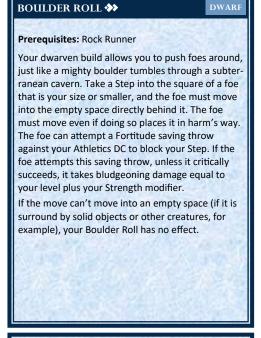
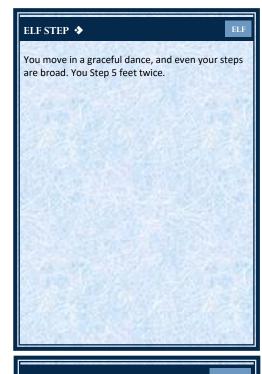


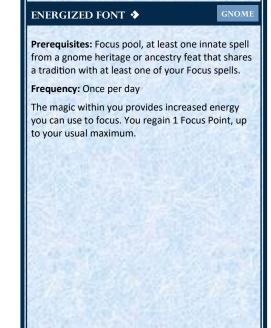
CALL ON ANCIENT BLOOD ?

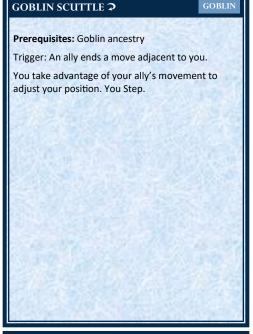






ed with Elven Longevity and Expert Longevity.





## GOBLIN SONG GOBLIN You sing annoying goblin songs, distracting your focusity silly and specific larger to Doron.

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 I hour.

## HALFLING LUCK ♦ 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)

