



Power Classes

XII

Fool

Fools share many traits with bards but their aims are often entirely at odds. Bards are the centre of attention, with their performances inspiring courage and admiration for the performer and his audiences. In contrast, the skilled displays of fools may entertain but the fool is never the point of the performance. Instead, the subject of a fool's efforts is rarely grateful as all his faults are laid bare for the world to see. Kind-hearted fools do this to teach, in the hope of their artistic victims learning from the display. There are also bitter fools, lost in their cynicism, whose aims are to humiliate and bring down those above them. An evil fool can be a vicious, cutting performer, making his audiences laugh even while he sows derision and hatred in their hearts.

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FOR GAMES MASTERS AND PLAYERS ALIKE

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Fool

Power Classes



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INTRODUCTION

Jester, jongleur, comedian, entertainer and village idiot: the faces of the fool are as many and as varied as the roles they fill. For as long as history has been written by the powerful, there have been those who exist beside them with no greater mission in life than to teach the valuable lesson of not taking life too seriously. Not all fools dwell in the courts of the land, but wherever they are, they bring a legacy of laughter, a history of humility overcoming hubris and a reputation for ridicule. Some tease, some cajole and others denigrate themselves to show others the value of laughing at one's self. No matter the approach, the end is the same; humour is the force that makes knaves out of knights and finds peace in the most profound sorrow.

Fools share many traits with bards but their aims are often entirely at odds. Bards are the centre of attention, with their performances inspiring courage and admiration for the performer and his audiences. In contrast, the skilled displays of fools may entertain but the fool is never the point of the performance. Instead, the subject of a fool's efforts is rarely grateful as all his faults are laid bare for the world to see. Kind-hearted fools do this to teach, in the hope of their artistic victims learning from the display. There are also bitter fools, lost in their cynicism, whose aims are to humiliate and bring down those above them. An evil fool can be a vicious, cutting performer, making his audiences laugh even while he sows derision and hatred in their hearts.

USING POWER CLASSES

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Any player intending to play a fool character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any fool character in the game.

THE FOOL

Adventures: A fool's place is in civilization, as part of a place of power in the heart of society. Without people to lampoon and current events to mock and dissect, a fool quickly finds his talents less than adequate for the challenges of a solitary or dangerous life. Despite this, they can be quite effective in an adventuring group, provided they receive the support they need to do what they do best, infuriate and cajole. A fool's physical abilities can also be of great use to a party. Fools make excellent decoys and distractions; those that hone these capabilities for use in adventuring can become very valuable to their companions.

That said, fools are rarely popular members of an adventuring troupe. Most of them cannot help but tease their associates, which by itself is not a great way to win friends. To make matters worse, infuriated opponents may be driven to do incredibly destructive things the party will blame the fool for causing. Of course, not every fool is liable to do these things but it is common enough for the class that many are wary of the anarchy and taunts that a riled-up fool can inflict on his 'allies'. Adventuring with a fool might not always be civil but it is guaranteed to stay interesting. A fair warning though for would be companions – the thin skinned need not apply.

Characteristics: The most important trait of any fool is irreverence. Fools do not take things seriously. Those who become too sensitive or unable to find the flaws and humour in something have a hard time using their abilities. Fools are usually quick witted, light on their feet, jaded and both mentally and physically flexible. Fools, by their nature, keep themselves apart from everything. Only by staying at the edges of society and outside the power struggles that plague the society they lampoon can fools perform the vital roles that define their existence.

Alignment: Surprisingly, fools do not have to be chaotic. Many serve in their roles because of a deep-seated sense of loyalty to the authorities they tease, suggesting a lawful alignment. Others are completely unswayed by such devotions, staying neutral in all their affairs and acting the part of the fool to continually cut down those who go to extremes. Good and evil are also equally appropriate, with many fools choosing to cleave to the middle and choose a neutral road instead. Comedy and critique, it would seem, seldom takes sides.

Religion: Fools, because of their critical natures, do not tend to be very religious. There are of course exceptions, with most pious fools following the gods of entertainment and trickery. Others, especially those who have a strong dedication to the powers they serve, may revere the powers of nobility and duty. A few fools who do what they do to ensure authorities never

get out of control or too full of themselves might be devoted to gods of justice, humility, or even law itself.

Background: It is very rare for a fool to knowingly come from a noble background, especially if returning to that life is any longer an option. Those few fools who are of noble birth tend towards the displaced, the orphaned, and the disowned. The vast majority of fools are middle to lower class, with most coming into the profession as part of a long familial association with high-born houses and other people in positions of power. City and village-based fools, such as village idiots who take on the role by choice, are quite often the latest in a long generational line.

Races: The classic definition of a fool is an almost uniquely human concept. Of all the typical fantasy races, few have the capacity to both take itself too seriously and find humour in its own faults as humanity. The special social position of a fool is also a very human concept. Elves are usually self-aware enough not to need an external fault mirror, dwarves are too serious minded to consider satire a profession, gnomes are typically their own fools and halflings are rarely arrogant enough to warrant a fool's existence. Half-elves are actually quite suited to the job as well, as they are often part of human society but possessed of a very detached point of view because of their strange appearance and longer life spans.

That is not to say other races do not have fools; they simply have different roles and forms. Elven fools are often very physical, entertaining their audiences with feats of dexterity and legerdemain. The least comical of the racial fool stereotypes, some elven fools excel in some of the class's spoken abilities such as Riddle Games and Non-sequiturs.

Dwarven fools usually come from the race's least physical examples, people of the clan homes who are not suited to the labours that define their societies. A dwarven fool is typically a singer or speaker specializing in powers such as Parody's Refrain and Insults, as their bodies are not usually suited for high acrobatics and their peers are rarely possessed of sufficient sense of humour to appreciate normal foolish shenanigans.

Gnomish fools are usually light-hearted individuals who travel abroad, using their abilities to delight and amuse the other races they encounter far from their homes. Most gnomes are too dedicated to their obsessions and researches to take much entertainment from jesters in their midst but a fool with sufficient dedication to the kinds of skills a gnome enjoys may earn quite a good living for himself. Gnomish fools often learn tricks such as Onicycle Riding and Perfidious Props.

Halfling fools are rarely seen as such, especially since as a race they are usually jovial and full of humour. What defines a halfling fool is often location more than personality, as they are rarely welcome in their own shires and villages. Halflings enjoy fun and games but they are also dedicated to hard work when conditions call for it. Fools, who are usually ill-suited to hard work, are not seen as valued members of their home societies and are thus prone to long periods of travel abroad. As they are rarely part of their societies, halfling fools do not generally dedicate themselves to any given set of skills or class features.

Half-orcs, not generally part of a society of their own, tend to be far too sullen and violent to take well to this class. Those who do are almost certainly outcasts from their orcish parentage and may have been pushed into the role as a way of fitting into human society. Again, because half-orc fools are nearly always the product of human interaction, they also have no particular skill or power leanings.

Other Classes: The interaction between fools and any other character class tends to be based much more on personalities than on class stereotypes. Anyone overly serious or full of themselves is not likely to get along with a fool at all, especially as the latter will probably feel honour bound to take them down a peg or two. Generally rogues and bards are the best company for fools, as there is a large cross-over in their skills and class abilities. Paladins, clerics and druids are often very hide-bound and stuffy, which makes them entertaining, if unappreciable, fodder for a fool's attentions. Monks sometimes understand a fool's jokes carry a kind of enlightenment in them for those who will listen, and wizards can appreciate the more erudite of a fool's class abilities. Sorcerers have no typical reaction to them, though fool/sorcerers are a fairly common multiclassing occurrence.

GAME RULE INFORMATION

Abilities: The most important trait for a fool to cultivate is his Charisma, as his ability to empathize and draw the attention of his audiences is vital to many of his class abilities. Secondary to a fool but still incredibly valuable is his Dexterity score, especially if he intends to focus on the class's physical talents. Sharp wits as shown by high Intelligence and Wisdom scores are very useful to fools because they affect several class skills. Lastly, a high Constitution helps a fool survive the backlash that occurs when his jibes get taken poorly.

Alignment: Any

Hit Die: d6

Class Skills

The fool's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (local, history, nobility/royalty, and religion) (Int), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Use Magic Device (Cha, exclusive skill).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Random Starting Gold: 2d4 x 10 gp

Class Features

All of the following are class features of the fool.

Weapon and Armour Proficiency: A fool is proficient with all simple weapons and any one martial weapon, generally one typical of or associate with his culture of origin. He is also proficient with light armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Social Pariah: Regardless of a fool's background, race, or political connections, he holds a special place in society; that of the accepted outsider. Some cultures may make a fool feel more or less ostracized but all fools are outside the normal social conventions for their people. It is this special status that allows fools to insult, criticize and create satires of things that may be very sacred or honoured without being immediately condemned for their actions.

This special status is largely a roleplaying effect, though it has some measurable benefits. In any encounters with authority figures either of his home culture or a culture he has had at least six months of experience with, a fool has a +1 circumstance bonus to all Bluff, Diplomacy, Sense Motive and Gather Information skill checks. Fools are generally considered outside the law when it comes to personal expression or public displays, though they can fall out of favour quickly and have to move or be punished if they push things too far.

As Social Pariahs, fools also receive a -10% discount on any mundane items purchased within their home culture or a familiar area as noted above and rarely have to pay for meals or a place to sleep. Accommodations may not always be the best (the exact quality depends

on in-the-game developments and Games Master's discretion) but fools are cared for by the people they serve out of a sense of respect or tolerance. People may not suffer fools well but they apparently suffer them.

Personal Focus: At first level, a fool must choose the personal focus for his training and talents. This choice provides him with a bonus when using certain skills and learning selected abilities from the Legerdemain list. Once made, this choice cannot be changed later without extreme campaign reasons as determined by the Games Master.

The choices are Physical Performance (Balance, Escape Artist, Jump, Perform, and Tumble), Interaction (Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive), Subterfuge (Disguise, Listen, Pick Pocket, Search, and Spot), or Lorekeeping (Alchemy, Appraise, Knowledge, and Use Magic Device). Each choice matches a category of Legerdemain powers listed below; a fool's Personal Focus gives him a +2 competence bonus when using the skills listed in the choice and when exercising any of the Legerdemain powers in its category.

Legerdemain: The main form of a fool's class abilities, Legerdemain is a collection of powers that define how the fool performs his role in society and entertains while he educates. Not all of the Legerdemain powers can be chosen initially; some have prerequisites in the form of other powers, feats, or even ability scores. Fools can also choose to select a Legerdemain power instead of a feat any time he would normally be able to take one for character level

advancement (i.e. at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th). This replaces the feat in question.

Legerdemain powers are divided into four categories. Fools are free to choose from any category, as long as they meet the prerequisites for the power they wish to take, but a fool must select his first power from the same category chosen as his Personal Focus. Beyond that, there are no limitations to a fool's choices.

Skill Mastery – Fool: When a fool gains this ability, he or she may choose one of the fool class skills. The first time this power is gained, the chosen skill must be one of those associated with his or her Personal Focus. Subsequent choices can be made from any fool class skill. The chosen skill can always be used by Taking 10, regardless of distractions or other limitations that would normally prevent the fool from doing so.

Fool Skill Mastery also provides a +1 circumstance bonus to the skill being checked but only if there is at least one ally within 90 feet of the fool when the skill is being used. This ally must be conscious, cannot have levels in the fool character class and be able to perceive the fool while he is using the skill both visually and audibly. This ally cannot be currently engaged in spellcasting, combat, or attempting to aid the fool in the use of the skill.

THE MANY TALENTS OF LEGERDEMAIN

Physical Performance

Acrobatics: The fool can perform various acts of contortion, tumbling and gymnastics for the amusement and edification of his audience. These skills can serve him in good stead off stage as well; fools with Acrobatics are considered to possess Evasion as per the rogue class ability of the same name. Acrobatics also imparts a +1 circumstance bonus to all Escape Artist, Balance and Tumbling checks. If a fool with Acrobatics chooses to spend his every movement in a given round cavorting and wheeling in front of an opponent, he does not move physically out of his five foot square but he does not provoke an attack of opportunity and he can combine the motion with a single +1d6 melee Sneak Attack due to the surprise and misdirection of the strike.

Prerequisites: Dexterity 12+, at least one rank in Perform, Escape Artist, Balance, and Tumble.

Juggling: A fool trained in juggling can juggle a number of small objects equal to 2 plus his Dexterity modifier. Each object can weigh no more than a quarter of his Strength score in lbs. and must be easily held in one hand. Juggling by itself requires a Perform check (DC 10) to do successfully, with each check providing one full minute of performance. Fools skilled in Juggling can use this ability to launch a +1d6 ranged



sneak attack with any missile weapon(s) he can juggle (up to his maximum number of attacks per round) by making a Perform check (DC 20) and spending a full-round action to do so.

If the fool is also skilled with Knife Throwing, he may attempt the dangerous Spray of Blades manoeuvre, which requires a full-round action and a Perform check (DC equals 20 + twice the number of juggled weapons). If the check is successful, every weapon currently being juggled lashes out in an attack at the fool's full ranged attack bonus -2 at any desired target(s) within 30 feet. These attacks are not precise enough to count as Sneak Attacks or achieve critical hits.

Prerequisites: Dexterity 12 +, Perform 4 ranks.

Knife Throwing: A strange skill normally only learned by fools performing as part of a circus or performer's troupe, Knife Throwing is a deadly art that focuses on missing one's target as closely as possible. This level of accuracy is as much showmanship as it is skill but the same lessons can be applied to lethal aim when the situation demands. A Knife Throwing fool can always miss his target narrowly with a thrown missile weapon if he chooses, making it look as if he was aiming to kill, and treats the threat range of any one chosen type of thrown missile weapon as if he possessed the appropriate Improved Critical feat. This skill stacks with that feat but only improves the final threat range by +1, regardless of the weapon's actual critical range.

Prerequisites: Dexterity 14+, Perform 5 ranks, Base Attack Bonus +1 or higher.

Pratfalls: A skilled fool with the ability of Pratfalls can fall, stumble and generally stagger as if intoxicated or impaired with little risk of true injury and can do so very entertainingly. The performance value of pratfalls can be immense, especially as part of an unflattering portrayal when linked with Disguise to impersonate someone in a position of authority. On the practical side, Pratfalling fools ignore the first 10 feet of any falling damage, can stand up from being prone as a free action once a round and gains a +1 circumstance bonus to all Tumble checks.

Prerequisites: Acrobatics, Perform 5 ranks, Tumble 5 ranks, 15 or more hit points.

Onicycle Riding: The art of Onicycle Riding is a dangerous one but very entertaining for an audience when done well (or when done poorly, though the fool in question may not appreciate the laughter). Under the control of a skilled rider, onicycles are impressive vehicles, capable of great speed and agility. This power grants the fool the ability to ride an onicycle without making Balance checks unless he is engaged in combat. In addition, the fool is considered to have Mounted Combat as a virtual feat when riding an onicycle.

Prerequisites: Dexterity 14+, Balance 4 ranks.

Perfidious Props: Fools with Perfidious Props have the ability to build, maintain and use both simple and

The Fool

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Social Pariah, 2 Legerdemain choices, Personal Focus
2	+1	+0	+3	+3	Legerdemain
3	+1	+1	+3	+3	
4	+2	+1	+4	+4	Skill Mastery - Fool
5	+2	+1	+4	+4	Legerdemain
6	+3	+2	+5	+5	
7	+3	+2	+5	+5	
8	+4	+2	+6	+6	
9	+4	+3	+6	+6	Skill Mastery - Fool
10	+5	+3	+7	+7	Legerdemain
11	+5	+3	+7	+7	
12	+6/+1	+4	+8	+8	
13	+6/+1	+4	+8	+8	
14	+7/+2	+4	+9	+9	Skill Mastery - Fool
15	+7/+2	+5	+9	+9	Legerdemain
16	+8/+3	+5	+10	+10	
17	+8/+3	+5	+10	+10	
18	+9/+4	+6	+11	+11	
19	+9/+4	+6	+11	+11	Skill Mastery - Fool
20	+10/+5	+6	+12	+12	Legerdemain

complex props during their performances. These often silly-looking items are quite useful, non-magically duplicating the effects of *mage hand*, *flare* and *prestidigitation* as many times per day as the fool desires. The Games Master can determine some effects are beyond the ability of these mundane props to accomplish. Any given day a fool uses his Perfidious Props, he must pay 5 gold pieces to restock and maintain his supplies or that spell effect cannot be accomplished in subsequent days until he does so. Whenever a prop requires a DC to resist, the DC is 5 plus the fool's Intelligence modifier + his ranks in Craft (propmaking).

Prerequisites: Intelligence 12+, Craft (propmaking) 4 ranks.

INTERACTION

Non-sequiturs: The fool with Non-sequiturs as a power can simply utter something nonsensical and possibly confuse those who can hear him. Like most other fool powers, this one can affect opponents and allies alike but allies gain a +4 bonus to resist it due to their association with the fool. All those within 30 feet of a fool saying a Non-sequitur must make a Will save with a DC of 10 + the fool's Charisma modifier + the fool's Wisdom modifier. Those who fail are affected as if by a *daze* spell. There is no limit to the number of times per day a fool can do this but a single target can only be successfully affected once per 24 hours. Non-sequiturs are mind affecting, language dependent, nonmagical compulsions.

Prerequisites: Wisdom 12+, Charisma 12+, Bluff 4 ranks.

Riddle Games: Fools skilled in the art of Riddle Games become masters of both creating riddles and answering them. High society tends to adore Riddle Games, as do commoners when they have the free time to relax and enjoy a pastime at all. As such, they are widely appealing. In addition to entertainment, Riddle Games expand the mind and sharpen a fool's wits. Riddle Games provide a circumstance bonus of +2 to any skill or ability check required to answer a riddle, figure out a word, number, or visual puzzle. As a side benefit, fools gain a +4 bonus to all reaction checks made with riddle-obsessed creatures and people (Games Master's discretion as to when this applies).

Prerequisites: Wisdom 12+, Intelligence 12+, at least 6 ranks total in Knowledge skills.

Parody's Refrain: The highest form of the Insulting art, Parody's Refrain involves songs but does not require the fool to actually be able to sing. By composing a song intended to slander a particular person, place, or thing, the fool can create a catchy tune that quickly becomes known far and wide by the masses. Parody's Refrain takes one day to complete and one week to actually spread throughout an entire

kingdom (or other geographical or political area) but, once it does, the target receives a -2 circumstance penalty to all reactions checks or other relevant social rolls. This effect lasts one month and then fades unless the fool makes a Charisma check (DC 18) to maintain it. Multiple refrains aimed at a single target do not stack.

Prerequisites: Insults, Charisma 14+, Intelligence 12+.

Insults: One of the classic fool abilities, Insults are part and parcel of a fool's way of life. Cutting comments, sarcastic remarks and unflattering portrayals of important public figures are just a few of the many, many ways a fool can critically injure people's egos. When this power is not being used for entertainment and annoyance, it can be turned on opponents that can see or hear the fool. By turning his barbed wit loose on a target or group of related (same race, same army, etc.) targets, the fool can force them into a confrontation with himself as the primary focus of their anger. Only sentient creatures capable of understanding the fool's comments for what they are can be affected.

Resisting these taunts requires a Will save (DC is the result of the fool's Perform check - 5, +/- up to 5 for good or bad roleplaying on the part of the fool's player in phrasing the insult). Successfully ridiculed targets will attempt to attack the fool using the most effective weapon they have, which might include a Diplomacy check aimed at insulting or snubbing the fool right back. Most physically inclined victims simply draw a weapon and charge. Extremely good reasons not to do this (such as an obvious pit between them and the fool) results in a second attempt to save at a +10 circumstance bonus.

Prerequisites: Charisma 12+, Perform 4 ranks, Intimidate 4 ranks.

Shepherd of Truth: Fools can be very effective at learning the truth in people, as this power clearly shows. A Shepherd of Truth can get people to tell him things about themselves without meaning to say a word. Through a skilled interplay of body language, observation and leading statements, a fool with this ability can make a Sense Motive check (DC 15 + a variable number simulating the sensitivity of the information the fool seeks). The Games Master sets the final DC but simple information (child's name, if the subject owns a house, favourite colour) should be a DC 15 with secrets being progressively harder (such as DC 40 to discover the king's secret vault is under the throne and can only be opened with a key the queen wears inside her corset).

Prerequisites: Charisma 14+, Perform 2 ranks, Sense Motive 4 ranks.

Prophecy: Fools are not prophets but by bending the truth of things, being more than a little vague and weaving in vital information people have given him without meaning to or realizing they have, a fool can

make pronouncements and make them seem prophetic. These statements have no real power in and of themselves but if the fool succeeds at a Bluff check (DC 30 minimum) he can get those in authority to believe in his prophetic gift and take actions based on his 'vision'. The potential for this power in the hands of a skilled fool is incredible, as is the potential for abuse. Any fool wishing to play the part of the visionary should be careful; prophets proven false are not well liked.

Prerequisites: Shepherd of Truth, Charisma 16+, Bluff 10 ranks.

SUBTERFUGE

Nigh-Invisible: A fool can escape notice even when he is plainly visible if he has learned the art of Nigh-Invisibility. While this is not a magical skill, the fool with this power has become so much a part of the background that, in any given round when he stands completely still, is not engaged in combat and takes no visible actions, he can make an Charisma check. This check's result is the Spot DC needed by others to notice the fool at all. This power does not work in a setting other than one familiar to the fool and appropriate for him to be in at all.

Prerequisite: Inconsequential, Charisma 12+.



Inconsequential: In the minds of many, a fool is something to be suffered and ignored. Fools can cultivate this opinion, placing themselves purposefully beneath notice. An Inconsequential fool gains a +4 circumstance bonus to all Hide, Move Silently, and Pick Pocket skill checks so long as he is in a setting and environment expected of him. Thus, a fool

would enjoy this bonus in a courtroom or city market but he would not gain it in the Hall of the Gnom King or the like. This power cannot be used while the fool is visibly armed with anything of small size or larger.

Prerequisite: Must not possess any characteristic unusual for his race or Disguise 8 ranks, Disguise 4 ranks.

Apporting Hands: Sleight of hand is a useful skill for a fool, allowing him to perform tricks of cunning and skill for audiences as well as supplementing his usually meagre income. The fool's deft abilities with his hands function as the Quick Draw feat, save that they also allow him to retrieve items of any size he could comfortably hold with one hand as a free action.

Prerequisites: Juggling, Dexterity 16+.

Open Mind: An Open Minded fool is always watching, always listening for any information or activity that may be of value to himself or those he serves. In addition to the +2 circumstance bonus this ability grants to all Listen and Spot checks, the fool can make a Reflex save (DC 20) to avoid being flatfooted during the first round of any combat. If the save is successful, this is treated as the first level of Uncanny Dodge.

Prerequisites: Dexterity 12+, Wisdom 14+, Listen 4 ranks, Spot 4 ranks.

Closed Mind: A fool with a Closed Mind is very effective at resisting other people's opinions and attempts to sway him. This constant enforcement of the fool's own thoughts and motivations provide him with a +2 circumstance bonus to any Will save or other resistance check prompted by a compulsion or charm effect, a skill check that could alter his opinions, or a psionic discipline or attack form that affects his Intelligence or Wisdom scores.

Prerequisites: Fool class level 3+, Iron Will (which it stacks with), Wisdom 12+.

Mimic: There are many uses to the skill of Disguise but a Mimic fool can think of a hundred more. Mimic fools subtract 5 from the DC for duplicating the appearance of anyone of his own culture due to his in-depth familiarity with the people he serves. Mimics also have another benefit that makes many fools take up the craft; a Mimic can create a false identity with his Disguise skill. This identity can be of any social class or appearance as long as the fool's abilities and connections can support it. This alternate persona always succeeds in the Disguise skill attempted to create it and holds up to very close scrutiny. With this skill, a fool can step outside his role as a Pariah from time to time.

Prerequisites: Intelligence 12+, Wisdom 12+, Charisma 12+, Disguise 4 ranks.

LOREKEEPING

Rueful Knowing: Fools are often privy to things they should not know, information that can be very harmful if told to the wrong person or revealed in public. What a fool with Rueful Knowing can learn is even more dangerous, possibly getting the subject of the fool's knowledge into severe physical or legal trouble. No secret is safe from a fool with this power, even those he could not normally learn, but getting the secret requires a Gather Information check with a DC equal to the severity of the desired information. Unlike Gossip, Rueful Knowing has no limits to its subject matter, so long as one person the fool knows has the information he seeks. Fools are cautioned to be very careful with this power. Knowing the king is having a go at his chambermaids is one thing but announcing it at his wedding is quite another.

Prerequisites: Fool Level 5+, Gossip, Gather Information 8 ranks.

Triviality: Knowledge skills are second nature to a fool with Triviality as a power. By making a Trivia skill check against a DC of 20 using the average of his Knowledge skill ranks as his Trivia rank bonus, a fool can come up with some useful, random fact about any topic at hand. There is not a limit to the use of this ability, but once it fails, it cannot be used for the same topic for 24 hours and there is no control over what fact is remembered.

Prerequisite: 8 ranks total in any Knowledge skills, Intelligence 14+.

Gossip: The fool with the power of Gossip hears all the latest court and local news, even the stuff that is frivolous, outright fabrications and the occasional juicy bit of slander. By making a Gather Information check concerning a place, person or thing of interest, the fool can learn details concerning it simply by listening and asking the right questions. This ability can only work if the intended subject is something known by at least three people within the social circles the fool associates. The DC for this check ranges from 10 for common information such as notable merchants for a given trade item to upwards of 40 and 45 for truly obscure, private secrets such as the true identity of an infamous assassin.

Prerequisites: Wisdom 12+, Gather Information 4 ranks, Knowledge (local) 4 ranks.

Network of Eyes: A fool with the Network of Eyes sits at the centre of a vast web of information in the form of people who may or may not even know they serve him. By periodically checking with these contacts and/or waiting for them to come to him, the fool knows many more secrets than he could possibly learn on his own. Having a Network of Eyes lowers the DC of any Gather Information check the fool makes within a familiar culture by 5 and allows him to use his Gossip power once a week even if he does not have the opportunity to do so actively.

Prerequisites: Gossip, Charisma 12+, Gather Information 5 ranks.

Concoctions: Fools have a tradition of bizarre knowledge and strange ways. Some of these are intended to separate them from their society but others are based on secrets passed down from generation to generation. The Concoctions gift is rare among fools but it can occur in gnomish societies and in areas where the technical advancements of the current or a bygone age allows it. A fool with Concoctions can mix black powder (if the Games Master allows it) and gains the Brew Potion virtual feat to create non-magical equivalents of any 0- or 1st level wizard/sorcerer spell. The fool does not need to know the spell in question but all gold piece and experience point costs are doubled.

Prerequisites: Intelligence 16+, Alchemy 10 ranks.

Foolish Lore: Eventually, even trivial information can become coherent enough to be truly useful. By training his cognitive and recall skills, a fool can develop the power of Foolish Lore, enabling him to recall specific facts about virtually any topic. This power is treated exactly like the Bardic Knowledge class ability listed in *Core Rulebook I*.

Prerequisites: Fool class level 5+, Triviality, Intelligence 12+.

NEW EQUIPMENT

Fools actually want for very little. Their place in society usually supplies them with all of the basics, including food, board and basic clothing. Many find their skills are better appreciated with a little physical enhancement in the form of garish garments and eye-catching paraphernalia. For those fools truly dedicated to this course, the power of Perfidious Props handles most of their needs but even a strictly-vocal jester might benefit from a brightly-coloured jacket and something silly on a stick.

Onicycle

A contraction of wooden poles, metal gears and a single-spoked wheel, the onicycle is generally a curiosity relegated to sideshows, circus tents and fanciful parades. To use one, the rider mounts a tiny seat and pushes against a pair of small pedals revolving around a disc mounted to the onicycle's wheel. When ridden correctly, onicycles can perform some amazingly acrobatic stunts and achieve very high speeds. Each round spent riding an onicycle grants a +20 to base land movement speed and requires a Balance check (DC 15) to keep from falling off and suffering 1d4 subdual damage. Tumble checks can be made with a -5 circumstance penalty while riding an onicycle.

Onicycle; Wt 15 lb; 250 gp

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Fool's Garb

These clothes come in a wide range of styles and depend greatly on the home culture of the wearer for their appearance. The typical suit of fool's garb is a pair of brightly-coloured tights, slightly oversized and exaggerated shoes, a comfortable and easily-covered undershirt, a garish jacket with bright buttons and a bizarrely-shaped hat often ornamented with bells. Other appropriate outfits include strangely-cut robes of outlandish and usually inappropriate colours and patterns or wildly-overdone ceremonial armour with silly animals such as rabbits or puppies emblazoned on them. The form of the garb depends on the fool wearing it, which makes generalizations very difficult. If it gets attention and serves to set the fool apart from others around him, it is probably an appropriate choice.

Fool's Garb; Wt 3 lb; 4 gp

