

PERSONA ADVANCEMENT AND MISSIONS

At the beginning of a persona phase, each PC chooses from one of two actions: developing her persona (see below) or launching an operation (see below). The phase ends when the PC has chosen her action and made the associated decisions and actions (such as an Operation check)

ADVANCING RANKS (DC: 15+2x Rank Sought)

Rank	DC	Benefits	
1	17	Agents	2 Agents per Rank
2	19	Basic operations in Facet	+1 to Roll per Agent Assigned
3	21	Skill bonus (+2) Once per persona phase, a PC can apply a skill bonus to a single check for one of the facets in which she has at least 3 Ranks. She can apply this bonus after rolling her skill check, but before the results are announced.	Charm: Bluff, Diplomacy Genius: Knowledge (any), Appraise Heroism: Intimidate, Perform (any), Attack Roll, Save Sacrifice: Heal, Save, Survival Sagacity: Perception, Sense Motive; Profession (any), Subterfuge: Disable Device, Stealth, Slight of Hand
4	23	Admirers (indifferent) Once per persona phase, she can leverage her reputation to improve the starting attitude of one NPC with an attitude of indifferent or friendly	Charm: Artists, Merchants, Nobles, Performers Genius: Academics, Arcane Spellcasters, Instructors; Heroism: Athletes, Guards, Soldiers, Romantics Sacrifice: Clergy of Good Deities, Healers, Philanthropists; Sagacity: Clergy, Druids, Philosophers, Students Subterfuge: Criminals, Politicians, Clergy of Evil Deities
5	25	Bonus feat Select 1 feat from any facet with 5+ ranks. Can change choice at the beginning of each persona phase. Can benefit from only one of these bonus feats at a time	Heroism: Acrobatic, Athletic, or Dazzling Display Subterfuge: Deft Hands or Stealthy Sacrifice: Diehard, Nature Soul, Self-Sufficient, or Street Smarts Genius: Brilliant Planner, Magical Aptitude, or Prodigy Sagacity: Animal Affinity, Alertness, or Insightful Advice Charm: Deceitful or Persuasive
6	27	Advanced operations	+1 to Roll per Agent Assigned
7	29	Skill bonus (+4)	(See above for Skills)
8	31	Admirers (unfriendly)	Starting at Unfriendly, see above
9	33	Friend in high places	Gain services of highly placed individual for spellcasting or other services. Operations Checks DC = 15 + Spell level or GM Decision based on difficulty of what is wanted.
10	35	Master of operations	Perform one additional operation per phase related to 1 of the facets with 10 Ranks, if there are agents remaining. May do so even if already performed an operation or Advancement of another facet in that phase.

- I expect there will be many uses of Hero Points to raise levels
- I expect times when the characters will earn rank increases outright or gain a bonus to the roll as we play
- The GM is open to any other suggestions as well, so the list here, while expanded, is not 100% complete

ADVANCING RANKS (DC: 15+2x Rank Sought)

Arrange Secret Meeting (Charm or Subterfuge)

You arrange a clandestine meeting between individuals who cannot or won't speak openly (Bluff or another appropriate skill for the circumstances (Charm); Disguise or Escape Artist (Subterfuge)

Acts of Heroism (Heroism)

Any time you perform a stunning public act in an adventure, you may choose to take a rank in Heroism the next Persona Phase. (GM Ruling)

Bask in Glory (Heroism)

You make sure that everyone knows about your own personal achievements (Perform)

Build Information Network (Charm, Genius, or Subterfuge)

(Charm, Genius, or Subterfuge): You establish or grow a discreet network of informants. (Bluff, Disguise)

Community Service (Sacrifice or Sagacity):

You provide aid or charity to your allies or the general public. (Heal, Profession [Any], Survival)

Create Supplies (Genius or Sacrifice):

You produce various small but useful supplies for your allies. (Craft [Any])

Daring Traversal (Heroism or Subterfuge):

You embark on an impressive voyage to spread your message. (Acrobatics, Climb, Fly, Ride, Swim)

Demonstrate Might (Heroism)

You show off your strength to impressed onlookers (Strength-based skill check, CMB Check)

Draft Declaration (Charm or Genius):

You write a legal or political document in support of your cause. (Linguistics)

Drive Legislation (Charm, Genius, or Sagacity)

You take a prominent role in drafting or promoting legislation or another form of governmental policy (Perform (Charm), Linguistics (Genius), or Sense Motive (Sagacity)

Give Lecture (Genius or Sagacity)

Whether you're delivering an academic lecture or a religious sermon, you draw a crowd to listen as you share your expertise (Appraise, Knowledge [Any], Profession [Any], Spellcraft)

Liberate Political Prisoners (Sacrifice or Subterfuge):

You help some potential allies escape capture or imprisonment. (Escape Artist)

Locate Sympathizers (Charm or Sagacity):

You seek out people who might be sympathetic to your cause. (Sense Motive)

Organize Party (Charm)

You put together a popular social event that is the talk of the town (Diplomacy)

Organize Protest (Heroism or Sacrifice)

You gather people to protest loathsome policies, either through rhetoric or doggedness (Fortitude save (DC = 15 + desired Rank), or Diplomacy or Perform check)

Organize Rally (Charm, Heroism, or Sacrifice):

You gather a group to publicly voice their support for your cause. (Diplomacy, Intimidate)

Perform Charitable Acts (Sacrifice)

You spend your time or money tending to those most in need of aid (Heal, or other act ruled by GM)

Public Presentation (Charm, Heroism, or Sagacity):

You make a performance to draw in support for your cause. (Perform [Any])

Sabotage Opponent (Genius or Subterfuge)

You cunningly set one of your opponents up for a fall, perhaps causing one of his shameful secrets to go public (Knowledge (local or nobility), as appropriate to the opponent (Genius); Sleight of Hand or Stealth (Subterfuge)

Secure Secrets (Subterfuge):

You conceal your secrets or seek out those of your opponents. (Sleight of Hand, Stealth)

Tame Beasts (Heroism, Sacrifice, or Sagacity):

You use your affinity for animals to secure their friendship and loyalty. (Handle Animal)

Tinker with Equipment (Genius or Subterfuge):

You maintain or tune up your tools. (Disable Device, Use Magic Device)

OPERATIONS (D20 roll with a bonus equal to the number of agents the PC sends on the mission, and its DC is set by the specific operation)

Basic Operations

PCs gain access to basic operations when they have 2 Ranks in a facet.

Ask Around (Genius, Heroism): Your agents subtly ply your reputation to learn what needs fixing and win resources. With a successful DC 15 operation check, you gain either gain a lead on a possible mission or reroll one randomly available magic item in a town before the start of the next persona phase (your choice).

Community Organization (Charm, Sacrifice): Your agents stir up hometown pride, encouraging citizens of Stachys to chip in. You attempt an operation check and generate a number of gold pieces equal to 10 × your check result in capital that can be spent only on town improvements.

Infiltration (Sagacity, Subterfuge): Agents inserted into a noble's staff report back on that aristocrat's attitude and habits. You can attempt an operation check in place of a skill check as part of a discovery check against the targeted noble.

Filter Rumors (Sagacity): Under your direction, your agents are skilled at separating fact from fiction. Once before the next persona phase, after you or another PC receives the results of a Diplomacy check to gather information, you can ask the GM to roll a secret Operation check, using the number of agents you sent on this operation for its bonus. If the check results in a success, the GM tells you whether the information gathered is mostly true, has elements of truth, or is mostly false. If the check fails, the GM tells you that the information gathered is mostly true (regardless of its actual veracity). The Operation check DC is generally 15, but if someone is actively spreading false information, the DC increases to 10 + the CR of the rumormonger (maximum 20).

Gather Information (Charm): Your agents listen to the local gossip and ask pointed questions. Once before the next persona phase, you can use the result of your Operation check in place of the normal Diplomacy check when gathering information. You don't need to spend time to attempt this check, and there is no risk that you will be associated with your agents.

Last-Ditch Effort (Any Facet, Persistent): When you perform a risky operation while this persistent operation is in effect, you can gain a +2 bonus on the Operation check. If you do, you lose at least half of the agents you sent on the risky operation, even if it is successful. Beginning this operation requires a successful DC 17 Operation check.

Manufacturing (Any Facet): You can call on your agents' practical expertise to manufacture items on your behalf, allowing you to use the result of your Operation check in place of a Craft skill check to create mundane items. You do not have to expend the time crafting, but your agents do, and you must still pay the raw materials cost for any items your agents manufacture.

Provide Distraction (Heroism, Risky): Your agents may not be individually strong, but your example has inspired them, and they'd risk anything to help you, even in dangerous circumstances. At the beginning of combat near a populated area, roll an Operation check against a DC equal to 10 + the CR of the most challenging creature in the fight (maximum DC 25). On a success, each PC gains a +2 bonus on attack rolls or to Armor Class as if benefiting from the aid another action for the first round of combat.

Recover Agents (Any Facet): If a risky operation goes awry, a PC may lose the agents she sent on the operation. A PC who has fewer than the maximum number of agents her Facet Ranks would allow—that is, fewer than twice her total number of Facet Ranks—can launch an operation to rescue lost agents (or recruit new ones, if that flavor is preferred). To do so, she must attempt a DC 10 Operation check, using the facet of her choice. On a failed check, she recovers one agent. On a successful check, she recovers two agents, plus one additional agent for every 5 by which the result exceeds the Operation check's DC.

Research (Genius): Under your direction, your agents scour libraries for relevant information. You can use the result of your Operation check in place of a single Research check. Your agents must spend the required time, but this research takes none of your time.

Smuggle (Subterfuge, Risky): Your agents smuggle a relatively small or innocuous object (such as a dagger or evidence to be used for blackmail) into a hiding place on someone else's property. The DC of the Operation check is equal to 10 + the CR of the captain or leader of any guards present.

Tend Wounds (Sacrifice, Persistent): Your agents help you tend to the injured, including you. If you succeed at a DC 17 Operation check, you receive one of the following benefits for the duration of the operation: either everyone in the tended community gains a +2 bonus on Fortitude saves against disease, or you receive the benefits of long-term care whenever you rest for at least 8 hours in the area in which the operation is in effect. *Advanced Operations* PCs gain access to a facet's advanced operations when they have 6 Ranks in that facet.

Advanced Operations

PCs gain access to a facet's advanced operations when they have 6 Ranks in that facet

Bad Advice (Genius or Sagacity, Risky): You place agents among a target's advisors or messengers to feed him the information that will lead him to make wrong choices. At some point in this persona phase when your target must decide between two options, he must succeed at a Sense Motive check opposed by your Operation check result or choose the option you favor or that benefits you.

Bolster Courage (Heroism, Persistent): You send your agents to tell tales of your bravery, bolstering your own courage. If you succeed at a DC 17 Operation check, you receive a +2 morale bonus on saves against fear.

Guards (Sacrifice, Risky): You are accompanied by a guard who watches your back, and agents in the field listen carefully for any potential dangers. If an opponent tries to ambush or sneak up on you, that character's Stealth check result must exceed both your Perception check result and the result of your Operation check to catch you unawares. On a failed Operation check, your enemies eliminate your guards before engaging you.

Invention (Genius): Your agents help you create magic items and research spells. Select one spell or magic item. If you succeed at an Operation check, your agents find or create the chosen spell or item, and you can then purchase it for the standard cost. The DC of the Operation check is equal to 10 + caster level for a magic item, or 10 + twice the spell level for a spell.

Poison (Subterfuge, Risky): Your agents slip a dose of poison or a potion (which you must pay for) into an NPC's food as it is being prepared and delivered. Attempt an Operation check with a DC equal to the CR of the target NPC. On a success, your agents deliver the substance without detection. The NPC attempts Fortitude saves against the poison as normal.

Rumormonger (Any Facet, Persistent): Your agents improve your cover by spreading false rumors, destroying evidence, and intimidating anyone who asks too many questions. If you succeed at a DC 17 Operation check, anyone trying to see through a disguise or false identity you've assumed takes a -2 penalty on Perception and Sense Motive skills checks to do so.

Safe Haven (Heroism or Sacrifice): Your agents find you a quiet place to rest in safe anonymity, usually somewhere out of the way such as a barn or cavern. Anyone trying to locate you must first succeed at a Diplomacy or Survival check opposed by your Operation check.

Sermonize (Sagacity, Persistent): Your agents spread your philosophical or religious beliefs. If you succeed at a DC 17 Operation check, you gain a +2 bonus on Diplomacy and Intimidate checks against people who share your religion or philosophy, or who follow closely aligned practices, at the GM's discretion.

Spread Propaganda (Charm or Subterfuge, Persistent): Your agents spread propaganda on your behalf. If you succeed at a DC 17 Operation check, you gain a +2 bonus on Bluff and Disguise checks to either reinforce this same disinformation or deceive someone relying on it.

They're with Me (Charm or Subterfuge, Risky): You place agents inside an enemy's forces. Once before your next persona phase, when you encounter a group of low-level, unnamed enemy agents, the total number of which can't exceed the number of agents you sent on this operation, compare the result of your Operation check against a DC of 15 or a DC of 10 + the Sense Motive modifier of the agents' commander (whichever is higher). If you succeed, this "enemy" force is instead composed of the agents you placed earlier, allowing you to avoid combat and potentially resupply or rest. You can't use this operation to replace named NPCs.

YANMASS OPERATIONS

Canny Investment (Genius, Sagacity, Persistent): You insert agents in Yanmass's markets, feeding you details on market trends and shortages and granting you a +5 insight bonus on Profession checks to earn income while in Yanmass. In addition, while this operation remains active, you automatically earn 2d6 gp each week.

Competing Cult (Charm, Sacrifice): Your agents start rumors of or proselytize a competing cult or religion, drawing members of the Cult of the Twilight Child to investigate. If you succeed at a DC 20 Operation check, your agents draw one cult sentry (page 45) and one high cultist (page 47) to investigate a location you determine, allowing you to possibly ambush or question them or to draw forces away from the temple prior to an attack. You can successfully perform this operation only twice.

Infiltrate the Cult (Heroism, Subterfuge, Charm, Risky): You assign agents to observe the Twilight Child Cult ceremonies; if you succeed at a DC 15 Operation check, the agents report back to you with details of the ceremony described on page 41.

Scout (Heroism, Subterfuge, Risky): You dispatch agents to examine a location for you. Attempt an Operation check with a DC equal to 8 + the highest Perception bonus of any guards or defenders; if successful, you learn of any obvious defenders or hazards. For locations with multiple rooms, determine the exact room scouted randomly.

Watch Yander Merkondu (Any, Persistent, Risky): Your agents quietly follow Earl Merkondu around Yanmass and report on his activities. He doesn't do anything incriminating, but you are not taken by surprise if he dispatches agents to accost you, and you are immediately aware of his location if he attempts to flee (see page 20).