

ADDITIONAL FOCI

Additional character foci for Sine Nomine's *Worlds Without Number* system. Created by Alex Dworman and Tactic Blue.

ADMINISTRATIVE GENIUS

You have a natural gift for coordinating the efforts of others, developing plans, and managing significant projects.

Level One: Gain Administer as a bonus skill.

Once per scene, you or an ally you assist can gain a bonus to a skill check equal to the number of other characters helping, up to a maximum of your Administer skill plus one.

Level Two: Once per day, you can spend ten minutes to prepare yourself and your allies for an expected challenge. Anyone prepared this way can choose to gain a +1 bonus to any skill check or saving throw related to that challenge. You reduce the silver and time requirement of any project you manage by an additional 10%

BRUTE

Your strength is such that it compensates for any lack of finesse.

Level One: Gain Exert as a bonus skill. You can use Exert instead of Punch for attack rolls and checks made during combat. If you hit a human-sized or smaller creature with a Strength-based attack and your attack roll is above a 20 you can force that creature to make a Physical saving throw or be knocked prone.

Level Two: If the damage you inflict with a Strength-Based melee attack is higher than the target's remaining Hit Points you may apply the excess damage to an adjacent creature within melee range.

MASTERFUL TALENT

Your reputation as a skilled worker precedes you.

Level One: Gain Work as a bonus skill. Gain

Work as a bonus skill. You are always able to identify or locate peers in your field, who are generally able to direct you to other local professionals. You can readily find the work to maintain a common lifestyle at no additional cost.

Level Two: You represent the upper echelons of your profession, and your celebrity grants you access to otherwise-exclusive groups and networks. Your work provides a rich lifestyle at no additional cost, provided the community can support such a manner of living.

GUIDING FAITH

You call upon your faith to carry you through life's difficulties and can similarly tend to the needs of your allies.

Level One: Gain Pray as a bonus skill. Once per day as an Instant Action you can grant an ally you see a bonus to a saving throw or attack roll equal to your Pray skill.

Level Two: Once per day you may reduce an ally's accumulated System Strain by one point and increase that individual's available effort for the day by one.

HARDENED SAILOR

A veteran of vessels traveling the sea or some other vast unknown, your contribution to any crew is highly valued.

Level One: Gain Sail as a bonus skill. Barring magical interference, vessels under your command cannot become lost due to a failed navigation check. You are generally able secure provide passage for yourself and a few companions on ships; though routes, schedules, and quarters may be far from ideal.

Level 2: You gain a 2 bonus to all Attack and Damage rolls made during combat aboard vessels. Ships you command cannot encounter random travel complications more than once per week of travel.

MINOR MAGIC

You are a wizard with a flair for the dramatic or some conjurer of cheap tricks.

Level 1: Gain Magic as a bonus skill. You have one point of effort, which you can use to dim, extinguish, or brighten lights, significantly raise your voice, instantly move items from your pack into your hand, clumsily move an object, or perform other small tricks of sorcery. Any of these tricks consumes effort for the scene, cannot last longer than a scene, and cannot affect anything farther away than 10 feet per character level or with more than 1 point of encumbrance. Effort from other pools can be used to fuel these effects.

Level 2: Gain an additional point of effort for the pool above. Effort from this pool can now fuel arts from any arcane tradition, though using effort in this manner commits it for the day.

STEEL-TRAP MIND

Your near-flawless memory lets you accurately recall information without difficulty.

Level One: Gain Know as a bonus skill.

Nothing short of magic or severe injuries can cause you to forget information.

Level Two: Once per day you can choose to succeed on a Saving Throw or Skill Check against magical attempts to alter your memory. You always have some idea where a piece of knowledge may be found, provided it has not been completely lost to the world or hidden just as well.

SURVIVALIST

You are an exceptional pathfinder and skilled at sustained travel. You rarely—if ever—get lost during your journeys.

Level One: Gain Survive as a bonus skill.

Unless magically misled, you can always find true north or its local analog. Your foraging is not penalized by inexperienced group members, and successful foraging awards additional units of forage equal to your Survive skill.

Level Two: You take half as much time scouting to lightly explore a six-mile hex for points of interest and require only half as much food and rest as usual. You are resistant to natural temperature extremes and suffer one fewer point of system strain per day from privation.