### Fey [Racial Track]

flavortext

#### Racial Traits

There are several fey races, the most well-known being sprites, nymphs, and faeries. Each has its own racial statistics.

#### Class Statistics and Track Features

8 hit points/level

Good Reflex and Will saves

Poor BAB (3/4)

All interaction skills plus 3 skills per level

#### 1st Circle – Light Foot, Sharp TongueEX: You gain a +3 bonus to any two of the following skills: Acrobatics, Bluff, Diplomacy, Intimidate, Perception, and Stealth.

#### 2nd Circle – Like the MistSLA: Once per [Encounter], as a standard action, you may activate *invisibility*, as the spell. Starting at 10th level, you instead activate *greater invisibility*, as the spell.

#### 3r\*d Circle – Discordant ChantSU: Once per [Encounter], as a standard action, you can begin an insidious chant that saps the endurance and coordination of your enemies. You can maintain this chant in following rounds by spending a move action in each consecutive extra round. Each round on your turn, enemies within Close range take a -1 cumulative penalty on all d20 rolls (maximum -3).

#### 4th Circle – Fey PactSU: Once per [Encounter], plus an additional time per encounter for every circle you possess in this track, as a move action, you may enact a bargain with any willing creature within Close range. This bargain removes up to two conditions from one party while transferring one hit point per level from that party to the other party. The creature that gains hit points is then healed an additional one hit point per level.

#### [This bargain removes any two conditions from one participant in the bargain while transferring one hit point per level from that creature to the other participant. The creature that gains hit points is then healed an additional one hit point per level. (Old wording, retained for comparison)

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#### 5th Circle – Small FavorSLA: Once per [Encounter], as an immediate action, you can [teleport] a single willing creature within [Medium] range to a place of your choosing within 1 mile for every circle you possess in this track. Upon being whisked away, the creature is healed 4 hit points per level.

#### 6th Circle – Word of WarningSU: Three times per [Scene], as a move action, you can give retrieve an ambiguously-worded, uncannily prescient warning. At anhy time in the following [Scene], wen you would make a d20 roll, you may take advantage of this warning to instead decide the outcome of theroll.

#### 7th Circle – Chant of DoomSU: Your Discordant Chant now affects opponents within [Medium] range. Additionally, while you maintain Discordant Chant, at will, as a standard action, you may attempt to [daze] any opponent affected by your Discordant Chant; the [daze] can be negated by a successful Will save (DC 10 + ½ your level + your Charisma modifier).