



# Society of Sensation

The Sensates.



"To know the multiverse, experience it fully.  
The senses form the path to truth, for the multiverse doesn't exist beyond  
what can be sensed."

According to these folks, the multiverse is known by the senses - the only proofs of existence. Without experience, without sensation, a thing isn't. If a sod can't taste the soup, then it ain't soup. The only way to know anything for sure is to use the senses. Look, it ain't that hard to understand. Which is real, a description of the rose or the rose itself? Only a barmy'd choose the description, which ain't real. It's got no smell, no thorns, no color. Picking a rose, that's real, and the way a body knows is by experiencing it. The senses are the only way to know the universe. Given that, the multiverse has limits, and a body can try to experience it all. A being's got to savor the intensity, explore the complexity. Don't just guzzle the wine - find all the flavors within it. Before a sod's all done, he'll learn the difference between Arborean and Ysgardian wine, know them by vintage, and even by the hand of the vintner. Only then do the secrets of the multiverse start to make themselves clear.

## BUILDING A SENSATE

In order to join the Society of Sensation, one must prove one's willingness to experience all the multiverse has to offer. The initiation ritual requires the prospective namer to contribute five worthwhile experiences to the Public Sensorium's library, each of which focuses on a different sense. Alternatively, a cutter may contribute a single experience that has strong elements from each of the five senses. Any race or class can join the faction, as each one's experiences is just as valid as the next. However, each member is encouraged to experience as much of the multiverse as possible, so those who specialize in some area tend to be looked down upon. Additionally, as Sensates are so dedicated to sensing the multiverse, they will not willingly turn down an excuse to experience a new sensation unless it involves great peril or certain death. (And even then, it'll be a tough call.

### SENSATE TRAITS

**Secondary Role:** Leader

**Power Source:** Psionic

**Granted Power:** You gain the *Sensory Touch* power and you can choose class- specific multiclass feats from more than one class.

## SENSATE POWERS

The following powers are available to any character who has chosen the sensate theme.

Sensory Touch	Sensate Feature
<i>Sensates are taught how to feel the pain of others in exchange for their own wellbeing.</i>	
<b>Encounter ♦ Psionic, Healing</b>	
<b>Minor Action</b>	
<b>Target:</b> One creature	<b>Melee Touch</b>
<b>Effect:</b> You takes up to healing surge value damage, and one ally regains the same number of hit points. You can then transfer one condition from the ally to yourself.	

## LEVEL 2 UTILITY DISCIPLINE

Sense Link	Sensate Utility 2
<i>Your senses ride atop your target's senses, allowing you to gain a broader perspective.</i>	
<b>Daily ♦ Psionic</b>	
<b>Minor Action</b>	<b>Close burst 10</b>
<b>Target:</b> One squares	
<b>Effect:</b> Choose a square within the burst. You can see and hear as if you were in this square space until the end of the next turn. In addition you roll twice and choose the best result for the next perception check.	

## LEVEL 3 ENCOUNTER DISCIPLINE

See it Again	Sensate Attack 3
<i>In their quest to experience everything, Sensates often learn at least a little trick. You may imitate the effects of others for a short time.</i>	
<b>Encounter ♦ Psionic, Special</b>	
<b>Immediate Interrupt</b>	
<b>Close burst 10</b>	
<b>Trigger:</b> an ally within the burst hits an enemy with an at-will attack.	
<b>Effect:</b> Until the end of your next turn, you can use the same at-will attack power of the ally as though you knew that power. You use all your own statistics to determine the effect of that power. If you hit the target, the triggering ally gain as your primary ability modifier temporary hit points.	
<b>Level 13</b>	
As above but if you hit the target, the triggering ally gain 5+ your primary ability modifier temporary hit points.	
<b>Level 23</b>	
As above but you can use the 21th level augmented version of the attack until the end of your next turn and if you hit the target, the triggering ally gain 10+ your primary ability modifier temporary hit points..	
<b>Special:</b> This attack can draw on many power sources. This power gain the keywords appropriate to the ally's attack you choose.	



## LEVEL 5 DAILY DISCIPLINE

Dramatic Story	Sensate Attack 5
<i>A sensate can enthral an audience recounting one of his adventures or experiences, distracting them from their surroundings.</i>	
<b>Daily ♦ Charm, Implement, Psionic</b>	
<b>Standard Action</b>	<b>Close burst 5</b>
<b>Target:</b> Each enemy in burst that can see and hear you	
<b>Attack:</b> Primary ability vs. Will	
<b>Hit:</b> The target is stunned (save ends).	
<b>Effect:</b> Each ally in the burst can spend an healing surge. If an ally attacks an affected target, the stunned condition ends immediately.	
<b>Level 15</b>	
<b>Hit:</b> As above, except for. <i>Aftereffect</i> : The target is dazed (save ends).	
<b>Level 25</b>	
<b>Hit:</b> As above, but close burst 10 and the target takes -2 to saving throws.	

## LEVEL 6 UTILITY DISCIPLINE

Energy Acceptance	Sensate Utility 6
<i>You can attune you sense to fully and relatively safely experience and channel elemental power against your foes.</i>	
<b>Encounter ♦ Psionic, Varies</b>	
<b>Immediate Interrupt</b>	<b>Close burst 5</b>
<b>Trigger:</b> You or an ally within the burst are hit by an enemy attack that deals cold, fire, lightning, or thunder damage.	
<b>Effect:</b> Roll a perception check. Until the end of your next turn, you or an ally gain resistance to that damage as for half of your perception check result and your or his next attack deals 2d6 extra damage of the type or types dealt by the triggering attack.	

## LEVEL 7 ENCOUNTER DISCIPLINE

Hear it Before	Sensate Attack 7
<i>In their quest to experience everything, Sensates often learn at least a little bit on a broad range of subjects. They can use this knowledge to flusters opponents and inspires allies.</i>	
<b>Encounter ♦ Healing, Implement, Psionic, Psychic</b>	
<b>Standard Action</b>	<b>Close blast 3</b>
<b>Target:</b> Each enemy in blast	
<b>Attack:</b> Primary ability vs. Fortitude, Reflex, or Will (choose one)	
<b>Hit:</b> 1d6 + Primary ability modifier psychic damage and the target grants combat advantage until the end of the next turn.	
<b>Effect:</b> You make a monster knowledge checks vs. each target in the blast with a bonus as your implement bonus. If you succeeded in this check, until the end of your next turn each ally who hits the target can spend a healing surge. An ally can spend only one healing surge in this way.	
<b>Level 19</b>	
<b>Hit:</b> As above, but 2d6 + Primary ability modifier psychic damage.	
<b>Level 29</b>	
<b>Hit:</b> As above, but 3d6 + Primary ability modifier psychic damage. When an ally spend an healing surge add your primary ability modifier to the hit points gained.	

## LEVEL 9 DAILY DISCIPLINE

A New Path every New Day	Sensate Attack 9
<i>Every new day is a new challenge with infinite paths to follow.</i>	
<b>Daily ♦ Special</b>	
<b>Standard Action</b>	<b>Personal</b>
<b>Requirement:</b> You must use this power at the end of an extended rest.	
<b>Effect:</b> Until the end of your next extended rest, you can use an ally's daily attack power of 9 <sup>th</sup> level or lower. You can use a Primary ability for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.	
<b>Level 19</b>	
As above but you can use an ally's daily attack power of 19 <sup>th</sup> level or lower of any class.	
<b>Level 29</b>	
As above but you can use an ally's daily attack power of 29 <sup>th</sup> level or lower of any class.	
<b>Special:</b> This attack can draw on many power sources. This power gain the keyword appropriate to the ally's attack you choose.	

## LEVEL 10 UTILITY DISCIPLINE

Communal Experience	Sensate Utility 10
<i>Sensates who have made frequent use of the sensoriums often feel as if they're undergoing the same experience again. In reality, they're channeling remnants of other lives that may not have been specifically recorded yet were left within the sensoriums – an unusual source of insight into the multiverse to be sure.</i>	
<b>Daily ♦ Psionic</b>	
<b>Standard Action</b>	<b>Melee touch</b>
<b>Requirement:</b> You must be taking a short rest	
<b>Target:</b> One creature	
<b>Effect:</b> You or the target gains training In a skill wherein the other is trained until you take an extended rest.	



## SENSATE FEATS

### ARDENT DILETTANTE

**Prerequisites:** Sensates theme, 11<sup>th</sup> level, a multiclass feat.

**Benefit:** You can choose to replace one of your at-will powers with an at-will power from any class. In addition anytime you would learn a new power, you can choose a new power of the same level from any class for which you have a multiclass feat.

### CHILDREN OF THE FESTHALL

**Prerequisites:** Sensates theme

**Benefit:** You gain the bard's *Words of Friendship* power and Skill Versatility class features.

### EPIC DILETTANTE

**Prerequisites:** Sensates theme, 21<sup>th</sup> level, a multiclass feat.

**Benefit:** Anytime you would learn a new power, you can choose a new power of the same level from any class for which you have a multiclass feat.

### IMPROVED SENSORY TOUCH

**Prerequisites:** Sensates theme

**Benefit:** When you use your sensory touch power the target regain the double of your expended hit points.



## GIFTS OF BELIEF

Some bashers think the Sensates are nothing but an organized society of staggering bubbers. It's no dark that the Sensates enjoy themselves, and do so in any way possible, but it's also true that Sensates make a point of collecting life experience as well as pleasure. Sensates live every moment of their lives, ignoring nothing that seems new or unusual. It's not a never-ending debauch; it's a studied effort to experience everything there is to be experienced, and Sensates can tell stories that'll open a body's eyes in wonder.

Sensate factotums are recruited by senior factotums who search for characters with experiences of particular value and intensity.

All this life experience and the appreciation of entertainment and the arts can't help but rub off on cutters who become factotums of the Society. Sensate factotums begin to pick up a few skills a body'd normally associate with bards.

Sensates have an extensive store of experiences that often provide them with unusual insights. "Been there, done that," is practically the faction's motto.

To be initiated as a factor, the Sensate has to make some lasting and significant contribution to the experience of the entire faction. The factors of the Society of Sensation are not a band of monumental hedonists, but a circle of rare men and women who've tried something no one's ever done before them.

## NAMER GIFTS OF BELIEF

### Extraordinary Senses

Level 1+

*Your senses are highly attuned to your surroundings.*

Lvl 1 360 gp Lvl 21 225,000 gp

Lvl 11 9,000 gp

#### Sensate Boon

**Property:** Gain a +1 item bonus to Perception checks and low light vision.

Level 11: +3 item bonus and darkvision.

Level 21: +5 item bonus and darkvision.

### Exceptional Immunity

Level 4

*During your ongoing quest for experiences, you have exposed yourself to several different harmful substances, helping you build up a strong and robust immunity.*

**Sensate Boon** 840 gp

**Property:** Gain resist 5 poison.

**Power (Encounter):** No Action. Use this power when making a saving throw against ongoing poison damage or Endurance checks against disease. Gain a +2 power bonus to the saving throw or check.

### Sensorium Scholar

Level 6+

*You have spent much of your life in the Society experiencing every sensorium made available. This supplies you with a wealth of knowledge not your own, even things unknowingly recorded from the original donors' psyche.*

**Sensate Boon** 840 gp

**Property:** You gain a +1 item bonus to Arcana, Dungeoneering, History, Nature, Religion, and Streetwise checks.

Level 16: +2 item bonus.

Level 26: +3 item bonus.

## FACTOTUM GIFTS OF BELIEF

### Aura Reading

Level 4

*You shift your perceptions to be able to sense the auras that surround beings and objects and gain an increased awareness of his surroundings.*

Lvl 1 360 gp Lvl 21 225,000 gp

Lvl 11 9,000 gp

#### Sensate Boon

**Property:** Gain a +2 item bonus to Insight checks and monster knowledge checks.

**Power (At Will):** No Action. *Trigger:* You roll a 20 to an insight check when you listen to speak a creature. *Effect:* You read the truth through his words.

### Empathic Link

Level 6

*Your empathic sense tells you a lot about the others.*

**Sensate Boon** 840 gp

**Power (Daily):** Immediate Interrupt. *Trigger:* An ally within range that you can see or hear makes a skill check using a skill in which you're trained. *Effect:* Grant the ally the ability to reroll the skill check, with a +2 power bonus.

## FACTOR GIFTS OF BELIEF

### Bloodhound

Level 11

*Your other senses come to the fore when your vision fails you.*

**Sensate Gift** 9,000 gp

**Property:** You can make a Perception check to locate a hidden enemy as a free action once on your turn.

**Power (Daily ♦ Psionic):** No Action. *Trigger:* You would make a melee attack against a target with concealment or superior concealment. *Effect:* Your attack ignores concealment and you gain combat advantage for this attack.

### Death Hold No Mysterics

Level 18

*The most cruel moments gift to you greater experiences. You always experience life to its fullest.*

**Fated Glory Boon** 85,000 gp

**Property:** You gain a +2 item bonus to death saving throws.

**Power (Daily ♦ Healing):** No Action. *Trigger:* You must succeed a death saving throw. *Effect:* You gain an action point and you gain +2 bonus to initiative.



# FESTHALL GUILDWORKER



**Prerequisite:** Sensate Theme or Join the Entertainer's Guild

The Civic Festhall of Sigil is a towering achievement and an outstanding example of Sensate influence within Sigil. Although their power there has lessened since the faction's exile, they still exert considerable control over the Sigilian population through the Entertainers Guild, the new proprietors. Although the Festhall is technically no longer under the possession of the Sensates, almost every worker there is a member, and it is generally used as an unofficial recruitment center. The guildworkers of the Civic Festhall are trained in a variety of skills to improve performances and influence others, though they also pick up a lot of gossip and planar lore while working there, along with the benefits of popularity with Sigil's people. inhabitants.

Naturally, bards are most likely to become a festhall guildworker, as patronage of the Festhall can take a Sigilian musician far in life. Fighters are sometimes guildworkers, as the Entertainers Guild regularly employ security to keep control at their performances. Rogues are occasionally guildworkers, using their persuasive skills to negotiate performances to fill the Festhall every evening. Barbarians and rangers rarely become festhall guildworkers, most finding Sigil and the Festhall too noisy or claustrophobic for their tastes.

## FESTHALL GUILDWORKER PATH FEATURES

**Festhall Spellbook (11th level):** You gain an encounter attack power that deals not damage of 7th level or lower from any class. At 21st level, you can replace this power with an encounter attack power of 13th level or lower from any class.

**Discordant Melody (11th level):** Whenever you spend an action point to make an extra action each ally within 5 squares of you can reroll one saving throw failed during that turn.

**Festhall News (11th level):** After each extended rest, choose one knowledge skill in which you do not have training. Until the start of your next extended rest, you are treated as if you had training in that skill.

**Joy de Vivre (11th level):** Whenever an ally within 5 squares of you spends an action point to take an extra action that is not an attack, that ally gains 1d8 + your Primary ability modifier temporary hit points.

**Silver Tongued (16th level):** Roll twice and use the higher result to all diplomacy skill checks.

## FESTHALL GUILDWORKER SPELLS

Inspire Creativity	Festhall Guildworker Utility 12
<i>The guildworker knows to inspire his friends with his magnificent imagination.</i>	
Daily ♦ Arcane	
Minor Action	Close burst 5
Target:	You and each ally in burst
Effect:	Each target can take an extra standard action as part of his or her next turn. The target cannot spend this extra action to make an attack that deals damage.

Silver Symphony	Festhall Guildworker Attack 20
<i>The guildworker has achieved a high up and respected position allowing him access to certain privileges, as well as gaining a level of respect and the power to charm the people.</i>	
Daily ♦ Arcane, Charm	
Standard Action	Close burst 10
Target:	Each enemy in burst that can see and hear you
Attack:	Primary ability vs. Will
Hit:	The target chooses to become dominated until the end of your next turn or stunned (save ends). Each ally in the burst can can roll one saving throw.
Miss:	The target chooses to become dazed (save ends) or make a melee basic attack against one enemy of its choice within its reach. Each ally in the burst can roll one saving throw.

# SENSORY ADEPT

Only when a body's experienced the whole universe does the great dark of it all finally get revealed. It may seem like an impossible task, but there just might be a way to bob the problem - cheat the multiverse, as it were. It just might be that the multiverse doesn't exist beyond what a body can sense.

**Prerequisite:** Sensates Theme

The Sensory Adept is an individual who has devoted their life towards the single goal of refining his senses. Through this they hope to develop an understanding of the darks behind the multiverse. What these darks are none can say, for when a cutter finally realizes them they seem to transcend to another level of existence, leaving the material world behind them. Whether it is truly enlightenment that the Sensory Adepts find upon completion of this path is still a matter of debate, though many Sensory Adepts seem to show a level of clarity that none to date have been able to attribute to another cause. Sensory Adepts spend most of their lives training, gradually perfecting each sense one at a time as they proceed towards their ultimate goal.



## SENSORY ADEPT PATH FEATURES

**Attuning the Senses (11th level):** You can hear telepathic speak within 5. You cannot be blinded, and you gain a +2 bonus to Perception checks and initiative checks.

**Expand Sensations (11th level):** When you spend an action point to take an extra action, if you use your action to make an attack that hits and deals damage, you can also choose an enemy within 5 squares of you. That enemy takes one half of that psychic damage. If you use your action to take a *second wind* action, you can also choose an ally within 5 squares of you. That ally can spend an healing surge.

**Perfect Senses (16th level):** Roll twice and use the higher result to all perception skill checks.

## SENSORY ADEPT DISCIPLINES

### Revealing Strike

Sensory adept Attack 11

*Your strike reveals all the dark to your allies.*

Encounter ♦ Psionic

Standard Action

Close burst 5

**Effect:** You can see invisible creatures within 5 squares of you and within your line of sight until you hit or miss with the following attack. You make an at-will attack. Each target hit by your attack grants combat advantage and invisible or concealed targets are now perceivable from all until the end of your next turn.

### Reveal the Dark

Sensory adept Utility 12

*You tap your belief and gain a piercing vision.*

Daily ♦ Psionic

Minor Action

Close Burst 10

**Effect:** Until the end of the encounter, you can perceive any creature and object within burst as if it has line of sight as you have darkvision and tremorsense.

### Seen it Before

Sensory adept Attack 20

*Your belief forces the target to relive its previous seconds. This experience leaves it panicked and inflicts new wounds on its body.*

Daily ♦ Implement, Psionic, Psychic, Special

Standard Action

Ranged 10

**Target:** One creature

**Attack:** Primary ability vs. Will

**Hit:** The target takes the same damage it took in the last attack it was hit by. In addition, the target is stunned until the end of your next turn.

**Aftereffect :** The target is dazed (save ends).

**Miss:** Half damage, and the target is dazed (save ends).

**Special:** The target only takes damage; it does not suffer any other effects of the last power it was hit by.