

Empire of the Petal Throne

Vol 1



General's Handbook

Date	Editor	Notes
	Bill	File Compiled
1/17/2017	Brent	Initial Review, Contents, Style, Books, Tech, Magic items.
8/17/2017	Ray and Sean	Character Creation, 5e, Pathfinder
3/17/2017	Bill	Copied. Cleaned. Illustrated . Cited

By M.A.R. Barker

Contributors: Ian Sturrock, Bill Hartley, Brent Vad Rogers, Ray ^{Harrison} Hamilton

Editors: Valerie Chan, Sean Mikaluk, Tracey Yuen

Magic System 3.5 by Chris Clark.

Pathfinder Magic by Katrina Guildemeister

[H0] Chapter 1 An introduction to Tekumel

Tekumel orbits the star Tuleng. It exists over 80000 years in our future and was thrown into a pocket dimension due to some mysterious force. The solar system is all that exists, the dimly remembered Stars have gone out. Before its entrapment the planet was a member of a galactic spacefaring culture including a number of alien species.

The culture of the planet can only be described as advanced medieval with technology that is rare and magical. As the skin of reality is thin in this dimension the existence of true magic and contact with great inter planar beings is common.

Recorded history is more extensive than today's earth, with fragments from the most ancient times dwarfing even the chronicles of our Egypt. Cultures have risen, fallen, risen again and learned much from the cataclysms of being thrust into a pocket dimension. Most advanced cultures are very stratified, lawful and human. They must deal with each other and enclaves of nonhuman intelligences on a peaceful basis. This is not always easy.

This book deals with the Empire of Tsolyanu. In this country the clans rule, look after you from birth to death and expect reciprocity. Adventurers can be held in high regard as troubleshooters and mission specialists. The propriety of the clan is a neutral respect for others and religious differences. Except in the dungeons or wilderness of course...!

[H1] Chapter 2 Character Creation OGL 3.5 [BESM overtones]

Designing a character for Tékumel d20 is your chance, as a player, to have some input into the style of game you will be playing, and the kind of stories you will be telling. If you want plenty of battles – play a warrior; if temple intrigue is more your thing, create a political-oriented priest. You may be playing this character a while, so do take the time to personalise her, adding quirks and thinking about her past history as well as her current aims. Do talk to the GM, too, particularly if you have any questions.

[H2] Character Classes

All Tékumel d20 characters come from one of the following character classes: Entertainer, Expert, Guard, Labourer, Legionary, Merchant, Noble, Scout, or Sorcerer.

Table XX: Base Attack Bonuses

		Guard	Entertainer
Class	Save	Base	Labourer
		Legionary	Expert
Level	Bonus	Scout	Noble
1	+0/+2	+1	+0
2	+0/+3	+2	+1
3	+1/+3	+3	+2
4	+1/+4	+4	+3
5	+1/+4	+5	+3
6	+2/+5	+6/+1	+4
7	+2/+5	+7/+2	+5
8	+2/+6	+8/+3	+6/+1
9	+3/+6	+9/+4	+6/+1
10	+3/+7	+10/+5	+7/+2
11	+3/+7	+11/+6/+1	+8/+3
12	+4/+8	+12/+7/+2	+9/+4
13	+4/+8	+13/+8/+3	+9/+4
14	+4/+9	+14/+9/+4	+10/+5
15	+5/+9	+15/+10/+5	+11/+6/+1
16	+5/+10	+16/+11/+6/+1	+12/+7/+2
17	+5/+10	+17/+12/+7/+2	+12/+7/+2
18	+6/+11	+18/+13/+8/+3	+13/+8/+3
19	+6/+11	+19/+14/+9/+4	+14/+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5

[H3] Entertainer

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Entertainer uses d8 Hit Dice.

All Entertainers have need of Charisma more than any other Ability Score. They always rely on personal interaction, even those whose entertainment work is also a cover for less socially approved activities.

Depending on the Entertainer's clan and the precise nature of his or her profession, almost any other Ability Score can also be useful, but Entertainers with a reasonable score in Intelligence, Wisdom, and Dexterity are common.

[H4] Class Skills and Skill Points

The Entertainer's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha), Bribe (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge: Foreign Culture (Int), Knowledge: Geography (Int), Knowledge: History (Int), Knowledge: Local (Int), Knowledge: Religion (Int), Move Silently (Dex), Perform: Any (Cha), Seduce (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (None), Teamwork (Wis), Tumble (Dex), Melee Attack, Ranged Attack, and Unarmed Attack.

- Skill Points at 1st Level = $(8 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $8 + \text{Int modifier}$

Background (Ex): The Entertainer may select one of the following Backgrounds at 1st level. New Backgrounds can be devised at the GM's discretion.

Musician: Musicians are valued throughout Tékumel, with everyone from peasants to princes enjoying a good tune. A musician gains a +2 bonus on all Perform checks relating to any musical instrument (including song).

At 4th level and every three levels thereafter, the musician may choose one additional musical instrument to learn. The musician immediately gains a sufficient number of Ranks in Perform with the chosen instrument to match his or her highest Perform skill. This skill increases in step with the highest Perform rank, without any need to spend additional skill points.

For example, Terutra is a musician who always keeps her Perform (drum) at the maximum possible, by spending one skill point to increase her Perform (drum) Rank by one each time she rises in level. Thus at 3rd level she has +6 Ranks in Perform (drum), but no other Perform skills. On attaining 4th level she spends a skill point to increase her Perform (drum) ranks to +7, but she also gains +7 ranks in another musical instrument. She chooses Perform (harp), and so she now has Perform (drum) +7 and Perform (harp) +7. When she reaches 5th level, she spends another skill point to increase her Perform (drum) skill to +8, and her Perform (harp) skill also increases to +8. At 7th level, she will have Perform (harp) +10 and Perform (drum) +10, and may choose a further Perform skill, perhaps Perform (song) +10.

Prostitute: Prostitutes are found at all levels of Tsolyáni society, from the slave girls hired out by the lowest merchant caravan to high-clan sacred whores dedicated to Dlamélish. A Prostitute gains a +3 bonus on all Seduce checks.

At 4th level, the prostitute learns to use his or her seductive ways and knowledge of others' desires to influence them in more subtle ways. This can affect any heterosexual characters of the opposite sex to the prostitute, homosexual characters of the same sex, or bisexual characters of either sex. The prostitute gains a +4 bonus with any one Charisma-based skill (other than Seduce), as chosen by the player, when the target, audience, or other creature affected is an appropriate character. At 7th level

and every three levels thereafter, the prostitute gains a +4 bonus with another Charisma-based skill in the same circumstances.

Thief: Professional thieves are non-existent in Tsolyáni society. However, certain Entertainers supplement their legitimate income by a small amount of stealing, since their profession gives them many opportunities to plan and carry out theft (as well as to leave town afterwards without appearing any more suspicious than usual). Add Open Lock (Dex) to the Entertainer's list of Class Skills.

At 4th level, add Disable Device (Int) to the Entertainer's list of Class Skills. At 7th level, the Entertainer gains a +1 Trap Sense, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. At 10th level and every three levels thereafter, the Trap Sense bonuses increase by +1.

Poisoner: Entertainers are accused of being poisoners almost as often as they are of being thieves. In most cases neither accusation is accurate, but it is true that there are a few entertainers who will mix a deadly brew for a client unable to afford to go to one of the sanctioned Assassins' Clans. Add Poisons (Int) to the Entertainer's list of Class Skills.

At 4th level, add Craft: Apothecary (Int) to the Entertainer's list of Class Skills. At 7th level, the poisoner no longer risks poisoning him- or herself when preparing poison. At 10th level, the Entertainer gains a +2 bonus to all Poisons checks. At 13th level, the Entertainer gains a +2 bonus to all Craft: Apothecary checks. At 16th level, the Entertainer may craft especially strong poisons at three times the usual cost; these apply a -2 penalty to the target's saving throw. At 19th level, for ten times the usual cost, the Entertainer may craft a still more concentrated poison that applies a -4 penalty to the target's saving throw.

Ritual Priest: Every temple recruits charismatic individuals to lead the faithful in worship. Ritual priests are not usually magicians or scholars, but instead devote their lives to bringing others to a greater understanding of their god through dramatic ritual. A ritual priest gains Priest as a bonus feat. At 4th level, the Entertainer gains a +2 bonus to the use of all Charisma-based skills when applied to a worshipper of the same god; at 10th level this bonus increases to +4, and at 16th level to +6. At 7th level, 13th level, and 19th level, the Entertainer gains Promotion: Temple as a bonus feat; if he or she is already 10th circle or higher, select one feat from the Entertainer bonus feat list instead (see below).

Bonus Feat (Ex): At 2nd level, and every four levels thereafter, the Entertainer gains a bonus feat selected from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Attractive, Blessed, Concealment, Confident, Creative, Deceptive, Dodge, Flunkies, Focused, Good Reputation, Great Fortitude, Greatly Blessed, Harmony Amongst the Five Selves, Iron Will, Lightning Reflexes, Lucky, Nimble, Performer, Skill Focus, Stealthy, Trustworthy.

Distraction/Manipulation (Ex): Distraction/Manipulation may represent oratorical ability, innate charisma, a beautiful or resonant voice, or even a physical performance or show. This Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of guards, his or her Rank in Distraction/Manipulation dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Rank determines the percentage of

that audience that is moved enough to take action, whether that involves signing up for the army, donating money to the Temple, or supporting the character in a legal case.

If multiple people with this Attribute work as a team, the total number of people distracted is added together.

To determine whether Distraction/Manipulation succeeds, the character makes a modified Level check, adding his or her Charisma modifier ($1d20 +$ Entertainer class Level + Charisma). The DC is usually $10 +$ target's Wisdom bonus + target's Level. In the case of a Distraction/Manipulation attempt targeting more than one character, the DC is determined according to the highest level target.

Rank 1 The character can distract one individual, or 5% of an audience will be motivated.

Rank 2 The character can distract up to two individuals, or 10% of an audience will be motivated.

Rank 3 The character can distract a small crowd (1-10 individuals), or 20% of an audience will be motivated.

Rank 4 The character can distract a medium crowd (11-50 individuals), or 50% of an audience will be motivated.

Rank 5 The character can distract a large crowd (50-200 individuals), or 75% of an audience will be motivated.

Rank 6 The character can distract a very large crowd (200-1000 individuals), or 95-100% of an audience will be motivated.

Contact (Ex): At levels 5, 11, and 17, the Entertainer gains the Contact class feature. The character has a named friend in a position of influence and/or power. The player should develop the friend's background and personality in consultation with the GM. Friends will go out of their way to help the character, but have other obligations that can interfere with their availability. Furthermore, a character who abuses friendships may find that they become far less useful.

The friend's actual level of influence should be consistent with the level of the campaign. For example, a rural magistrate is very well-placed to a low-clan person, but not to someone from the Clan of Sea Blue.

Each time the character gains the Contact class feature, he or she may either choose to have a further contact of Type 1 (see below), or improve the influence or disposition of an existing contact by +1 Type. A multiclassed character who gains the Contact class feature from two or more different classes may improve an existing contact or add a new one as usual.

Type 1 The friend is either a good contact (above the character's rank in one of the professions) or a competent and close ally.

Type 2 The friend is either a very well-placed contact or a close friend with specifically (and frequently) useful Skills.

Type 3 The friend is extremely well placed or notably loyal and courageous, and will put the character's welfare before the friend's own. This Type could also represent a group of friends who are not as well placed or loyal but are still ready to help when needed. A Clan Elder or Lineage head could call on this Level of support from a clanhouse.

Work of Renown (Ex): At 8th level, the Entertainer gains the ability to produce a Work of Renown. This might be a play, show, musical composition, or other use of one of his or her relevant skills that will propel the Entertainer's name into that particular field as a major performance artist. A Work of Renown may be produced by taking at least three months and expending at least 500 Kaitars on materials, research, etc.

The GM and player should consult as to the precise effects of the Work of Renown on play. Its benefits are usually entirely social, being worth perhaps a Medium Favour owed by some influential figure (which might represent the gift of a physical item, or the gratitude of the character for work done, or similar) or even 1 point of Respect.

Masterpiece (Ex): A Masterpiece is similar in nature to a Work of Renown, but will establish the Entertainer as one of the pre-eminent performers in the field. A Masterpiece takes six months and 1,000 Kaitars to produce.

Again the precise effects should be devised with the GM's assistance, but +6 to relevant skill rolls, +2 to attack rolls, +4 to damage rolls, +4 to saving throws, a Medium Favour owed by a highly influential figure, or 2 points of Respect, are all possibilities.

Table XX: Entertainer

	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save*	Save*	Save	Special
1	+0	+0/2	+0/2	+0	Background, Simple Weapon Proficiency	
2	+1	+0/3	+0/3	+0	Bonus Feat	
3	+2	+1/3	+1/3	+1	Distraction/Manipulation I	
4	+3	+1/4	+1/4	+1	Background	
5	+3	+1/4	+1/4	+1	Contact	
6	+4	+2/5	+2/5	+2	Distraction/Manipulation II, Bonus Feat	
7	+5	+2/5	+2/5	+2	Background	
8	+6/+1	+2/6	+2/6	+2	Work of Renown	
9	+6/+1	+3/6	+3/6	+3	Distraction/Manipulation III	
10	+7/+2	+3/7	+3/7	+3	Background, Bonus Feat	
11	+8/+3	+3/7	+3/7	+3	Contact	
12	+9/+4	+4/8	+4/8	+4	Distraction/Manipulation IV	
13	+9/+4	+4/8	+4/8	+4	Background	
14	+10/+5+4/9	+4/9	+4	Bonus Feat		
15	+11/+6/+1	+5/9	+5/9	+5	Distraction/Manipulation V	
16	+12/+7/+2	+5/10	+5/10	+5	Background	
17	+12/+7/+2	+5/10	+5/10	+5	Contact	
18	+13/+8/+3	+6/11	+6/11	+6	Distraction/Manipulation VI, Bonus Feat	
19	+14/+9/+4	+6/11	+6/11	+6	Background	
20	+15/+10/+5	+6/12	+6/12	+6	Masterpiece	

*Saving throws vary depending on the type of Entertainer played. See note.

(Skills 50 + BAB 45 + Saves 24 + HD 40 Prof 2 + Backgrounds 14 + Bonus Feats 10 + Art of Distraction 6 + Renown/Masterpiece 6 + Contacts 3 = 200)

[H4] Notes

Saving Throws: At 1st level, the Entertainer decides if he or she will have good Will Saving Throws and poor Reflex Saving Throws, or good Reflex Saving Throws and poor Will Saving Throws. Generally, the more cerebral-oriented Entertainers have a high Will Saving Throw, whereas those who rely on quickness, movement, or acrobatic tricks will have a high Reflex Saving Throw. Once the Entertainer has selected which Saving Throws are good and which are poor, he or she may not alter this selection at a later date.

[H3] Expert

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Expert uses d8 Hit Dice.

An Expert may focus on any one or several of the Ability Scores, depending on his or her role within society. Intelligence is the most common, particularly for craftsmen, bureaucrats, administrative priests, artists, jurists, scholars and scribes, since all Craft and Knowledge skills are Intelligence-based. Wisdom and Charisma are also useful for almost every Expert, as most will regularly be dealing with people during the course of their work -- whether buying, selling, or organising.

[H4] Class Skills and Skill Points

The Expert may choose any twelve non-combat skills, plus up to two combat skills, to be class skills. These choices are always subject to the GM's approval, and in some cases the GM may disallow an expert from taking any combat skills as class skills. A player wishing to play an Expert should decide on a character concept and talk it over with the GM so that the two of them can agree on a suitable set of skills. In general, the GM will expect at least six of the chosen class skills to be directly relevant to the chosen profession, and the remaining six to be at least tangentially relevant. Several sample Expert character concepts are given in a sidebar.

Note: An Expert may wish to have more flexibility with some of the catch-all skills. For example, a Scholar should be able to take any Knowledge skill, since he or she is likely to have picked up a smattering of all manner of subjects. In this case, the GM may allow the character to trade four of his or her usual twelve skills for a single Knowledge: Any, Profession: Any, Craft: Any, or Perform: Any option. This variant is used in the sample Scholar character concept in the sidebar.

- Skill Points at 1st Level = $(10 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $10 + \text{Int modifier}$

[[[Begin Sidebar]]]

[H3] Expert Character Concept Examples

The following character concepts are provided as suggestions. They are easily modified to create slightly variant concepts. For example, an Administrative Priest of XX rather than of YY would have XX rather than YY. Likewise, a Chlén-Hide Worker whose main customers are of high clan might have Diplomacy (Cha) instead of Knowledge: Streetwise (Int).

[H4] Artist

Art objects and other things of beauty are highly valued throughout the Empire of the Petal Throne, and a great artist can find renown as well as riches in providing that art.

Non-Combat Skills: Appraise (Int), Bluff (Cha), Craft: Drawing (Int), Craft: Painting (Int), Craft: Sculpture (Int), Diplomacy (Cha), Knowledge: History (Int), Knowledge: Local (Int), Knowledge: Nobility (Int), Knowledge: Streetwise (Int), Search (Int), and Spot (Wis).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Bureaucrat

The Tsolyánu Empire is dependent on a vast number of bureaucrats to keep virtually every imaginable matter running smoothly, from mercantile taxes to the logistics of Sakbé road maintenance.

For an administrative priest instead of an imperial bureaucrat, remove the Knowledge: Nobility skill and replace it with Knowledge: Religion skill. An administrative priest should select the Priest feat as one of his or her starting feats — a character who does not do this will only be an apprentice administrative priest, still in training (and liable to be thrown out of the priesthood if he or she does not acquire the Priest feat by 3rd level at the latest).

Non-Combat Skills: Analysis and Planning (Int), Bribe (Cha), Bureaucracy (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge: Business (Int), Knowledge: Local (Int), Knowledge: Mathematics (Int), Knowledge: Nobility (Int), Sense Motive (Wis), and Speak Language (None).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Chlén-Hide Smith-Tanner

Chlén-hide is used by members of all social classes and professions, and so an astute chlén-hide smith-tanner will happily make goods for whoever can pay his or her fee. Like most artisans, though, chlén-hide smith-tanners tend to attract customers appropriate to their own status, so that a Broken Reed smith-tanner will sell to a higher class of buyer than a High Tower smith-tanner.

Non-Combat Skills: Appraise (Int), Craft: Butcher (Int), Craft: Chlén-Hide Worker (Int), Handle Animal (Cha), Knowledge: Business (Int), Knowledge: Local (Int), Knowledge: Streetwise (Int), Knowledge: Physical Sciences (Int), Medical (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Diplomat

Diplomats can come from a variety of backgrounds, but almost all are from high or very high clans. The Expert character class can cover both Tsolyáni and foreign diplomats.

Note that diplomats are often given small, compact projectile weapons, sometimes even Eyes, with which to defend themselves while fleeing the area if need be.

Non-Combat Skills: Bluff (Cha), Bribe (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge: Foreign Culture (Int), Knowledge: Geography (Int), Knowledge: Nobility (Int), Knowledge: Tsolyánu Culture (Int), Listen (Wis), Sense Motive (Wis), and Speak Language (None).

Combat Skills: Ranged Attack or Special Ranged Attack, and Unarmed Defence.

[H4] Jeweller

Note that the presence of High Cartography in this jeweller's skill list marks him or her as a particularly high-clan and knowledgeable jeweller. A lower-clan jeweller, who specialised in making cheap but impressive-looking jewellery for poor weddings, would drop High Cartography and Knowledge: Nobility from the skill list in favour of Gather Information (Cha) and Knowledge: Streetwise (Int).

Non-Combat Skills: Appraise (Int), Bribe (Cha), Craft: Goldsmithing (Int), Craft: Jew...
Cartography (Int), Knowledge: Business (Int), Knowledge: Local (Int), Search ...
Knowledge: Physical Sciences (Int), Profession: Miner (Wis), Search ...

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Jurist

Tsolyáni law is ...
are tal...

[H4] Chlén-Hide Smith-Tanner

Chlén-hide is used by members of all social classes and professions, and so an astute chlén-hide smith-tanner will happily make goods for whoever can pay his or her fee. Like most artisans, though, chlén-hide smith-tanners tend to attract customers appropriate to their own status, so that a Broken Reed smith-tanner will sell to a higher class of buyer than a High Tower smith-tanner.

Non-Combat Skills: Appraise (Int), Craft: Butcher (Int), Craft: Chlén-Hide Worker (Int), Handle Animal (Cha), Knowledge: Business (Int), Knowledge: Local (Int), Knowledge: Streetwise (Int), Knowledge: Physical Sciences (Int), Medical (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Diplomat

Diplomats can come from a variety of backgrounds, but almost all are from high or very high clans. The Expert character class can cover both Tsolyáni and foreign diplomats.

Note that diplomats are often given small, compact projectile weapons, sometimes even Eyes, with which to defend themselves while fleeing the area if need be.

Non-Combat Skills: Bluff (Cha), Bribe (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge: Foreign Culture (Int), Knowledge: Geography (Int), Knowledge: Nobility (Int), Knowledge: Tsolyánu Culture (Int), Listen (Wis), Sense Motive (Wis), and Speak Language (None).

Combat Skills: Ranged Attack or Special Ranged Attack, and Unarmed Defence.

[H4] Jeweller

Note that the presence of High Cartography in this jeweller's skill list marks him or her as a particularly high-clan and knowledgeable jeweller. A lower-clan jeweller, who specialised in making cheap but impressive-looking jewellery for poor weddings, would drop High Cartography and Knowledge: Nobility from the skill list in favour of Gather Information (Cha) and Knowledge: Streetwise (Int).

Non-Combat Skills: Appraise (Int), Bribe (Cha), Craft: Goldsmithing (Int), Craft: Jewellery (Int), High Cartography (Int), Knowledge: Business (Int), Knowledge: Local (Int), Knowledge: Nobility (Int), Knowledge: Physical Sciences (Int), Profession: Miner (Wis), Search (Int), and Spot (Wis).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Jurist

Tsolyáni law is frequently convoluted in application, particularly when Temple Law and other bye-laws are taken into account. Jurists and lawyers are an essential tool of both the Clans and the Temples in ensuring their own interests are served and their rivals' plots thwarted.

Skills: Analysis and Planning (Int), Bluff (Cha), Bribe (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge: Business (Int), Knowledge: Law (Int), Knowledge: Local (Int), Knowledge: Tsolyáni Culture, Research (Int), and Sense Motive (Wis).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Scholar or Scribe

Most scholars are also Priests (see the Priest feat, page XX), attached to one or another temple. Certain clans may also employ scholars for their own purposes, and of course the Imperial administration employs vast numbers of scribes.

Skills: Analysis and Planning (Int), Concentration (Con), Craft: Book Manufacturer (Int), Craft: Calligraphy (Dex), Decipher Script (Int), Instruction (Wis), Knowledge: Any (Int), Research (Int), and Speak Language (None).

Combat Skills: Unarmed Attack and Unarmed Defence.

[H4] Winemaker

Though there are no taverns on Tékumel, the winemakers' clan buildings always include rooms and halls to rent out for private parties, and so a professional winemaker will often serve as host as well as manufacturing the drinks.

Skills: Appraise (Int), Bluff (Cha), Craft: Cooper (Int), Craft: Vintner (Int), Diplomacy (Cha), Knowledge: Business (Int), Knowledge: Domestic Arts (Int), Knowledge: Local (Int), Listen (Wis), Profession: Farmer (Wis), Sense Motive (Wis), and Spot (Wis).

[[[End Sidebar]]]

Skill Focus: At 1st level and every four levels thereafter, the Expert gains Skill Focus as a bonus feat.

Bonus Feat (Ex): At 2nd level and every four levels thereafter, the Expert gains a bonus feat chosen from the following list: Animal Affinity, Crafter, Deceitful, Deft Hands, Diligent, Dodge, Great Fortitude, Investigator, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Scholar, Skill Focus, Wealthy

Skill Mastery (Ex): At 3rd level, the Expert becomes so certain in the use of some of her skills that she can use them reliably even under adverse conditions

Upon gaining this ability, she selects two skills. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. Each time the Expert gains this special ability, she selects additional skills for it to apply to.

At 7th level, 11th level, and 15th level, the Expert may choose a further two skills in which to gain Skill Mastery.

Contacts (Ex): At 4th level and every four levels thereafter, the Expert gains the Contact class feature. The character has a named friend in a position of influence and/or power. The player should develop the friend's background and personality in consultation with the GM. Friends will go out of their way to help the character, but have other obligations that can interfere with their availability. Furthermore, a character who abuses friendships may find that they become far less useful.

The friend's actual level of influence should be consistent with the level of the campaign. For example, a rural magistrate is very well-placed to a low-clan person, but not to someone from the Clan of Sea Blue.

Each time the character gains the Contact class feature, he or she may either choose to have a further contact of Type 1 (see below), or improve the influence or disposition of an existing contact by +1 Type. A multiclassed character who gains the Contact class feature from two or more different classes may improve an existing contact or add a new one as usual.

Type 1 The friend is either a good contact (above the character's rank in one of the professions) or a competent and close ally.

Type 2 The friend is either a very well-placed contact or a close friend with specifically (and frequently) useful Skills.

Type 3 The friend is extremely well placed or notably loyal and courageous, and will put the character's welfare before the friend's own. This Type could also represent a group of friends who are not as well placed or loyal but are still ready to help when needed. A Clan Elder or Lineage head could call on this Level of support from a clanhouse.

Type 4 The friend is very powerful for the campaign setting, or is a loyal and/or well-placed group.

Type 5 The friend is, or controls, a powerful organisation in the campaign setting.

Work of Renown (Ex): At 8th level, the Expert gains the ability to produce a Work of Renown. This is any crafted item, scholarly work, or other use of one of his or her skills that will propel the Expert's name into that particular field as a known authority on the subject, superior craftsman, or similar. A Work of Renown may be produced by taking at least two months and expending at least 500 Kaitars on materials, research, etc.

The GM and player should consult as to the precise effects of the Work of Renown on play, but bonuses of +3 to relevant skill rolls, +1 to attack rolls, +2 to damage rolls, or +2 to saving throws are all possibilities if the Work of Renown is a tool, weapon, armour, or other item of equipment. Alternatively, its benefits may be entirely social, being worth perhaps a Medium Favour owed by some influential figure (which might represent the gift of a physical item, or the gratitude of the character for work done, or similar) or even 1 point of Respect.

Advanced Skill Mastery (Ex): From 19th level onwards, the Expert may always Take 20 on any of the skills in which he or she has achieved Skill Mastery, without taking any extra time to do so and even in stressful or distracting conditions.

Masterpiece (Ex): A Masterpiece is similar in nature to a Work of Renown, but will establish the Expert as one of the pre-eminent authorities in the field, finest craftsman in the Empire, or similar. A Masterpiece takes six months and 1,000 Kaitars to produce.

Again the precise effects should be devised with the GM's assistance, but +6 to relevant skill rolls, +2 to attack rolls, +4 to damage rolls, +4 to saving throws, a Medium Favour owed by a highly influential figure, or 2 points of Respect, are all possibilities.

Table XX: Expert

Level	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save	Save	Save	Special
1	+0	+0	+2	+0		Simple Weapon Proficiency, Skill Focus
2	+1	+0	+3	+0		Bonus Feat
3	+2	+1	+3	+1		Skill Mastery
4	+3	+1	+4	+1		Contact
5	+3	+1	+4	+1		Skill Focus
6	+4	+2	+5	+2		Bonus Feat
7	+5	+2	+5	+2		Skill Mastery
8	+6/+1	+2	+6	+2		Work of Renown, Contact
9	+6/+1	+3	+6	+3		Skill Focus
10	+7/+2	+3	+7	+3		Bonus Feat
11	+8/+3	+3	+7	+3		Skill Mastery
12	+9/+4	+4	+8	+4		Contact
13	+9/+4	+4	+8	+4		Skill Focus
14	+10/+5+4		+9	+4		Bonus Feat
15	+11/+6/+1		+5	+9	+5	Skill Mastery
16	+12/+7/+2		+5	+10	+5	Contact
17	+12/+7/+2		+5	+10	+5	Skill Focus
18	+13/+8/+3		+6	+11	+6	Bonus Feat
19	+14/+9/+4		+6	+11	+6	Advanced Skill Mastery
20	+15/+10/+5		+6	+12	+6	Masterpiece, Contact

(Skills 50 + BAB 45 + Saves 24 + HD 40 + Bonus Feats 10 + Skill Focus 10 + Skill Mastery 5 + WoR/MP 6 + Profs 2 + Advanced Skill Mastery 4 + Contacts 5 = 200)

[H3] Guard

Guards are employed by both Temples and Clans. Much of their time is taken up with acting as a security force for the relevant temple complex or clan-house, but as with any group that is effectively a private army, a Guard detachment may occasionally be sent on another mission at the behest of its masters. Many Temple or Clan guards also act as police forces within their assigned area; an example would be the Tomb Police in the service of Lord Sárku, who protect the necropolis of Bey Su.

Some of the more warlike Temples and Clans even form their Guards into legions in time of war. Though Guards are not quite so effective as regular Legionaries in this role, many of a Guard's skills are certainly transferable to soldiering.

[H4] Characteristics

Guards are expert at spotting, and rapidly dealing with, threats of any kind. This includes raiding parties sent out by rival Temples or Clans, invading enemy armies, and occasionally an opportunist thief or two. The more experienced Guards are also trained as personal bodyguards for high-ranking Temple or Clan personnel.

[H4] Other Classes

Temple guards, as might be expected, get on very well with priests of their own temple, including ritual priests (Entertainers), scholar priests (Sorcerers), and administrative priests (Experts). Indeed, all Temple guards also receive minimal priestly training, becoming Priests of the 1st Circle or sometimes higher.

[H4] Hit Dice and Ability Scores

The Guard uses d10 Hit Dice.

Wisdom and Constitution are of equal importance to the Guard. A Guard must be capable of detecting danger, then enduring it so as to defend his or her Temple or Clan to the last. Strength and Dexterity are also useful, as both these Ability Scores can enhance a variety of attacks against a foe.

[H4] Class Skills and Skill Points

The Guard's class Skills (and the key Ability for each) are: Climb (Str), Craft (any) (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Instruction (Wis), Intimidate (Cha), Knowledge: Culture (Int), Knowledge: Local (Int), Knowledge: Military (Int), Knowledge: Religion (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Teamwork (Wis), Melee Attack, Melee Defence, Ranged Attack, Ranged Defence, Unarmed Attack, and Unarmed Defence.

- Skill Points at 1st Level = $(6 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $6 + \text{Int modifier}$

Defensive Bonus (Ex): At 3rd level, the Guard gains a +1 Defensive Bonus. At 6th level and every three levels thereafter, this Defensive Bonus increases by +1. It is cumulative with any Defensive Bonus gained from levels in other classes. The Defensive Bonus applies to the Guard's Defence Value.

Bonus Feat (Ex): At 2nd level and every three levels thereafter, the Guard gains a bonus feat, chosen from the following list: Promotion: Military, Toughness,

A Temple Guard *must* select Priest as his or her bonus feat at 2nd level, if this feat has not already been selected.

Sudden Action (Ex): Once per day, a Guard of 7th level can focus his or her effort to burst into sudden action when the situation calls for it. The Guard can change his or her place in the initiative order, moving higher in the count by a equal to one-half his or her class level (rounded down). The Guard can declare the use of this ability at the start of any round, before anyone else takes an action.

Harm's Way (Ex): Once per round, if a 13th level Guard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Guard can subject him or herself to the attack in the ally's stead. If the attack hits the Guard, he or her takes damage normally. If it misses, it also misses the ally.

The Guard must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Guard selects his or her ally either prior to combat or immediately after the Guard makes his or her initiative check. The Guard can't change his or her ally for the duration of the combat.

Counterattack (Ex): From 19th level, the Guard is able to block or evade most enemy attacks and immediately launch a devastating counterattack. Up to (3 + Dexterity bonus) times per day, immediately after an enemy has just attempted to make an attack against the Guard but has missed, the Guard may immediately make an attack against the enemy as a free action.

Table XX: Guard

	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save	Save	Save	Special
1	+1	+0	+0	+2	Simple Weapon Proficiency, Martial Weapon Proficiency	
2	+2	+0	+0	+3	Bonus Feat	
3	+3	+1	+1	+3	Defensive Bonus +1	
4	+4	+1	+1	+4		
5	+5	+1	+1	+4	Bonus Feat	
6	+6/+1	+2	+2	+5	Defensive Bonus +2	
7	+7/+2	+2	+2	+5	Sudden Action	
8	+8/+3	+2	+2	+6	Bonus Feat	
9	+9/+4	+3	+3	+6	Defensive Bonus +3	
10	+10/+5	+3	+3	+7		
11	+11/+6	+1	+3	+7	Bonus Feat	
12	+12/+7	+2	+4	+8	Defensive Bonus +4	
13	+13/+8	+3	+4	+8	Harm's Way	
14	+14/+9	+4	+4	+9	Bonus Feat	
15	+15/+10	+5	+5	+9	Defensive Bonus +5	
16	+16/+11	+6	+1	+5	+5	+10
17	+17/+12	+7	+2	+5	+5	+10
18	+18/+13	+8	+3	+6	+11	Bonus Feat
						Defensive Bonus +6

19	+19/+14/+9/+4	+6	+6	+12	Counterattack
20	+20/+15/+10/+5	+6	+6	+12	Bonus Feat
(Skills 30 + BAB 60 + Saves 24 + HD 50 + Bonus Feats 14 + Defensive Bonuses 12 + Guard Specials 6 + Profs 4 = 200)					
[H4] Notes					

[H3] Labourer

Labourers are probably the most common character class in all of Tsolyánu. The class can include peasants, miners, builders, and any other profession that relies on physical strength more than skill. Many slaves are Labourers, though slaves can also be members of most of the other character classes.

[H4] Characteristics

Labourers work, usually with their hands.

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Labourer uses d10 Hit Dice.

Strength and Constitution are typically the main requirements of any Labourer who wishes to survive the dangerous, hot work of a typical Tsolyáni setting.

[H4] Class Skills and Skill Points

The Labourer's class Skills (and the key Ability for each) are: Climb (Str), Craft (any) (Int), Gather Information (Cha), Intimidate (Cha), Knowledge: Local (Int), Perform (any) (Cha), Profession (any) (Wis), Swim (Str), Teamwork (Wis), Unarmed Attack, and Unarmed Defence.

- Skill Points at 1st Level = $(6 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $6 + \text{Int modifier}$

Bonus Feat (Ex): At 2nd level, and every three levels thereafter, the labourer gains a bonus feat selected from the following list: Toughness,

Skill Mastery (Ex): At 3rd level, the Labourer becomes so certain in the use of some of her skills that she can use them reliably even under adverse conditions

Upon gaining this ability, she selects two skills. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. At 3rd level and every six levels thereafter, each time the Labourer gains this special ability, she selects additional skills for it to apply to.

Skill Focus (Ex): At 6th level and every six levels thereafter, the Labourer gains Skill Focus as a bonus feat.

Survivor (Ex): At 7th level, a labourer has been through so much — the harsh regime of a palanquin slave, the unforgiving work of a construction labourer, perhaps a spell down the mines — that he or she is very difficult to stop by any means. An 7th level labourer may reroll any failed saving throw, except if the saving throw was failed with a natural roll of 1 on the d20, up to once per day, at the same DC.

At 13th level, the labourer may reroll any failed saving throw up to twice per day, and at 19th level up to three times per day. He or she may not reroll the same failed save more than once.

Table XX: Labourer

Level	Base Attack Bonus	Ref Bonus	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Simple Weapons Proficiency
2	+2	+0	+0	+3	Bonus Feat
3	+3	+1	+1	+3	Skill Mastery
4	+4	+1	+1	+4	
5	+5	+1	+1	+4	Bonus Feat
6	+6/+1	+2	+2	+5	Skill Focus
7	+7/+2	+2	+2	+5	Survivor
8	+8/+3	+2	+2	+6	Bonus Feat
9	+9/+4	+3	+3	+6	Skill Mastery
10	+10/+5+3	+3	+7		
11	+11/+6/+1	+3	+3	+7	Bonus Feat
12	+12/+7/+2	+4	+4	+8	Skill Focus
13	+13/+8/+3	+4	+4	+8	Survivor (2/day)
14	+14/+9/+4	+4	+4	+9	Bonus Feat
15	+15/+10/+5	+5	+5	+9	Skill Mastery
16	+16/+11/+6/+1	+5	+5	+10	
17	+17/+12/+7/+2	+5	+5	+10	Bonus Feat
18	+18/+13/+8/+3	+6	+6	+11	Skill Focus
19	+19/+14/+9/+4	+6	+6	+12	Survivor (3/day)
20	+20/+15/+10/+5	+6	+6	+12	Bonus Feat
(Skills 30 + BAB 60 + Saves 24 + HD 50 + Bonus Feats 14 + Skill Mastery/Focus 12 + Survivor 6 + Profs 2 =200)					

[H4] Notes

[H3] Legionary

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Legionary uses d10 Hit Dice.

Strength, Constitution, and Dexterity are important to the Legionary.

[H4] Class Skills and Skill Points

The Legionary's class Skills (and the key Ability for each) are: Climb (Str), Craft (any) (Int), Heal (Wis), Instruction (Wis), Intimidate (Cha), Jump (Str), Knowledge: Geography (Int), Knowledge: Local (Int), Knowledge: Military (Int), Perform (any) (Cha), Search (Int), Swim (Str), Teamwork (Wis), Melee Attack, Melee Defence, Ranged Attack, Ranged Defence, Unarmed Attack, and Unarmed Defence.

- Skill Points at 1st Level = $(4 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $4 + \text{Int modifier}$

Bonus Feat (Ex): At 2nd level and every two levels thereafter, the Legionary gains a bonus feat, chosen from the following list: Combat Flyer, Promotion: Military, Toughness,

Table XX: Legionary

	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save	Save	Save	Special
1	+1	+0	+0	+2	Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armour Proficiency, Formation Drill	
2	+2	+0	+0	+3	Bonus Feat	
3	+3	+1	+1	+3	Defensive Bonus +1	
4	+4	+1	+1	+4	Bonus Feat	
5	+5	+1	+1	+4	Formation Combat	
6	+6/+1	+2	+2	+5	Bonus Feat	
7	+7/+2	+2	+2	+5	Promotion: Military, Defensive Bonus +2	

8	+8/+3	+2	+2	+6	Bonus Feat
9	+9/+4	+3	+3	+6	Formation Command
10	+10/+5	+3	+3	+7	Bonus Feat
11	+11/+6/+1	+3	+3	+7	Defensive Bonus +3
12	+12/+7/+2	+4	+4	+8	Bonus Feat
13	+13/+8/+3	+4	+4	+8	Promotion: Military, Formation Expertise
14	+14/+9/+4	+4	+4	+9	Bonus Feat
15	+15/+10/+5	+5	+5	+9	Defensive Bonus +4
16	+16/+11/+6/+1		+5	+5	+10
17	+17/+12/+7/+2		+5	+5	+10
18	+18/+13/+8/+3		+6	+6	+11
19	+19/+14/+9/+4		+6	+6	+12
Bonus +5					Promotion: Military, Defensive
20	+20/+15/+10/+5		+6	+6	+12
(Skills 20 + BAB 60 + Saves 24 + HD 50 + Bonus Feats 20 + Proficiencies 6 + Defensive Bonus 10 + Promotions 6 + Formations 5 = 201)					
[H4] Notes					

[[[Begin Sidebar]]]

Gladiators

[[[End Sidebar]]]

[H3] Merchant

Slaver

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Merchant uses d8 Hit Dice.

Merchants use Charisma to make deals, but Intelligence and Wisdom can be even more important to ensure that they make the very best deals. Travelling Merchants who anticipate long days traversing the Sakbé road system should not neglect Constitution.

[H4] Class Skills and Skill Points

The Merchant's class Skills (and the key Ability for each) are: Analysis and Planning (Int), Appraise (Int), Bluff (Cha), Bribe (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge: Business (Int), Knowledge: Tsolyánu Culture (Int), Knowledge: Foreign Culture (Int), Knowledge: Geography (Int), Knowledge: Local (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (None), Teamwork (Wis), Melee Attack, Ranged Attack, and Unarmed Attack.

- Skill Points at 1st Level = $(6 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $6 + \text{Int modifier}$

Bonus Feat (Ex): At 4th level, 10th level, and 16th level, the Merchant gains a bonus feat, chosen from the following list: Skill Focus, Wealthy,

Income: Whether by means of an inheritance, an income from family estates, or your own cunning mercantile activities, you have considerably more money than would be expected of a person from your Clan.

Table XX: Merchant

Level	Base	Ref	Will	Fort	Special	
	Attack	Bonus	Save	Save		
1	+0	+0	+2	+0	Simple Weapon Proficiency, Wholesale -30%	
2	+1	+0	+3	+0	Contact, Income +1	
3	+2	+1	+3	+1	Haggling -5%	
4	+3	+1	+4	+1	Contact, Bonus Feat	
5	+3	+1	+4	+1	Income +2	
6	+4	+2	+5	+2	Contact	
7	+5	+2	+5	+2	Wholesale -45%	
8	+6/+1	+2	+6	+2	Contact, Income +3	
9	+6/+1	+3	+6	+3	Haggling -10%	
10	+7/+2	+3	+7	+3	Contact, Bonus Feat	
11	+8/+3	+3	+7	+3	Income +4	
12	+9/+4	+4	+8	+4	Contact	
13	+9/+4	+4	+8	+4	Wholesale -60%	
14	+10/+5+4		+9	+4	Contact, Income +5	
15	+11/+6/+1		+5	+9	Haggling -15%	
16	+12/+7/+2		+5	+10	+5	Contact, Bonus Feat
17	+12/+7/+2		+5	+10	+5	Income +6
18	+13/+8/+3		+6	+11	+6	Contact
19	+14/+9/+4		+6	+11	+6	Wholesale -75%
20	+15/+10/+5		+6	+12	+6	Contact, Income +7

(Skills 30 + BAB 45 + Saves 24 + HD 40 + Wholesale 15 + Bonus Feats 6 + Income 21 + Profs 2 +

Contacts 10 + Haggling 6 = 199)

[H4] Notes

[H3] Noble

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Noble uses d8 Hit Dice.

[H4] Class Skills and Skill Points

The Noble's class Skills (and the key Ability for each) are: Analysis and Planning (Int), Bluff (Cha), Bribe (Cha), Climb (Str), Concentration (Con), Craft: Calligraphy (Dex), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge: History (Int), Knowledge: Local (Int), Knowledge: Military (Int), Knowledge: Nobility (Int), Knowledge: Religion (Int), Knowledge: Tsolyáni Culture (Int), Perform: Any (Cha), Seduce (Cha), Sense Motive (Wis), Speak Languages (Int), Teamwork (Wis), Melee Attack, Melee Defence, Ranged Attack, Ranged Defence, Unarmed Attack, and Unarmed Defence.

- Skill Points at 1st Level = $(6 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $6 + \text{Int modifier}$

Great Clan (Ex): At 1st level the Noble gains Great Clan as a bonus feat.

Income (Ex):

Social Ability (Ex): [TO BE ADDED; AS PER MONGOOSE'S NOBLE POWER CLASS, MODIFIED FOR TEKUMEL]

Noble Vocation: At 3rd level and every four levels thereafter, the Noble may choose one of the following Noble Vocations. This represents the Noble's main activities when not adventuring, and may be a career (such as in the military, priesthood, or Imperial administration), management of Clan estates, or simply continuing the endless round of parties, feasts, and orgies that is the lot of every young scion of a high Clan.

Note that some Vocations may be selected more than once, representing a continued activity in the relevant employment. In this case, a further benefit of some kind may be gained. The benefits for any particular Vocation must be selected in order.

Noble Vocation	Benefit Gained	Benefit for 2nd Selection	Benefit for 3rd Selection
Military	Bonus feat, Heavy Armour Proficiency or Weapon	Bonus feat, Promotion: Military	Bonus feat, Promotion: Military

	Focus		
Imperial Administration	Bonus feat, Administrator	Gain 1 Medium Favour, owed by a character of similar level to yourself.	Bonus feat, Promotion: Imperial
Ritual Priest	Bonus feat, Priest	Gain Distraction/Manipulation Rank 1 class feature (as per Entertainer, see p. XX).	Bonus feat, Promotion: Temple
Scholar Priest	Bonus feat, Priest	Gain one of the following as an additional class skill (your choice as to which): any Knowledge skill (Int), Magic: Psychic (Wis), Magic: Ritual (Int), or Research (Int).	Gain either 2 spells (so long as you meet the prerequisites, if any) or the Scholar feat (your choice as to which).
Administrative Priest	Bonus feat, Priest	Gain 1 Medium Favour, owed by a character of similar level to yourself.	Bonus feat, Promotion: Temple
Dilettante	Gain Craft: Apothecary as a class skill.	Bonus feat, Skill Focus: Seduce	Gain 2 Minor Favours, owed by characters of similar level to yourself.
Clan Management	Bonus feat, Skill Focus: Bureaucracy	Gain 2 Minor Favours, owed by characters of similar level to yourself.	Gain 1 Medium Favour, owed by a character of similar level to yourself.

Bonus Feat (Ex): At 4th level and every four levels thereafter, the Noble gains a bonus feat, chosen from the following list: Attractive, Promotion (any), Wealthy,

Table XX: Noble						
	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save	Save	Save	Special
1	+0	+0	+2	+2	Simple Weapons Proficiency, Martial Weapons Proficiency, Light Armour Proficiency, Great Clan, Income +1	
2	+1	+0	+3	+3	Social Ability	
3	+2	+1	+3	+3	Noble Vocation	

4	+3	+1	+4	+4	Bonus Feat
5	+3	+1	+4	+4	Income +2
6	+4	+2	+5	+5	Social Ability
7	+5	+2	+5	+5	Noble Vocation
8	+6/+1	+2	+6	+6	Bonus Feat
9	+6/+1	+3	+6	+6	Income +3
10	+7/+2	+3	+7	+7	Social Ability
11	+8/+3	+3	+7	+7	Noble Vocation
12	+9/+4	+4	+8	+8	Bonus Feat
13	+9/+4	+4	+8	+8	Income +4
14	+10/+5+4		+9	+9	Social Ability
15	+11/+6/+1		+5	+9	Noble Vocation
16	+12/+7/+2		+5	+10	Bonus Feat
17	+12/+7/+2		+5	+10	Income +5
18	+13/+8/+3		+6	+11	Social Ability
19	+14/+9/+4		+6	+11	Noble Vocation
20	+15/+10/+5		+6	+12	Bonus Feat

(Skills 30 + BAB 45 + Saves 30 + Profs 6 + HD 40 + Vocations 10 + Bonus Feats 10 + Social Abilities 10 + Income 15 + Great Clan 4 = 200)

[H4] Notes

[H3] Sorcerer

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Sorcerer uses d6 Hit Dice.

Dice.

[H4] Class Skills and Skill Points

The Sorcerer's class Skills (and the key Ability for each) are: Analysis and Planning (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), High Cartography (Int), Instruction (Wis), Knowledge: Arcane (Int), Knowledge: Culture (Int), Knowledge: Geography (Int), Knowledge: History (Int), Knowledge: Occult (Int), Knowledge: Planes (Int), Knowledge: Religion (Int), Magic: Psychic (Wis), Magic: Ritual (Int), Research (Int), Teamwork (Wis), and Special Ranged Attack.

- Skill Points at 1st Level = $(8 + \text{Int Modifier}) \times 4$
- Skill Points at Each Additional Level = $8 + \text{Int modifier}$

Bonus Feat (Ex): At 4th level and every four levels thereafter, the Sorcerer gains a bonus feat, chosen from the following list: Increased Pédhétl, Magic, Promotion: Military, Promotion: Temple, Spells,

[H5] Magicians' Sphere of Protection (Optional Rule)

Powerful Magicians with two levels of the Magical Ability Attribute, at least four total levels of Magical Skills (Ritual Magic, Psychic Magic, Energy Management), and a Pedhétl of at least 7 have an aura of power that extends beyond themselves.

Spells cast into, through, or out of this sphere of protection have to overcome this aura. This aura extends out for one metre per Rank of the magician's Magic: Ritual and Magic: Psychic Skills.

Any Spells cast in, through, or out of a magician's aura must overcome that magician's Magical Resistance — the magician may elect to make him or herself the target of the Spell. If he or she does so, the character may attempt to resist the Spell with a Magic Resistance check as normal (see page xxx). If the character fails, the Spell affects the character, not its intended target.

Table XX: Sorcerer

Level	Attack	Bonus	Ref	Will	Fort		
						Save	Save
1	+0	+0	+0	+2	+0	Simple Weapon Proficiency, Magician, Increased Pedhétl, 25 Spell Points	
2	+1	+0	+0	+3	+0	25 Spell Points	
3	+1	+1	+0	+3	+1	25 Spell Points	
4	+2	+1	+0	+4	+1	Bonus Feat, 25 Spell Points	
5	+2	+1	+0	+4	+1	Minor Sphere of Protection, 25 Spell Points	
6	+3	+2	+0	+5	+2	25 Spell Points	
7	+3	+2	+0	+5	+2	25 Spell Points	
8	+4	+2	+0	+6	+2	Bonus Feat, 25 Spell Points	
9	+4	+3	+0	+6	+3	25 Spell Points	
10	+5	+3	+0	+7	+3	Major Sphere of Protection, 25 Spell Points	

11	+5	+3	+7	+3	25 Spell Points
12	+6/+1	+4	+8	+4	Bonus Feat, 25 Spell Points
13	+6/+1	+4	+8	+4	25 Spell Points
14	+7/+2	+4	+9	+4	25 Spell Points
15	+7/+2	+5	+9	+5	Redoubtable Sphere of Protection, 25 Spell Points
16	+8/+3	+5	+10	+5	Bonus Feat, 25 Spell Points
17	+8/+3	+5	+10	+5	25 Spell Points
18	+9/+4	+6	+11	+6	25 Spell Points
19	+9/+4	+6	+11	+6	25 Spell Points
20	+10/+5	+6	+12	+6	Indomitable Sphere of Protection, Bonus Feat, 25 Spell Points
(Skills 40 + BAB 30 + Saves 24 + HD 30 + Bonus Feats 10 + Profs 2 + starting feats 4 + Spells 50 + Spheres of Protection 10 = 200)					
[H4] Notes					

[H3] Scout

Sailor, Hunter, Pioneer, Woodsman

[H4] Characteristics

[H4] Other Classes

[H4] Hit Dice and Ability Scores

The Scout uses d8 Hit Dice.

Dexterity and Wisdom are important to the Scout, so that he or she can observe without being observed in turn.

[H4] Class Skills and Skill Points

The Scout's class Skills (and the key Ability for each) are: Climb (Str), Craft (any) (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge: Geography (Int), Knowledge: Local (Int), Knowledge: Military (Int), Knowledge: Nature (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Teamwork (Wis), Wilderness Tracking (Wis), Melee Attack, Melee Defence, Ranged Attack, Ranged Defence, Unarmed Attack, and Unarmed Defence.

- Skill Points at 1st Level = $(8 + \text{Int Modifier}) \times 4$

- Skill Points at Each Additional Level = $8 + \text{Int modifier}$

Bonus Feat (Ex): At 2nd level and every three levels thereafter, the Scout gains a bonus feat, chosen from the following list: Acrobatic, Alertness, Athletic, Multiattack, Multiweapon Fighting, Promotion: Military, Skill Focus, Stealthy, Two Weapon Fighting

Favoured Terrain: At 4th level and every six levels thereafter, the Scout may select a Favoured Terrain from the following: Desert, Forest, Hills, Marshes, Mountains, Plains, Underground. When in his or her Favoured Terrain, the Scout gains a +2 bonus to Defence, +1 bonus to attack rolls with ranged weapons, and a +2 bonus to checks with the following skills where relevant: Handle Animal, Hide, Knowledge: Geography, Knowledge: Nature, Listen, Move Silently, Search, Spot, Survival, and Wilderness Tracking.

Table XX: Scout

	Base	Ref	Will	Fort		
Level	Attack	Bonus	Save	Save	Save	Special
1 Proficiency	+1	+2	+0	+2	Simple Weapon Proficiency, Martial Weapon Proficiency	
2	+2	+3	+0	+3	Bonus Feat	
3	+3	+3	+1	+3		
4	+4	+4	+1	+4	1st Favoured Terrain	
5	+5	+4	+1	+4	Bonus Feat	
6	+6/+1	+5	+2	+5		
7	+7/+2	+5	+2	+5	Defensive Bonus +1	
8	+8/+3	+6	+2	+6	Bonus Feat	
9	+9/+4	+6	+3	+6		
10	+10/+5/+7	+3	+7	2nd Favoured Terrain		
11	+11/+6/+1	+7	+3	+7	Bonus Feat	
12	+12/+7/+2	+8	+4	+8		
13	+13/+8/+3	+8	+4	+8	Defensive Bonus +2	
14	+14/+9/+4	+9	+4	+9	Bonus Feat	
15	+15/+10/+5	+9	+5	+9		
16	+16/+11/+6/+1		+10	+5	+10	3rd Favoured Terrain
17	+17/+12/+7/+2		+10	+5	+10	Bonus Feat
18	+18/+13/+8/+3		+11	+6	+11	
19	+19/+14/+9/+4		+11	+6	+12	Defensive Bonus +3
20	+20/+15/+10/+5		+12	+6	+12	Bonus Feat

(Skills 40 + BAB 60 + Saves 30 + HD 40 + Bonus Feats 14 + Proficiencies 4 + Defensive Bonus 6 + Favoured Terrains 6 = 200)

Chapter Five- Techno-Magical Devices

There are many techno-magical devices that were created shortly after Techemel was moved into its pocket dimension. The most well known are 'eyes'; little dice sized devices with an aperture on one side and a button on another side. About 50% have a built in counter letting the user know how many charges are left in the device.

The smooth stone

Resembling a 'worry stone' these small disklike items fit in the hand and are rubbed smooth in the center. If a person with even a modicum of psychic ability rubs the stone while experiencing enough emotion, they will be transported to another place. Some of the stones will even return you to your origin point. Good luck.

The book

These books are filled with glyphs that when used correctly will transport a person to another place and/or time. Companions may come if they are touching it. The glyphs themselves possess the power, all one has to do is to follow the patterns correctly. Unfortunately the ink and patterns do fade with use.

The Ring of the First Founder

This item is a left over from the scouts who first landed on tekumel. They possess a limited 'other dimensional space' and some have a 'demon' within them that allows limited use as a weapon or secure storage facility. Typically the person who wears one is healthier, and more alert with aging slowed or stopped. It is unknown if the demon is a computer [nanites in your body] or not, whether or not the rings have been tampered with by those of the latter times, or even if the items are indeed from the first founder's time. They just work.

Roll a d6 every decade and add a power.

- | |
|---|
| 1- By using micro bots inserted into the wearers pores the item reads the mind of and learns the wearer's enemies, then provides warning of such enemies within 100 feet. |
| 2- Opens a small nexus to a Bethorm of Fire, allowing 1 fire spell per charge. Begin with 100 charges, which restore at 1 per day. Wearer must know spell. |
| 3- Allows storage of items in a Bethorm similar to box of topaz God. |
| 4- Hauls a dying wearer into the Bethorm, may be back in 1-1000 days fully healed. |
| 5- Allows many to enter the Bethorm, atmosphere is friendly. May conduct meetings. |
| 6- Confers invisibility. |

The Sword of Janule

Rediscovered well before the death of the last emperor, this sword is purported to be the weapon of the entity that guarded lady Avanthe at Dormoron Plain (as she would not usually fight physically herself). The sword served the empress Janule in her rise to power and most recently was quietly readied should the civil war have unfortunate consequences. Its powers are simple and brutal. Activated only by a prayer to the goddess by a servant of Avanthe or Dlamelish, the sword takes over its bearer (using nanotech or some other means) and an aspect of the goddess moves forward to battle. A blue glow surrounds the wielder such that they cannot be harmed. Things that may activate the sword include technology, fire, Ksarul things, undead things, etc. If used on a servant of Avanthe or Dlamelish the sword becomes like unto Swiss cheese and does not harm them. Natural beings may be treated in this manner or the sword may be like chlen hide. The sword itself does not do significant damage past the 'magical steel' range, so things that are really powerful (I've seen it fight a 40' long serpentine ru'un) are not necessarily harmed by it. Good luck thinking a way out while the sword holds the enemy off. [gm may add other appropriate powers and miracles may happen – this item should be managed by close gm-player consultation].

Centuries ago, the Tlakotani lady Janule wielded a mighty sword in her quest for the Petal Throne. She succeeded in the quest. Later it was made known that the sword was the 'Sword of Avanthe', a blade that had been crafted for the defense of the Goddess herself at the battle of Dormoron Plain. As Avanthe would not normally wield a weapon, the blade required a wielder and bearer. Janule was the first to bear it in millenia.

The blade disappeared then, for such a sword would be sought by many of the dark gods in order to corrupt it to their own uses. It resurfaces in the later years of the Reign of Emperor Hirkan and is wielded by a powerful lady of the Tlakotani Clan in defense of the Empire against foul machinations by the worm Prince Dhich'u-ne.

During the Civil War the blade again surfaces, as a champion appears with it, offering to help the scions of the Emperor in their quest for the Petal Throne. Eventually the throne is won by Miruseya, and the champion of the blade is sent to the Western Frontier to oppose the Mu'ugalavyani. General of the 41st Imperial Archers, the champion is based at R'y.

This is where the players come in. They are on the retinue of the champion. Although the Sword of Janule (aka Sword of Avanthe) is a powerful item, giving invulnerability for a short time against those things that Avanthe opposes, it is limited in its uses. The sword may have other powers, but the imperfections of any human disallow the ability to use them at will. Even the champion, a fanatic Aridani, needs help. Thus enemies can overcome the champion by using traitors and beasts that the sword cannot affect.

This is the setting of the campaign as the players strive against Pe Choi ambushes, Mu'ugalavyani war parties, Ito Clan evil and many dangers in the Jungles of the Chakas (as well as traitors among their own people).

More as the situation develops...

-your scribe,
Hlucha

Tékumel Character Class Creation for D20 5e

Use these modifications to the Tékumel Character Classes for use in a D20 - 5th Edition ruled game.

First complete your Stats, Race, Clan, and Background choices as outlined. Including possible Flaws and Bonus Feat selections.

Select from the available Tékumel Character Classes: Entertainer, Expert, Guard, Labourer, Legionary, Merchant, Noble, Scout, or Sorcerer.

The following are the changes and notes to run each class when employing D20 - 5th Edition rules. Unless otherwise noted each class uses the rules from the Tékumel class (shown earlier) and may reference rules found in the D20 - 5th Edition book. As usual whenever a character would gain a Stat boost, they may instead take a valid Feat instead.

If the optional Tékumel Flaws are used, due to the increased functionality of Feats presented in the D20 5e PHB, only one 5e based Feat may be taken for taking two Flaws. (The Tékumel Feats may be taken one for one as usual.)

Entertainer

Class Features

As an Entertainer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Entertainer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Entertainer level after 1st

Proficiencies

Armor: Light armour

Weapons: Daggers, one-handed melee weapons, javelins, darts, short bows, light crossbows, slings, bolas, blowguns

Saving Throws: Dexterity, Charisma

Skills: Choose three from: Acrobatics, Sleight of Hand, Stealth, History, Religion, Culture, Politics, Sexuality, Insight, Perception, Deception, Performance, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one-handed melee weapon, or (b) a choice of: a set of 3 darts, a short bow and 10 arrows, a sling, or a bolas
- Traveling clothes and a Clan outfit for your rank
- (a) lute or (b) any other musical instrument
- Light armour and a dagger. Starter Gear kit. 25 káitars

Background: Select one background at 1st level.

Musician: Gain Tool proficiency with three musical instruments of your choice. Gain proficiency in Performance.

Always use double your Proficiency bonus when using Performance. At 4th level and every three levels thereafter, pick an instrument of choice or a form of Performance (song, dance, oration, etc.) and you make the checks with it at Advantage. Each time adding to your list of Performance types that benefit from this.

Prostitute: Gain proficiency in Sexuality. Always use double your Proficiency bonus when using Sexuality. At 4th level, whenever using Sexuality on an appropriate target (someone of your own race who is of a compatible sexuality) you make the check with advantage. Every three levels thereafter you become so good at your craft that you can also get Advantage on your rolls against targets of other persuasions, each time adding a new choice from the following list: alternate sexuality, non/asexuals, or another race (a new race each time chosen.)

Thief: Gain Tool proficiency with Thieves' Tools. Gain proficiency in Stealth. At 4th level, and every three levels thereafter, add one of the following abilities of choice: [proficiency in Athletics, Deception, Insight, Intimidation, Investigation, or Sleight of Hand]; or [the ability of Sneak Attack, Cunning Action, Uncanny Dodge, or Evasion] (see the PHB 5e Rogue for how these work.) Each time you make a choice, pick something new from the list to add.

Poisoner: Gain proficiency in Medicine. These twisted characters use this knowledge to know how to harm instead of help. Can mix doses of poisons from the raw ingredients for 75% of normal cost. At 4th level the Entertainer makes poison saving throws at Advantage, a hard won bonus from constant exposure. At 7th level the Entertainer no longer risks poisoning himself while preparing poisons. At 10th level the Entertainer can make poisons at half cost. At 13th level the Entertainer gains Tool proficiency with Disguise Kits, another necessity of this lifestyle and infamy. At 16th level the Entertainer can make a strong poison with a -2 Saving Throw for three times cost. At 19th level the Entertainer can make a potent poison with a -4 Saving Throw for ten times cost.

Ritual Priest: Gain proficiency in Religion and Magic: Ritual(chosen deity)(Int). Increase base Pedhétli to 20 (from the usual 4) and an additional 20 every 3 more levels (4th, 7th, 10th, 13th, 16th, 19th.) Gain access to spells of U1, G1, T1 of your temple/deity, but it is up to the temple to actually teach you any of these spells. Note these cost 20, 30, and 50 Pedhétli to cast respectively. At 4th level gain a +2 bonus to the use of all charisma-based skills when applied to a worshipper of the same god, and increase this bonus at 10th level to +4, and at 16th level to +6. At 7th, 13th, 15th, and 19th level the Entertainer gains Promotion: Temple; and, is allowed access to one higher phylum order of U and G spells (U2/G2[cost 30/40], U3/G3[cost 40/50], U4/G4[cost 50/60], and U5/G5[cost 60/70]), and at 15th level also the T2 phylum [cost 60].

Against the Entertainer's spells the **Save DC = 8 + your proficiency bonus + your Intelligence modifier.**

The Entertainer's **Spell attack modifier = your proficiency bonus + your Intelligence modifier.**

Distraction/Manipulate: No changes from the Tékumel Entertainer class.

Contacts: No changes from the Tékumel Entertainer class. One new contact at Type 1, or improve an existing contact up one type (max type 3.)

Work of Renown: No changes

Masterpiece: No changes

Class Level	Proficiency	Entertainer
1	+2	Background
2	+2	
3	+2	Distraction/Manipulate I
4	+2	Stat, BG Bonus

5	+3	
6	+3	Distraction/Manipulate II
7	+3	BG Bonus
8	+3	Stat, Work of Renown
9	+4	Distraction/Manipulate III
10	+4	BG Bonus
11	+4	
12	+4	Stat, Distraction/Manipulate IV
13	+5	BG Bonus
14	+5	
15	+5	Distraction/Manipulate V
16	+5	Stat, BG Bonus
17	+6	
18	+6	Distraction/Manipulate VI
19	+6	BG Bonus
20	+6	Stat, Masterpiece

Expert

Class Features

As an Expert, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Expert level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Expert level after 1st

Proficiencies

Armor: none

Weapons: Daggers, one-handed melee weapons, javelins, darts, short bows, light crossbows, slings

Saving Throws: Intelligence, Wisdom

Skills: Choose four from: History, Investigation, Religion, Culture, High Cartography, Politics, Subculture, Insight, Medicine, Survival, Cooking, Deception, Intimidation, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one-handed melee weapon, or (b) a choice of: a set of 3 darts, a short bow and 10 arrows, a sling
- Traveling clothes and a Clan outfit for your rank
- Tool kit: either the (a) Forgery kit, (b) Herbalism kit, or (c) one Artisan's tool kits of choice
- Starter Gear kit. A Chlén and Chlén cart. With $(1d4+1) \times 100$ káitars in materials and/or items they have made.
- 75 káitars

Expertise: At level 1 the Expert chooses an area of expertise. Examples are Artist, Bureaucrat of xx, Chlén-Hide Smith-Tanner, Diplomat, Jeweller, Jurist, Scholar/Scribe, Winemaker, etc. The Expert makes all rolls pertaining to their expertise as trained skill checks using their proficiency bonus plus relevant stat modifier (usually Int or Wis.)

Skill Mastery: The Expert now gets advantage on any skill check in their field of expertise.

Second and Third Expertise: The Expert has expanded into a new field, choose one more. Gain use of the appropriate Tool Kit. The Expert makes all rolls pertaining to their new expertise as trained skill checks using their proficiency bonus plus relevant stat modifier (usually Int or Wis.)

Second Skill Mastery: The Expert now gets advantage on any skill check in their second field of expertise.

Contacts: No changes from the Tékumel Expert class. One new contact at Type 1, or improve an existing contact up one type (max type 5.)

Renown: Through many dealing the Expert becomes known and respected in their field. Starting at 2nd level, and every level thereafter, the Expert gains +2 Renown. This rate of increased Renown improves to +5 per level at 10th level and beyond. With Renown comes all the benefits and responsibilities within their clan, including political standing and monthly income increases.

Optional (DM event): *the character may suffer a setback if an enterprising employee organizes a coup - claiming that it was their hard work, and not yours, they may 'steal' one of your Contacts (you lose this Contact) and take 1/4 of your Renown (trashing your reputation to pad their own) - you suffer the loss of favour, and rights, within your clan as well as income levels to your new Renown/Circle.*

Class Level	Proficiency	Expertise
1	+2	Expertise
2	+2	Renown
3	+2	Skill Mastery
4	+2	Stat, Contacts
5	+3	
6	+3	
7	+3	2nd Expertise
8	+3	Stat, Contacts
9	+4	
10	+4	Increased Renown
11	+4	2nd Skill Mastery
12	+4	Stat, Contacts
13	+5	
14	+5	
15	+5	3rd Expertise
16	+5	Stat, Contacts
17	+6	
18	+6	
19	+6	
20	+6	Stat, Contacts

Guard

Class Features

As a Guard, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Guard level

The Guard's Spell attack modifier = your proficiency bonus + your Intelligence modifier.

Note, U1 spell rituals cost 20 Pedhétli to cast. U2/G1 spells cost 30, U3/G2 cost 40, U4/G3/T1 cost 50, and U5/G4/T2 cost 60.

Class Level	Proficiency	Guard
1	+2	Rank I
2	+2	Rank II
3	+2	Temple Path
4	+2	Stat
5	+3	Promotion
6	+3	Defence I
7	+3	Path feature
8	+3	Stat, Promotion
9	+4	
10	+4	Path feature
11	+4	Promotion
12	+4	Stat, Defence II
13	+5	Path feature
14	+5	Promotion
15	+5	Path feature
16	+5	Stat
17	+6	Promotion
18	+6	Defence III
19	+6	
20	+6	Stat, Promotion

Labourer

Class Features

As a Labourer, you gain the following class features.

Hit Points

Hit Dice: 1d12 per Labourer level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Labourer level after 1st

Proficiencies

Armor: none

Weapons: Daggers, one-handed melee weapons, javelins, darts, slings, staff, unarmed strike

Saving Throws: Strength, Constitution

Skills: Choose three from: Athletics, Acrobatics, History, Nature, Religion, Sexuality, Animal Handling, Insight, Perception, Survival, Cooking, Intimidation

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one-handed melee weapon (axe), or (b) two-handed melee weapon (staff)
- Traveling clothes and a Clan outfit for your rank

- Tool kit: either the (a) Navigator's kit, (b) one Artisan's tool kits of choice
- Starter Gear kit
- 10 káitars

Teamwork: The Labourer learns how to work together to accomplish more than one can alone. Gain the Teamwork feat.

Salt of the Earth: That Labourer and those like them are ubiquitous in Tékumel. Unless the player actively draws attention to their character they may seamlessly blend into the background of public spaces and busy areas.

Hardy: The Labourer is expected to work without fail in any and all conditions, once per day the Labourer ignores the first time a level of Fatigue or Exhaustion would happen. Also, when ever actually under a condition of Exhaustion the Labourer only takes the penalties as if one level of Exhaustion lower.

Tough: Due to the rough physical life a Labourer lives, at 2nd and level the Labourer takes advantage on all Constitution based checks. At 10th level the Labourer takes advantage on all Strength based checks, included skills. At 15th level and beyond the Labourer regains the maximum value when using Hit Dice for healing after a Short Rest.

Enhanced Skill: At 3rd level and beyond the Labourer gets a better result whenever doing a Trade based skill - if there is a quality or monetary result it is improved to the next higher category, if there is a skill check roll it is done with Advantage.

Arms of Iron: The Labourer hits harder than you may expect. At 6th level gain the **Savage Attacker Feat:** *Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.*

Survivor: At 7th level the harsh life of the Labourer has taught a never give up mentality. Once per day the Labourer may reroll any failed Saving Through but must abide by the results of the new Save. At 14th level the Labourer may reroll failed Saves twice per day but not on the same Save. At 19th level can use this ability three times per day, again not on the same Save.

Brutal Critical: Beginning at 13th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Class Level			Proficiency	Labourer
1	+2			Teamwork, Salt of the Earth
2	+2			Tough I, Hardy
3	+2			Enhanced Skill
4	+2			Stat
5	+3			
6	+3			Arms of Iron
7	+3			Survivor I
8	+3			Stat
9	+4			
10	+4			Tough II
11	+4			Contacts
12	+4			Stat
13	+5			Brutal Critical
14	+5			Survivor II
15	+5			Tough III
16	+5			Stat
17	+6			
18	+6			Contacts

19	+6	Survivor III
20	+6	Stat

Legionary

Class Features

As a Legionary, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Legionary level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Legionary level after 1st

Proficiencies

Armor: All armour, shields

Weapons: All

Saving Throws: Strength, Dexterity

Skills: Choose three from: Athletics, Acrobatics, Stealth, History, Investigation, Nature, Politics, Subculture, Animal Handling, Insight, Medicine, Perception, Survival, Deception, and Intimidation

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Medium Armour, or (a) Light Armour and Dagger
- (a) one-handed melee weapon and a shield, or (b) two-handed melee weapon
- a set of 3 Javelins
- Traveling clothes and a Clan outfit for your rank
- Starter Gear kit.
- 25 Káitars

Rank: The Legionary has Rank within the Military of the State they serve. At 1st level the Legionary has Circle 1 rank Changédésha (Soldier) with Renown 1 and a monthly income of 10 Káitars. At 2nd level the Legionary gets promoted to Circle 2 Kuruthúni (Trained Private) with Renown 3 and an income of 15 Káitars per month. Rank within the Military demands etiquette and service, the Legionary is expected to serve the military whenever called upon. Any higher ranked member of the military may give orders or requisition you for any task (unless you have a writ of action by an even higher ranked military member.)

Promotion: At 5th level, and every three afterwards, the Legionary has a chance at gaining a promotion. This is not guaranteed, rather the clan's military (DM discretion) must offer the Legionary the promotion based on availability and merit. Also, the Legionary may choose to turn down the promotion for various reasons (not wanting the increased responsibilities, needing a low profile for special missions, socio-political machinations, etc.)

Alternate to the promotion - the Legionary receives a one-months-pay bonus and mark of service (a rare honour that conveys notice of your great dedication and ability), and may choose a benefit from the following list: the Feat Tough, Alert, Athlete, Charger, Shield Master, Great Weapon Master, or Heavy Armour Master (the Tough Feat can be chosen up to 3 times.)

Action Surge: At 2nd level you can push yourself beyond normal limits. During your turn, you can take one additional action. Once used you must finish a short or long rest to regain this feature. At 9th level you can use this feature twice between rests, but only once on a given turn.

Military Path: At 3rd level the Legionary begins specialised training.

At 3rd level the Legionary chooses 4 Manoeuvres (as shown in the D20 Se PHB Fighter Class.) The Legionary gains 4d8's of Superiority dice, that refresh on a Long Rest, to use with those Manoeuvres. The Superiority dice

are upgraded to D10's at 10th level and to D12's at 15th level.

At 7th level the Legionary gains another Superiority Dice and learns two more Manoeuvres.

At 13th level the Legionary learns **Relentless**: *Whenever you would roll Initiative and have no superiority dice left for the day, you regain 1 superiority dice.*

Extra Attack: At 6th level the Legionary gains an Extra Attack (when taking the Attack Action the Legionary can attack twice.) At 12th and 18th level you gain this again, being able to attack one more time during the Attack Action.

Formation Training: The Legionary is trained in special group combat tactics. Gaining the following:

- At 1st level - **Formation, Shield**: If the Legionary is adjacent to an ally and both are using shields, the Legionary gains +2 bonus to AC and Dexterity saves. This bonus is doubled if the ally also has this ability (to a maximum bonus of +4.)
- At 5th level - **Formation, Swap**: The Legionary moves into the space occupied by a willing ally, this ends the Legionary's movement and causes the ally to do a forced move to the last location the Legionary was in before occupying this spot.
- At 9th level - **Formation, Save**: When the Legionary is adjacent to an ally and both are making the same Save, they can use the best D20 rolled between them, but applying their own bonuses to the die roll. This ability can be used once and refreshes after a short rest. At 17th level the Legionary can use this ability twice before taking a short rest.
- At 13th level - **Formation, Cover**: Whenever an ally adjacent to the Legionary suffers an attack of opportunity, the Legionary may briefly step in and become the target instead.
- At 17th level - **Formation, Attack**: Whenever an ally adjacent to the Legionary makes a melee attack against a foe within the Legionary's reach, the Legionary may use a Reaction to also do a melee attack against that target.

Class Level	Proficiency	Legionary
1	+2	Rank I, Formation
2	+2	Rank II, Action Surge
3	+2	Military Path
4	+2	Stat
5	+3	Promotion, Formation
6	+3	Extra Attack
7	+3	Path feature
8	+3	Stat, Promotion
9	+4	Action Surge, Formation
10	+4	Path feature
11	+4	Promotion
12	+4	Stat, Extra Attack
13	+5	Path feature, Formation
14	+5	Promotion
15	+5	Path feature
16	+5	Stat
17	+6	Promotion, Formation
18	+6	Extra Attack
19	+6	
20	+6	Stat, Promotion

Merchant

Class Features

As a Merchant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Merchant level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Merchant level after 1st

Proficiencies

Armor: none

Weapons: Daggers, one-handed melee weapons, javelins, darts, short bows, light crossbows, slings

Saving Throws: Intelligence, Charisma

Skills: Choose four from: Sleight of Hand, History, Investigation, Religion, Culture, High Cartography, Politics, Subculture, Insight, Medicine, Survival, Cooking, Deception, Intimidation, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) one-handed melee weapon, or (b) a choice of: a set of 3 darts, a short bow and 10 arrows, a sling
- Traveling clothes and a Clan outfit for your rank
- Starter Gear kit. A Chlén and Chlén cart. With 2d4 x100 káitars of trade goods.
- 75 káitars

Wholesale: The Merchant knows where to buy their goods at better prices.

Haggling: The Merchant works at buying and selling so much they can talk a deal out of almost anyone.

Contacts: One new contact at Type 1, or improve an existing contact up one type (max type 5.)

Renown: Through many dealing the Merchant becomes known and respected in their field. Starting at 2nd level, and every level thereafter, the Merchant gains +2 Renown. This rate of increased Renown improves to +5 per level at 10th level and beyond. With Renown comes all the benefits and responsibilities within their clan, including political standing and monthly income increases.

Optional (DM event): *the character may suffer a setback if an enterprising employee organizes a coup - claiming that it was their hard work, and not yours, they may 'steal' one of your Contacts (you lose this Contact) and take 1/4 of your Renown (trashing your reputation to pad their own) - you suffer the loss of favour, and rights, within your clan as well as income levels to your new Renown/Circle.*

Class Level	Proficiency	Merchant
1	+2	Wholesale -30%
2	+2	Renown
3	+2	Haggling -5%
4	+2	Stat, Contacts
5	+3	
6	+3	
7	+3	Wholesale -45%
8	+3	Stat, Contacts
9	+4	Haggling -10%

10	+4	Increased Renown
11	+4	
12	+4	Stat, Contacts
13	+5	Wholesale -60%
14	+5	
15	+5	Haggling -15%
16	+5	Stat, Contacts
17	+6	
18	+6	
19	+6	Wholesale -75%
20	+6	Stat, Contacts

Noble

Class Features

As an Noble, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Noble level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Noble level after 1st

Proficiencies

Armor: Light armour and shields

Weapons: All

Saving Throws: Wisdom, Charisma

Skills: Choose four from: Athletics, Acrobatics, Stealth, History, Investigation, Nature, Religion, Culture, High

- Cartography, Politics, Sexuality, Subculture, Insight, Medicine, Perception, Survival, Deception, Intimidation, Performance, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Two weapons of choice. One of which is exceptional quality (or even an heirloom.)
- Light Armour
- Traveling clothes and a Clan outfit for your rank
- Starter Gear kit
- 200 káitars (that should be spent on equipment, trade goods, servants, and transportation.)

Status: The Noble plays the political world by instincts gained since birth the Noble gains +2 Renown every level. This rate of increased Renown improves to +5 per level at 7th level and beyond, and +10 per level at 14th level and after.. With Renown comes all the benefits and responsibilities within their clan, including political standing and monthly income increases.

Great Clan: as the Tékulel Feat

Wealthy: as the Tékumel Feat. The Noble will tend to wear their wealth or work through credit (often at high interest rates.)

Income: The Noble's wealth improves, they make money as if they were one circle higher than they are. This bonus is increased an additional circles worth each time.

Noble Vocation: At 3rd level and every 3 levels thereafter the Noble chooses a main career activity that they engage in when not adventuring. (see the Noble Vocation in the base Tékumel class.) Each time taking a new selection or improving their standing and abilities in one already known.

Class Level	Proficiency	Noble
1	+2	Status I, Great Clan, Wealthy
2	+2	
3	+2	Noble Vocation
4	+2	Stat
5	+3	Income
6	+3	Noble Vocation
7	+3	Status II
8	+3	Stat
9	+4	Noble Vocation
10	+4	Income
11	+4	
12	+4	Stat, Noble Vocation
13	+5	
14	+5	Status III
15	+5	Noble Vocation, Income
16	+5	Stat
17	+6	
18	+6	Noble Vocation
19	+6	
20	+6	Stat

Scout

Class Features

As a Scout, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Scout level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Scout level after 1st

Proficiencies

Armor: Light and Medium armour, shields

Weapons: All

Saving Throws: Dexterity, Wisdom

Skills: Proficiency in Survival. Choose three from: Athletics, Acrobatics, Stealth, Investigation, Nature, Religion, Politics, Animal Handling, Insight, Medicine, Perception, Survival, Cooking, or Intimidation

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Medium Armour, or (a) Light Armour and Dagger
- (a) one-handed melee weapon and a shield, or (b) two one handed melee weapons
- (a) set of 3 Javelins, or (b) a Bow (long or short) with 20 arrows
- Tool Kit: Navigator's tools
- Traveling clothes and a Clan outfit for your rank
- Starter Gear kit.
- 25 káitars

Alert: The Scout gains the Alert Feat: *The scout gains +5 bonus to initiative, cannot be surprised when conscious, and opponents do not get Advantage to attack rolls against you while attacking from being hidden from you.*

Terrain: At 3rd level the Scout has become extremely adept at surviving in an environment. Choose from: arctic, coast, desert, forest, grassland, mountain, swamp, or underground.

The Scout in this terrain has Advantage on Survival checks and Tracking, can forge for twice the normal amount of food per day, and gains Advantage against Traps native to the environment. The Scout can also ignore naturally occurring difficult terrain when travelling in the known environment, moving at full speed.

The Scout gain these bonuses to another terrain of choice at 10th and 16th level.

Fighting Style: At 2nd level the Scout learns a style of fighting. Choosing from:

- **Archery:** Gain a +2 bonus to ranged attack rolls.
- **Defence:** Gain a +1 bonus to AC while wearing armour.
- **Two-Weapon Fighting:** When using two weapons, you can add your ability modifier to your off hand weapon damage. The off-hand weapon must be a light weapon.

Improved Fighting Style: At 11th level the Scout may either take another fighting style, gaining the bonus from the 2nd level ability, or may choose to further specialise in the same one and gain the extra bonus listed:

- **Archery:** The Scout no longer has Disadvantage on long ranged attack rolls nor when shooting from the adjacent square to an enemy combatant.
- **Defence:** Gain another +1 bonus to AC (total +2) while wearing armour, and once per short rest may roll with any melee attack that hits taking half damage.
- **Two-Weapon Fighting:** The Scout may use two-weapon style with any one-handed weapons, not limited to light weapons in the off-hand. Additionally the Scout may feign with one of the weapon instead of using it to attack, giving a +4 attack bonus to the other weapon for that strike.

Safe Haven: The Scout has spent enough time in one of their favourite Terrains that they have found or made a safe haven within it. Either having a permanent base to stay at (one per known Terrain) or, if travelling, can use this ability to locate a temporary safe camping spot that is sheltered from the elements and secure for the length of a long rest (no encounter checks) [this may be over ridden by the DM in extremely dangerous times and places.]

Extra Attack: At 6th level the Scout gains an Extra Attack (when taking the Attack Action the Scout can attack twice.) At 14th level you gain this again, being able to attack one more time during the Attack Action.

Contacts: At 7th and 15th level the Scout gains a contact found during the many frequent trips abroad. One new contact at Type 1 each time.

Class Level	Proficiency	Scout
1	+2	Alert
2	+2	Fighting Style
3	+2	Terrain
4	+2	Stat
5	+3	Safe Haven
6	+3	Extra Attack
7	+3	Contact
8	+3	Stat

9	+4	
10	+4	Terrain
11	+4	Improved Style
12	+4	Stat
13	+5	Safe Haven
14	+5	Extra Attack
15	+5	Contact
16	+5	Terrain
17	+6	
18	+6	Safe Haven
19	+6	
20	+6	Stat

Sorcerer

Class Features

As a Sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Sorcerer level after 1st

Proficiencies

Armor: none

Weapons: Daggers, clubs, darts, javelin, slings, and staff

Saving Throws: Constitution, Charisma

Skills: Proficiency in Magic: Ritual, Magic: Psychic. Choose two from: Stealth, Investigation, Nature, Religion, Culture, High Cartography, Politics, Sexuality, Subculture, Insight, Medicine, Perception, Deception, Intimidation, Performance, and Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) dagger, or (b) staff
- Traveling clothes and a Clan and a Temple outfit for your rank
- Tool kit: Herbalism kit
- Starter Gear kit. A Sorcerer's bag
- 25 káitars

Spells: In Tékumel magic is rare, expensive, but powerful. It takes a large reservoir of spell energy (Pedhétl) and the casting formula knowledge. Spell access is controlled by the Temples and the Sorcerer is a Temple Caster. Spell ability may be personal and improve by the level, but access to spell knowledge is controlled by the Temple itself.

Spells are ranked by Phylum and Access. Access of Universal and General can be learned at most Temples by anyone in good standing and at least friendly to the Temple. Temple spells are only taught to that Temple's specific Sorcerers'. Spells are of Phylum 1 to 10 and the Sorcerer gains access to them as they level.

Against the Sorcerer's spells the Save DC = 8 + your proficiency bonus + your Ability modifier.

The Sorcerer's Spell attack modifier = your proficiency bonus + your Ability modifier.

When using Ritual Casting the Ability is Intelligence, when using Psychic Casting the Ability is Wisdom.

Pedhétl: The Sorcerer gains 25 Pedhétl each level.

Spell Cost Reduction: The Sorcerer learns to manage their Pedhétl more efficiently. Casting spells for less cost.

Must use the materials in the spell kit. (ie: for every 10 cost of the spell, subtract 1 from the cost for each "-10%".) Psychic Casting of spells always cost +5 Pedhétl, even after this reduction.

Meta Magic: The Sorcerer learns a few additives to spells. Each time choosing two from the list of: Careful Spell, Distant Spell, Empowered Spell, Extended Spell, Heightened Spell, or Twinned Spell.

The Sorcerer has Sorcery points to power these Meta Magical effects. The Sorcerer has a number of points equal to double their Proficiency bonus and they refresh after a long rest.

Use of a Meta Magic enhanced spell is NOT eligible for the Cost Reduction bonus too.

*** (For usage and costs of Meta Magics see the D20 5e PHB Sorcerer feature.)*

Master of Magic: At 20th level, the Sorcerer gains great insight into the workings of magic. All the Sorcerer's spell targets make their saves with Disadvantage. All the Sorcerer's spell attacks are made with Advantage.

Class Level	Proficiency	Sorcerer	Phylum	Pedhétl
1	+2	Spells	U1	25
2	+2	Spell Cost -10%	U2 G1	50
3	+2		U3 T1	75
4	+2	Stat, Spell Cost -20%	G2	100
5	+3	Meta Magic	U4 T2	125
6	+3	Spell Cost -30%	G3	150
7	+3		U5 T3	175
8	+3	Stat, Spell Cost -40%	G4	200
9	+4		U6 T4	225
10	+4	Meta Magic, Spell Cost -50%	G5	250
11	+4		U7 T5	275
12	+4	Stat	G6	300
13	+5		U8 T6	325
14	+5		G7	350
15	+5	Meta Magic	U9 T7	375
16	+5	Stat	G8	400
17	+6		U10 T8	425
18	+6		G9	450
19	+6		T9	475
20	+6	Stat, Master of Magic	G10 T10	500

Spells Phylum and Pedhétl Cost

Universal	General	Temple	Pedhétl
U1			20
U2	G1		30
U3	G2		40
U4	G3	T1	50
U5	G4	T2	60
U6	G5	T3	70
U7	G6	T4	80
U8	G7	T5	90
U9	G8	T6	100

	G9	T7	110
		T8	120
		T9	130
U10			200
	G10		210
		T10	230

Costs are for Rituals, Psychic costs +5

Notes:

Class Pedhétl Amounts

Level	Entertainer	Guard	Sorcerer
	Way of the		
	Ritual Priest	Mind	
1	20		25
2	20		50
3	20	20	75
4	40	25	100
5	40	30	125
6	40	35	150
7	60	40	175
8	60	45	200
9	60	50	225
10	80	55	250
11	80	60	275
12	80	65	300
13	100	70	325
14	100	75	350
15	100	80	375
16	120	85	400
17	120	90	425
18	120	95	450
19	140	100	475
20	140	105	500

Class Phylum

Access

Level	Entertainer	Guard	Sorcerer
	Way of the		
	Ritual Priest	Mind	
1	U1 G1 T1		U1
2	U1 G1 T1		U2 G1
3	U1 G1 T1	U1	U3 T1
4	U1 G1 T1	U1	G2
5	U1 G1 T1	U1	U4 T2
6	U1 G1 T1	U1	G3
7	U2 G2 T1	U2 G1	U5 T3
8	U2 G2 T1	U2 G1	G4
9	U2 G2 T1	U2 G1	U6 T4
10	U2 G2 T1	U2 G2 T1	G5
11	U2 G2 T1	U2 G2 T1	U7 T5
12	U2 G2 T1	U2 G2 T1	G6
13	U3 G3 T1	U3 G3 T1	U8 T6
14	U3 G3 T1	U3 G3 T1	G7
15	U4 G4 T2	U4 G4 T2	U9 T7
16	U4 G4 T2	U4 G4 T2	G8
17	U4 G4 T2	U4 G4 T2	U10 T8
18	U4 G4 T2	U4 G4 T2	G9
19	U5 G5 T2	U5 G4 T2	T9
20	U5 G5 T2	U5 G4 T2	G10 T10

Skills

Athletics, Acrobatics, Sleight of Hand, Stealth, Magic: Ritual, Magic: Psychic, History, Investigation, Nature, Religion, Culture, High Cartography, Politics, Sexuality, Subculture, Animal Handling, Insight, Medicine, Perception, Survival, Cooking, Deception, Intimidation, Performance, and Persuasion

Starting Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here.

**** A given setting in Tékumel may not have all these items, at the DM's digression.**

Diplomat's Pack. Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack. Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack. Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack. Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack. Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack. Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Tékumel Character Class Creation for Pathfinder

Use these modifications to the Tékumel Character Classes for use in a Pathfinder ruled game.

First complete your Stats, Race, Clan, and Background choices as outlined. Including possible Flaws and Bonus Feat selections.

Select from the available Tékumel Character Classes: Entertainer, Expert, Guard, Labourer, Legionary, Merchant, Noble, Scout, or Sorcerer.

The following are the changes and notes to run each class when employing Pathfinder rules. Unless otherwise noted each class uses the rules from the Tékumel class (shown earlier) and may reference rules found in Pathfinder.

Entertainer

Class Features

As an Entertainer, you gain the following class features.

Hit Points

Hit Die: 1d8 per Entertainer level

Proficiencies

Armor: Light armour

Weapons: Daggers, one-handed melee weapons, javelins, darts, garrotte wire, short bows, light crossbows, slings, staff sling, bolas, blowguns

Saving Throws: Reflex, Will

Class Skills: Acrobatics (Dex), Bluff (Dex), Bribe (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge: Culture (Int), Knowledge: History (Int), Knowledge: Local (Int), Knowledge: Religion (Int), Linguistics (Int), Navigation (-), Perform: Any (Cha), Politics (Cha), Profession (Wis), Sense Motive (Wis), Sexuality (Cha), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Teamwork (Wis)

Skill Ranks Per Level: 8 + Int modifier.

Table: Entertainer

Level	Base	Attack	Fort	Ref	Will	
	Bonus		Save	Save	Save	Special
1st	+0		+0	+2	+2	Background
2nd	+1		+0	+3	+3	Bonus General Feat
3rd	+2		+1	+3	+3	Distraction
4th	+3		+1	+4	+4	Background

EPT Magic types comparison chart

	Magician: Psychic	Magician: Ritual	Psionic: Intuitive	Psionic: Focus
Non material spell components	Thought and Emotion -casts per Paizo psychic spellcasting rules	Somatic and Verbal -casts per Paizo arcane spellcasting rules	Thought and Emotion -casts per Paizo psychic spellcasting rules	Power Focus *1
Major drawback	Casting near metal has a 50% chance of making your head explode	Casting near metal has a 50% chance of making your head explode	Use of Psionic magic has a minimum 10% chance per spell cast of giving you 1 insanity point	Use of Psionic magic has a minimum 10% chance per spell cast of giving you 1 insanity point
Other drawbacks		-May not wear armor	-Mental health/stability issues arising from insanity may be stigmatized (i.e. may cause problems in social situations) -May not wear armor	-Mental health/stability issues arising from insanity may be stigmatized (i.e. may cause problems in social situations)
Social group other than Priests or shaman that it tends toward	Spys	Healers, Nobles	Entertainers	That weird freaky philosophy hermit over there
Provokes AoO when casting spells with a casting time of a standard action or longer	yes	yes	yes	Yes
Spells	All Psychic spells(within social limits)	All Ritual spells(within social limits)	All Psychic spells(within social limits)	All Ritual spells(within social limits)
Key casting ability according to books	CHA or WIS*	INT	N/A - not wisdom though. No-one with wisdom would ever use psionic magic	N/A - not wisdom though. No-one with wisdom would ever use psionic magic

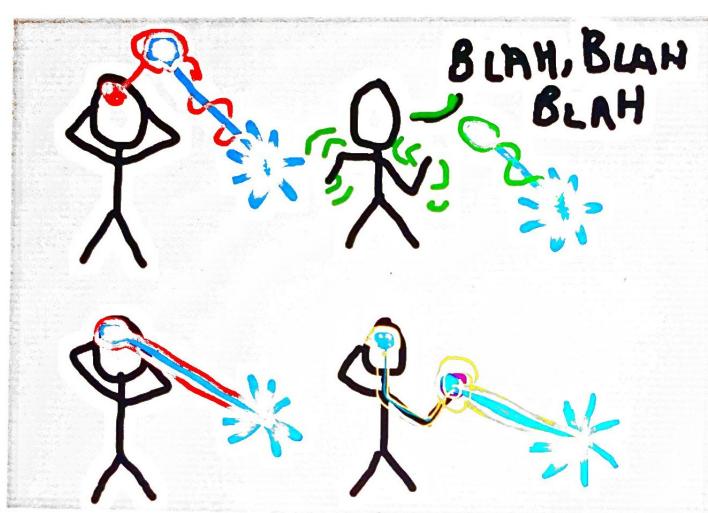
EPT Magic types comparison chart

	Magician: Psychic	Magician: Ritual	Psionic: Intuitive	Psionic: Focus
Key casting ability according to me -my preferred ability for that class is first -I am keeping to the idea of one mental ability score per caster type as much as possible anyway.	Charisma - "I channel my will through specific formulae to achieve my goals." Wisdom - "I have practiced these formulas often enough that focusing my mind on them is second nature."	Wisdom - "This formula is proven to work. Therefore this is how magic is done successfully. This is always how magic is done successfully. So do it this way" Intelligence - "These gestures, words and formulae are difficult to learn and harder to master. For other people anyway"	Charisma - "I focus my will to achieve my goals."	Intelligence - "I've found a new way of doing magic. It is a puzzle that holds great potential. I am fascinated."
Ideas/Notes -xxxxx means unknown, not decided or none found	*depending on source book entry			

The difference between magic and psionic spellcasters

For Magicians, magical energy always remains outside the casters body while being manipulated. This is what renders them vulnerable to interference from metal.

For Psionics, magical energy is focused and filtered through their psyche before affecting the world. This is why they have a tendency to go insane.



©Katrina Gildemeister 2017

Clockwise from top left is a Magician: Psychic, a Magician: Ritual, a Psionic: Focus, and a Psionic: Intuitive

*1 Power Focus: you require a unique physical focus for you to focus your mind on. If the focus taken or destroyed, you can't cast spells until it is replaced. Exception: see casting without a spell component XX

Your Power Focus must be a specific, unique to you focus.

If the focus is external, it can be lost or destroyed as any other item. You always know which direction it is from you, though.
Replacement cost is: 200 Kaitars per character level plus the cost of the item and ritual that takes a day to attune the item to you(or one month at only the cost of the item to attune the hard way.)