

CALL ON ANCIENT BLOOD

DWARF

Prerequisites: Dwarven ancestry

Trigger: You attempt a saving throw against a magical effect, but haven't rolled yet.

Your ancestors have been tomb guardians for generations, and the power they have cultivated to ward off necromancy has passed on to you. If you roll a success on a saving throw against a necromancy effect, you get a critical success instead.

BOULDER ROLL

DWARF

Prerequisites: Rock Runner

Your dwarven build allows you to push foes around, just like a mighty boulder tumbles through a subterranean cavern. Take a Step into the square of a foe that is your size or smaller, and the foe must move into the empty space directly behind it. The foe must move even if doing so places it in harm's way. The foe can attempt a Fortitude saving throw against your Athletics DC to block your Step. If the foe attempts this saving throw, unless it critically succeeds, it takes bludgeoning damage equal to your level plus your Strength modifier.

If the move can't move into an empty space (if it is surrounded by solid objects or other creatures, for example), your Boulder Roll has no effect.

ELF STEP

ELF

You move in a graceful dance, and even your steps are broad. You Step 5 feet twice.

UNIVERSAL LONGEVITY

ELF

Prerequisites: Expert Longevity

Frequency: Once per day

You've perfected your ability to keep up with all the skills you've learned over your long life, so you're almost never truly untrained at a skill. You reflect on your life experiences, changing the skills selected with Elven Longevity and Expert Longevity.

ENERGIZED FONT

GNOME

Prerequisites: Focus pool, at least one innate spell from a gnome heritage or ancestry feat that shares a tradition with at least one of your Focus spells.

Frequency: Once per day

The magic within you provides increased energy you can use to focus. You regain 1 Focus Point, up to your usual maximum.

GOBLIN SCUTTLE

GOBLIN

Prerequisites: Goblin ancestry

Trigger: An ally ends a move adjacent to you.

You take advantage of your ally's movement to adjust your position. You Step.

GOBLIN SONG

GOBLIN

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a single enemy within 30 feet. This has the usual traits and restrictions of a Performance check.

You can affect up to two targets within range if you have Expert proficiency in Performance, four if you have Master, and eight if you have Legendary.

Critical Success: The target takes a -1 status penalty to Perception and Will saves for 1 minute.

Success: The target takes a -1 status penalty to Perception and Will checks for 1 round.

Critical Failure: The target is temporarily immune to attempts to use Goblin Song for 1 hour.

HALFLING LUCK

HALFLING

Prerequisite: Halfling ancestry.

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

INCREDIBLE IMPROVISATION

HUMAN

Prerequisite: Cooperative Nature

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an Expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

ORC FEROCITY

ORC

Frequency: Once per day

Trigger: You would be reduced to 0 Hit Points, but not immediately killed.

Fierceness in battle runs through your blood, and you refuse to fall from your injuries. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

ORC SUPERSTITION

CONCENTRATE

ORC

Trigger: You attempt a saving throw against a spell or magical effect, before rolling.

You defend yourself against magic by relying on techniques derived from orc cultural superstitions. You gain a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

VICTORIOUS VIGOR

ORC

Trigger: you bring a foe to 0 Hit Points.

Your victories in battle fill you with pride and imbue you with energy to fight a bit longer despite your wounds. You gain temporary Hit Points equal to your Constitution modifier until the end of your next turn.