Supernatural Ability.

2.16 Heal: Battlefield Surgeon

Tier	Effect
Basic	Trained Heal
Expert	Battlefield Surgeon 2
Heroic	Battlefield Surgeon 3
Master	Battlefield Surgeon 4, Mastered Heal
Champion	Battlefield Surgeon 5
Legendary	

You like to cut people open with a saw. But it's good for them. Seriously.

2.16.1 Battlefield Surgeon 2

You can make first aid, treat poison, and treat wound checks as move actions.

2.16.2 Battlefield Surgeon 3

For every 5 points your Heal check exceeds the DC for long term care, your patients recover another +100% faster. For instance, if your Heal check result is 23, your patients would heal at thrice the normal rate.

2.16.3 Battlefield Surgeon 4

If you operate on a patient for a minute, they regain hit points equal to your Heal check result. You also may, instead of healing hit point damage, cure any condition that heal could, reattach severed limbs, or repair ruined organs, if you succeed on a DC 30 check. Patients under your long-term care heal permanent ability drain as if it was ability damage.

2.16.4 Battlefield Surgeon 5

With one hour of work, 25,000 gp worth of materials (which are consumed in the process), and a DC 40 Heal check, you can restore a creature that died within the last twenty-four hours to life. The subject's soul must be free and willing to return for the effect to work.

2.17 Hide: Stealthy

Tier	Effect
Basic	Trained Hide
Expert	Stealthy 2
Heroic	Stealthy 3
Master	Stealthy 4, Mastered Hide
Champion	Stealthy 5
Legendary	

If someone sees you, you have to kill them.

2.17.1 Stealthy 2

You can Hide as a free action after attacking, and snipe with melee attacks (or ranged attacks from closer than 10').

2.17.2 Stealthy 2

A constant *nondetection* effect protects you and your equipment, with an effective caster level equal to your ranks in Hide.

2.17.3 Stealthy 2

You can attempt to Hide even when under direct observation, but you take the usual -20 penalty to your check.

2.17.4 Stealthy 2

Even opponents who can see you have trouble locating you. If they succeed at beating your Hide check with Spot (and thus can see you), they have a 50% concealment miss chance when attacking you, which decreases by 5% for each point they beat your Hide DC.

2.18 Intimidate: Dreadful Demeanor

Tier	Effect
Basic	Trained Intimidate
Expert	Dreadful Demeanor 1
Heroic	Dreadful Demeanor 2
Master	Dreadful Demeanor 3, Mastered Intimidate
Champion	Dreadful Demeanor 4
Legendary	

People know you're a badass motherfvcker the instant you enter the room.

2.18.1 Dreadful Demeanor 2

You can demoralize an opponent as a move action.

2.18.2 Dreadful Demeanor 3

Opponents you've demoralized remain *shaken* until they lose sight of you.

2.18.3 Dreadful Demeanor 4

Opponents who would be *panicked* because of your fear effects are *cowered* instead for the duration of the effect.

2.18.4 Dreadful Demeanor 5

Any time you confirm a critical hit in melee, your target is *cowered* until they lose sight of you. This is a fear effect.

2.19 Intimidate: Master of Terror

Tier	Effect
Basic	Master of Terror 1, Trained Intimidate
Expert	Master of Terror 2
Heroic	Master of Terror 3
Master	Master of Terror 4, Mastered Intimidate
Champion	Master of Terror 5
Legendary	

You scare people so bad they follow you around hoping you won't hurt them.

2.19.1 Master of Terror 1

Whenever you use Intimidate in combat, it affects everyone within 30 feet of you.

2.19.2 Master of Terror 2

You gain followers. Your leadership score is equal to your ranks in Intimidate plus your Charisma modifier.

2.19.3 Master of Terror 3

You gain a cohort who enjoys frightening your underlings almost as much as you do. A cohort is an intelligent and loyal creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

2.19.4 Master of Terror 4

You gain the frightful presence ability. When you speak or attack, enemies within 30 feet of you must succeed on a Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or become shaken for 5d6 rounds. An opponent that succeeds on its saving throw is immune to your frightful presence for 24 hours.

2.19.5 Master of Terror 5

Your opponents take a -2 morale penalty to saving throws if they can see you and you are within medium range (based on your character level).

2.20 Intimidate: Tyrant

Tier	Effect
Basic	Tyrant 1, Trained Intimidate
Expert	Tyrant 2
Heroic	Tyrant 3
Master	Tyrant 4, Mastered Intimidate
Champion	Tyrant 5

Legendary

You push people around and get larger and larger groups trapped in the iron gauntlet of your brutal rule.

2.20.1 Tyrant 1

You inspire such terror that creatures you intimidate continue to act intimidated after you leave, too afraid to raise their voice in defiance even after you have apparently left them far behind.}

2.20.2 Tyrant 1

You can muster a group of followers. Your leadership score is your ranks in Intimidate plus your Strength modifier.

2.20.3 Tyrant 1

Your followers swell in number to that of an army.

2.20.4 Tyrant 1

Your mere presence inspires fear and can break a battle. Enemies with more than 5 hit dice less than you do must make a Will save (DC 10 + $\frac{1}{2}$ Level + Strength Modifier) or flee in panic. This is a [Fear] effect.

2.20.5 Tyrant 1

Your presence causes despair in even brave opponents. All enemies within 30' of you suffer a -2 Morale penalty to Willpower saves.

2.21 Knowledge (Religion): Lord of Death

Tier	Effect
Basic	Lord of Death 1, Trained Knowledge (Religion)
Expert	Lord of Death 2
Heroic	Lord of Death 3
Master	Lord of Death 4, Mastered Knowledge (Religion)
Champion	Lord of Death 5
Legendary	

A whole bunch of skeletons and crap show up to fight under your tattered banner.

2.21.1 Lord of Death 1

You have a Command Rating equal to your ranks in Knowledge (Religion) divided by five (round up). You are a Necromantic leader (see Heroes of Battle).

2.21.2 Lord of Death 2

You can muster a group of followers. Your leadership score is your ranks in Knowledge Religion plus your Wisdom modifier. Your followers are all mindless Undead. You don't make them or anything, they just show up.

2.21.3 Lord of Death 3

You are able to delegate command to a loyal cohort. Your cohort is an intelligent and loyal Undead creature with a CR at least 2 less than your character level. Cohorts gain levels when you do.

2.21.4 Lord of Death 4

Your followers swell in number to that of an army.

2.21.5 Lord of Death 5

Your allies gain energy resistance to Positive Energy equal to your level while they are within line of sight of you.

2.22 Knowledge (The Planes): Army of Demons

Tier	Effect
Basic	Army of Demons 1, Trained Knowledge (The Planes)
Expert	Army of Demons 2
Heroic	Army of Demons 3
Master	Army of Demons 4, Mastered Knowledge (The Planes)
Champion	Army of Demons 5
Legendary	

You have an army of planar crazy crap.

2.22.1 Army of Demons 1

You have a Command Rating equal to your Knowledge (The Planes) ranks divided by five (round up).

2.22.2 Army of Demons 2

You can muster a group of followers. Your leadership score is your ranks in Knowledge: Planes plus your Charisma mod. These followers can and must be outsiders.

2.22.3 Army of Demons 3

Your followers swell in number to that of an army.

2.22.4 Army of Demons 4

You own a planar stronghold.

2.22.5 Army of Demons 5

Your allies gain a +2 morale bonus to all saving throws if they can see you and you are within medium range.

2.23 Listen: Alertness

Tier	Effect
Basic	Trained Listen
Expert	Alertness 2
Heroic	Alertness 3
Master	Alertness 4, Mastered Listen
Champion	Alertness 5
Legendary	

Your ears are so sharp you probably wouldn't miss your eyes.

2.23.1 Alertness 2

You can make a Listen check once a round as a free action. You don't take penalties for distractions on your Listen checks.

2.23.2 Alertness 3

You gain blindsense to 60 feet. You don't take penalties for ambient noise, such as loud winds. Divide any distance penalties you take on Listen checks by two.

2.23.3 Alertness 4

You gain blindsight to 120 feet.

2.23.4 Alertness 5

You can hear through magical silence and similar effects, but you take a -20 penalty on your check. Divide any distance penalties you take on Listen checks by five.

2.24 Move Silently: Ghost Step

Tier	Effect
Basic	Trained Move Silently
Expert	Ghost Step 2
Heroic	Ghost Step 3
Master	Ghost Step 4, Mastered Move Silently
Champion	Ghost Step 5
Legendary	

You might as well be incorporeal for all the noise you make.

2.24.1 Ghost Step 2

Anyone attempting to use Survival to track you must beat you in an opposed check against Move Silently.

2.24.2 Ghost Step 3

Creatures with blindsense, blindsight, tremorsense, or similar abilities do not automatically detect your presence, but must succeed on a Listen check, opposed by your Move Silently check, to notice you.

2.24.3 Ghost Step 4

With success on a DC 30 Move Silently check as a standard action, you can control ambient sounds within 30 feet of yourself for a round. You can specifically duplicate any effect from *control sound* (XPH), *silence*, or *ventriloquism*, and in general can make sound you've heard come from any part of the area, displace sounds in the area, or suppress any sounds or sounds. Also, if you take a -10 DC penalty on your Move Silently check, anyone within 30 feet of you can substitute your check result for their own.

2.24.4 Ghost Step 5

You're so quiet that people don't even remember you when you're standing right next to them. Your opponents count as flat-footed whenever you attack them.

2.25 Ride: Mounted Combat

Tier	Effect
Basic	Mounted Combat 1, Trained Ride
Expert	Mounted Combat 2
Heroic	Mounted Combat 3
Master	Mounted Combat 4, Mastered Ride
Champion	Mounted Combat 5
Legendary	

You are at your best when fighting with an ally that you are sitting on.

2.25.1 Mounted Combat 1

Once per turn, you may attempt to negate an attack that hits your mount by making a Ride skill check with a DC equal to the AC that the attack hit. Attacks that do not require an attack roll cannot be negated in this way.

2.25.2 Mounted Combat 2

While Mounted, you may take a charge attack at any point along your mount's movement, so long as your mount is moving in a straight line up to the point of your attack.

2.25.3 Mounted Combat 3

You suffer no penalty to your ride or handle animal skill checks when training or riding unusual mounts such as magical beasts or dragons.

2.25.4 Mounted Combat 4

You may use your Ride Check in place of your mount's Balance, Jump, Climb, or Reflex Saving Throws.

2.25.5 Mounted Combat 5

Any time a spell effect would target your mount, you may elect to have it target you instead. Any time a spell effect would target you, you may elect to have it affect your Mount instead.

2.26 Search: Investigator

Tier	Effect
Basic	Investigator 1, Trained Search
Expert	Investigator 2
Heroic	Investigator 3
Master	Investigator 4, Mastered Search
Champion	Investigator 5
Legendary	

You have an eye for detail and so much patience that going through a 100' by 100' room inch-by-inch doesn't even try it.

2.26.1 Investigator 1

You can use Search to find traps like a character with trapfinding.

2.26.2 Investigator 2

You can Search a 10' by 10' area with a full-round action.

2.26.3 Investigator 3

You automatically sense any active magic effects in an area you search. If you succeed on a DC 20 Search check, you can determine their number, strength, and school, as if using *detect magic*.

2.26.4 Investigator 4

You can Search objects or areas within 30 feet of yourself. You can make a Search check as a swift action.

2.26.5 Investigator 5

You have an intuitive sense for hidden things. Anytime something that someone has hidden is within 60 feet of you, you know it; if there are multiple things, you know how many. However, you must still make Search checks as normal to locate them.

2.27 Sense Motive: Natural Empath

Tier	Effect
Basic	Trained Sense Motive
Expert	Natural Empath 2
Heroic	Natural Empath 3
Master	Natural Empath 4, Mastered Sense Motive
Champion	Natural Empath 5
Legendary	

You read people like books.

2.27.1 Natural Empath 2

You can quickly size up potential opponents. If you succeed on a Sense Motive check as a free action, opposed by their Bluff, you can tell if they're an even match (their CR equals your character level), an easy challenge (their CR is 1-3 less than your level), irrelevant (their CR is 4 or more less than your level), stronger (their CR is 1-3 higher than your level), or overwhelmingly powerful (their CR is 4 or more higher than your level). You can use this ability once on a particular creature every 24 hours.}

2.27.2 Natural Empath 3

If you succeed on a Sense Motive check, opposed by Bluff, you know your opponent's alignment. If you beat their Bluff by 20 or more, you can read their surface thoughts, as if during the third round of *detect thoughts*.

2.27.3 Natural Empath 4

You have an uncanny intuition for when people are interested in you. Any time someone uses a remote spell or effect, like *scrying*, to examine you, you know you're under observation and if you make a Sense Motive check that beats their Bluff check, you know some details about them: if you've met them before, you recognize them, but if not, you get a basic idea of their reasons for their interest in you. Similarly, if you use Sense Motive on someone influenced by an enchantment effect, you can find out who created the effect with a Sense Motive check opposed by the controller's Bluff, getting the same information.

2.27.4 Natural Empath 5

You know what people are going to do before they do. Any time someone you're aware of attacks you, make a Sense Motive check opposed by their Bluff: if you succeed, you get a free surprise round.

2.28 Sleight of Hand: Deft Fingers

Tier	Effect
Basic	Trained Sleight of Hand
Expert	Deft Fingers 2
Heroic	Deft Fingers 3
Master	Deft Fingers 4, Mastered Sleight of Hand
Champion	Deft Fingers 5
Legendary	

Your amazing manual dexterity is the talk of princes and princesses.

2.28.1 Deft Fingers 2

If you draw a hidden weapon and attack with it in the same round, your opponent loses their Dexterity bonus to AC against your first attack with that weapon that round. This ability can only be used once per round.

2.28.2 Deft Fingers 3

You can make an adjacent creature or object your size or smaller "disappear" with your legerdemain. If you succeed on a DC 30 Sleight of Hand check as a standard action, your target can make a Hide check, or you can make the Hide check for them or it. As usual, you can hide larger creatures or objects by taking a -20 cumulative penalty for each size category larger they are than you.

2.28.3 Deft Fingers 4

With a DC 30 Sleight of Hand check, you can use *shrink item* as a spell-like ability.

2.28.4 Deft Fingers 5

With a DC 40 Sleight of Hand check, you can use *teleport object* as a spell-like ability. You can also retrieve items placed in the Ethereal Plane using *teleport object*. With a DC 40 Sleight of Hand check, you can use *instant summons* as a spell-like ability without requiring *arcane mark*, but you may only designate one item at a time.}

2.29 Spellcraft: Magical Aptitude

Tier	Effect
Basic	Trained Spellcraft
Expert	Magical Aptitude 2
Heroic	Magical Aptitude 3
Master	Magical Aptitude 4, Mastered Spellcraft
Champion	Magical Aptitude 5
Legendary	

You're crazy good at manipulating magic.

2.29.1 Magical Aptitude 2

When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

2.29.2 Magical Aptitude 3

You can dismiss a spell as a free action. You can redirect a spell as a move action, if it normally requires a standard action, or a swift action, if it normally takes a move action. You gain a +3 bonus on dispel checks.

2.29.3 Magical Aptitude 4

You can counter a spell as an immediate action.

2.29.4 Magical Aptitude 5

You automatically know which spells or magic effects are active on upon any individual object you see, as if you had *greater arcane sight* active on yourself.

2.30 Spot: Sharp-Eyed

Tier	Effect
Basic	Trained Spot
Expert	Sharp-Eyed 2
Heroic	Sharp-Eyed 3
Master	Sharp-Eyed 4, Mastered Spot
Champion	Sharp-Eyed 5
Legendary	

Nothing escapes you.

2.30.1 Sharp-Eyed 2

You can make a Spot check once a round as a free action. You don't take penalties for distractions on your Spot checks.

2.30.2 Sharp-Eyed 2

As a move action, you can make a Spot check against a DC of an opponent's Armor Class: if you succeed, you can ignore their Armor and Natural Armor bonus to AC for the next attack you make against them. If you accept a -20 penalty to your check, you can attempt this check as a swift action. Divide any distance penalties you take on Spot checks by two.

2.30.3 Sharp-Eyed 2

If you beat an opponent's Hide check with a Spot check at a -10 penalty, you can ignore concealment. If you beat their Hide check at a -30 penalty, you can ignore total concealment.

2.30.4 Sharp-Eyed 2

You can see through solid objects, but you take a -20 penalty on your Spot check for each 5'. Divide any distance penalties you take on Spot checks by five.

2.31 Survival: Track

Tier	Effect
Basic	Track 1, Trained Survival
Expert	Track 2
Heroic	Track 3
Master	Track 4, Mastered Survival
Champion	Track 5
Legendary	

You feel at home no matter where you are.

2.31.1 Track 1

You can follow tracks using Survival, as the Track and Legendary Tracker feats.

2.31.2 Track 1

You can identify the race/kind of creatures from their tracks.

2.31.3 Track 1

You can move through or over difficult natural terrain without being slowed, taking nonlethal damage, or suffering other impairment. You take no penalties for moving your speed when tracking, and only -10 when moving double your speed. You can track subjects protected by *pass without trace* or similar spells at a -20 penalty.

2.31.4 Track 1

You can track through the Astral Plane with a DC 35 Survival check. You can determine the destination of a teleportation spell when standing at the point of departure with a DC 40 Survival check; if you have *teleport* or a similar spell, you can follow as if you had seen the destination once.

2.31.5 Track 1

You're immune to natural planar effects as if you had *planar tolerance* always active.

2.32 Swim: Swim Like a Fish

Tier	Effect
Basic	Trained Swim
Expert	Swim Like a Fish 2
Heroic	Swim Like a Fish 3
Master	Swim Like a Fish 4, Mastered Swim
Champion	Swim Like a Fish 5
Legendary	

You're at least as home in the water as you are on land.}}

2.32.1 Swim Like a Fish 2

You gain a swim speed equal to your base land speed, with the attendant benefits. You don't take armor check penalties to your Swim checks.

2.32.2 Swim Like a Fish 2

You can breathe water, and you can attack through water as if under the effects of *freedom of movement*.

2.32.3 Swim Like a Fish 2

While under water, you can substitute Swim checks for Reflex saves, and you gain a +4 bonus to attack and damage rolls.

2.32.4 Swim Like a Fish 2

As a swift action, you can add your ranks in Swim as a dodge bonus to your Armor Class while under water.

2.33 Tumble: Acrobatic

Tier	Effect
Basic	Trained Tumble
Expert	Acrobatic 2
Heroic	Acrobatic 3
Master	Acrobatic 4, Mastered Tumble
Champion	Acrobatic 5
Legendary	

You can totally flip out and kill someone with your gymnastic prowess.

2.33.1 Acrobatic 2

When using the Combat Expertise option, your dodge bonus to AC increases by +1. This further increases by +1 for every ten ranks of Tumble you have (+2 at 14, +3 at 24, and so on).

2.33.2 Acrobatic 3

If an opponent attempts to bull-rush, overrun, or trample you, if you succeed on a Tumble check of DC 25 + their base attack bonus, their movement continues in a straight line to the maximum allowed by their speed, you remain where you were, and you don't suffer from the effects of their bull-rush, overrun, or trample. If you fail, you provoke an attack of opportunity from that enemy.

2.33.3 Acrobatic 4

If you succeed on a DC 40 Tumble check, you can move 10 feet when taking a 5-foot step.

2.33.4 Acrobatic 5

If you succeed on a Tumble check against a DC of 30 + an opponent's base attack bonus, an action that would normally provoke an attack of opportunity doesn't.

2.34 Use Magic Device: Item Master

Tier	Effect
Basic	Trained Use Magic Device
Expert	Item Master 2
Heroic	Item Master 3
Master	Item Master 4, Mastered Use Magic Device
Champion	Item Master 5
Legendary	

You make magic items do things you want.

2.34.1 Item Master 2

You don't suffer mishaps with magic items.

2.34.2 Item Master 3

When rolling Use Magic Device checks or random effects from magic items, you may roll twice and take the better result.

2.34.3 Item Master 4

With a swift action and a successful Use Magic Device check against a DC of 30 + the item's caster level, you can gain the benefits of a slotted magic item without needing to have a slot available (for instance, a third ring on your finger) for one round.

2.34.4 Item Master 5

When you activate a wand or staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements. When using spell trigger, spell completion, or other consumable magic items, if you succeed on a Use Magic Device check of 40 + the caster level of the item as a swift action, the item or charges thereof are not consumed.

2.35 Use Rope: Legendary Wrangler

Tier	Effect
Basic	Legendary Wrangler 1, Trained Use Rope
Expert	Legendary Wrangler 2
Heroic	Legendary Wrangler 3
Master	Legendary Wrangler 4, Mastered Use Rope
Champion	Legendary Wrangler 5
Legendary	

No one can tell where you end and your ropes begin.

2.35.1 Legendary Wrangler 1

Proficiency with the bolas, net, and whip.

2.35.2 Legendary Wrangler 2

You can use a rope as if it was a bolas or whip, and you can substitute your ranks in Use Rope for your Base Attack Bonus for combat maneuvers made with it. You can also use it as a net, replacing the normal DC 20 Escape Artist check for someone entangled with it with your Use Rope check. You can throw a grappling hook, tie a knot, tie a special knot, or tie a rope around yourself one-handed as a move action. You don't provoke attacks of opportunity for using Use Rope.

2.35.3 Legendary Wrangler 3

You can use a rope, whip, grappling hook, or similar item to manipulate any item within 30 feet of yourself as easily as if it was in your hands; you can also make disarm, entangling (as if with a net), and trip attempts with it. You can move around on ropes and similar structures, like webs, as easily as you can on the ground.

2.35.4 Legendary Wrangler 4

With a DC 30 Use Rope check, you can use *animate rope* as a spell-like ability; you can use any ability you can with an ordinary rope with an animated rope.

2.35.5 Legendary Wrangler 5

You can manipulate items out to 60 feet with ropes and similar items. You can use ropes for the grab on and hold down grapple maneuvers. When using combat maneuvers with ropes, you can replace the relevant check (disarm, grapple, trip, etc.) with a Use Rope check.

3 Templates

3.1 Template

Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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3.2 Template (Spell Knowledge)

Tier	Effect	Spell Knowledge
Basic		
Expert		
Heroic		
Master		
Champion		
Legendary		
