

Tuesday's Two-Pager: Book of Senses Part 2: Feats

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In part 1, we explored two new senses, creating two new skills for them and showing how they integrate with the system. In this part, we open the door to other senses through feats.

SENSE FEATS

Not all senses involve direct interaction with your physical self. Sometimes you just know something that a moment before you did not. This is the same as seeing something that was not there a moment before.

Each of these feats belongs to a new feat type: Sense. A sense feat always has a skill linked to it that is used to check the sense. The description of a sense feat includes a Skill section just before the Special section.

BODY SENSE [SENSE]

You are acutely aware of the condition your body.

Benefit: Heal is a class skill for you. You can perform Heal checks on yourself. On a round when you are brought to negative hit points, you may make a normal Heal check to stop the bleeding. You can only attempt this once, when you first fall below zero hit points.

Skill: Heal.

Special: You gain a +2 synergy bonus to Escape Artist checks if you have 10 or more ranks in Heal. This is because you are able to temporarily dislocate certain joints to ease your escape.

DANGER SENSE [SENSE]

You are aware of danger before it becomes obvious.

Benefit: If you fail a Spot or Listen check used to determine surprise at the start of an encounter by less than 5, you are not considered flat-footed during the surprise round. If when the encounter starts you were denied the chance to make a Spot or Listen check, you are not considered flat-footed during the surprise round if you

make a Wisdom check against DC 15.

Normal: Characters unaware of opponents at the start of a combat are considered flat-footed against any attack made by the creatures attacking with surprise.

Skill: Wisdom.

DIRECTION SENSE [SENSE]

You always know which direction you are going.

Benefit: Intuit Direction is a class skill for you. You only need a full round of concentration to use this skill.

Normal: Intuit Direction checks usually take one minute.

Skill: Intuit Direction.

ETHEREAL SIGHT [SENSE]

You can perceive the Ethereal plane.

Benefit: You are vaguely aware of the Ethereal plane. To notice activity on the Ethereal plane requires a Spot check.

By concentrating for a full round you can switch your vision to the Ethereal plane or back to the Prime Material Plane. During the round you are concentrating, you cannot see either plane. Once switched, viewing the Ethereal plane becomes normal and viewing the Prime Material plane requires a Spot check.

DC	Condition
25	Sense someone using <i>Ethereal Jaunt</i> nearby with normal vision.
10	Sense someone using <i>Ethereal Jaunt</i> nearby with Ethereal vision.
25	Identify someone by sight on the Prime plane while viewing the Ethereal.

Skill: Spot.

What's Tuesday's Two-Pager?

Tuesday's Two-Pager is a new feature at the Throwing Dice Games website. Every other Tuesday you'll find a new two-pager in the free stuff section of the website. Each two-pager will feature new OGC for your d20 game.

These sense feats are somewhat narrow in scope. An alternative way to deal with these kinds of abilities would be to expand the purpose of Intuit Direction, which is also fairly narrow in scope. If you use this skill, you would not use the sense feats Body Sense, Direction Sense, Location Sense, Planar Sense, Time Sense and Travel Sense.

Intuit Surroundings (Wis; Trained Only)

You have an innate sense of your surroundings.

Check: By concentrating for 1 minute, you can gain knowledge of your surroundings. On a natural roll of 1, you err and make a mistaken determination. The DM makes your check secretly so that you don't know whether you were successful or you rolled a 1.

DC	Feat	Condition
15	Direction Sense	Determine which way lies north.
20	Location Sense	Determine where you are in relation to some other place you know well.
10	Time Sense	Determine the time, accurately within an hour.
20	Time Sense	Determine the time, accurately within a minute.
*		You may use Intuit Surroundings in place of a Spot or Listen check used to determine who is or is not surprised at the start of an encounter.
10	Planar Sense	Determine that this is a plane you have been to before
20	Planar Sense	Determine various traits about a plane you have just arrived on, e.g. alignment, effects of magic.
30	Planar Sense	Identify a plane you have never been to before.

Retry: You may use Intuit Surroundings once per day for each condition above. Information about the planes or direction can be retried after a change of planes or teleportation.

Special: Untrained character cannot determine any of these things innately. They could determine them by finding clues. This skill replaces Intuit Direction.

This is a class skill for barbarians, bards, druids, monks, rangers, and rogues.

IMPROVED HEARING [SENSE]

You hear tones outside the range of normal hearing.

Benefit: Since you can hear sounds higher in pitch than others, you can sense any creature with blindsight based on echolocation. You hear the ping emitted by the creature and have a sense of how far away it came from. If you are within range of the creature's blindsight, the DC to hear the emitted echolocation sound is 15. Treat the creature's blindsight range as a range increment. The DC increases by 5 for each range increment away from the creature you are.

Special: You might give this feat to halflings as a normal racial ability, especially if you grant the Scent ability to gnomes and half-orcs.

Skill: Listen.

LOCATION SENSE [SENSE]

You always know where you are.

Prerequisite: Direction Sense

Benefit: You can make an Intuit Direction check to determine where you are in relation to any other location that you know very well. The DC for the roll is 20. A successful roll tells you how many miles you are from another location and what direction it lies from where you are. The DC for the roll is increased by 1 for each 10 miles you are from a location.

Skill: Intuit Direction.

PAIN EMPATHY [SENSE]

You can feel pain that others feel

Prerequisite: Skill Focus (Heal)

Benefit: You gain a +4 bonus to Heal checks. This bonus supersedes the bonus given by Skill Focus (Heal).

Skill: Heal.

PLANAR SENSE [SENSE]

You are aware of the planes.

Prerequisite: Direction Sense

Benefit: When travelling between planes of existence you can sense what plane you are on by making an Intuit Direction check against a DC of 30. The DC is only 10 if you have been to the plane before. Some planes are harder to distinguish than others. Therefore, the DC may be higher or lower than normal.

You can also discern the alignment of a plane with a check against a DC of 20. Other traits of a plane may be determined with similar checks.

Skill: Intuit Direction.

TIME SENSE [SENSE]

You always know the time of day.

Benefit: Intuit Time is a class skill for you. You can make Intuit Time checks as a free action. With Time Sense, you can determine how long you have been unconscious by making an Intuit Time check (DC 20).

Normal: Intuit Time checks usually take a standard action.

Skill: Intuit Time.

SKILL: Intuit Time (Wis; Trained Only)

You have an innate sense of time.

Check: As a standard action, you can determine the time of day within a five-minute period (DC 15). If the check fails, you cannot determine the time. On a natural roll of 1, you err and mistakenly choose the wrong time.

Retry: You cannot use Intuit Time more than once an hour.

SCIENCE-BASED SENSES

Infrared vision: Seeing into the infrared part of the visual spectrum is called infravision.

Ultraviolet vision: Beings that can see into the ultraviolet spectrum have ultraviolet vision.

Tetrachromatic vision: Human perception of color is based on the interaction of three sets of color cones in the eye. These cones separate light into waves based on the frequency of the light. The three cones normally distinguish red, green and blue. A tetrachromat has a fourth set of cones, which differentiate light in another band of wavelengths. Thus, for a tetrachromat, colors can be not only more or less red, more or less green and more or less blue, they can be more or less some other quality.

Tetrachromatism is a recessive gene restricted to female DNA. No known tetrachromats exist but the ability to distinguish color in a fourth color dimension could be used to make you aliens or elves more alien. Someone who thinks they are wearing a blue sweater may be wearing a multi-colored sweater to a tetrachromat.

Color Blindness: This condition is usually the opposite of tetrachromatism. A deficiency or lack of green cones causes the typical color blindness, red-green color blindness. Other color blindnesses exist caused by similar lack or deficiency in cones. Monochromatic vision also exists. It may occur when no cones form and the person uses the light sensitive rods for all perception.

Ultrasonics: The ability to hear noises pitched higher than normal human hearing is ultrasonic hearing. Dog whistles and similar lures sometimes employ high-pitched sound. Animals, Beasts, Magical Beasts and Monstrous Humanoids with bat, canine, feline and similar animal types get this special ability automatically. Treat this as a feat available only to first level characters.

Special: Untrained characters can only determine the time by using clues such as the angle of the sun or stars.

TRACK [SENSE]

Special: Track is a sense feat. It is otherwise unchanged from its normal description.

Skill: Wilderness Lore

TRAVEL SENSE [SENSE]

You can tell how far you are moving even while riding inside a sealed compartment.

Prerequisite: Direction Sense

Benefit: When travelling in a new location, you can accurately retrace your steps. This sense works even if you did not actually walk to the location. You have to have been consciously trying to sense where you were going to be able to retrace your steps.

The DC for making out the path traveled is 0 plus 1 for each change in direction needed to arrive at your destination. With Travel Sense, a character who was blindfolded and lead through a maze to a secret chamber could walk directly back out if he makes his Intuit Direction check.

Skill: Intuit Direction.

TRUTH SENSE [SENSE]

You know when someone is lying to you.

Benefit: When you make a successful Sense Motive check against a Bluff meant to deceive you about a fact, if you make the check by 5 more than you needed, you know what part of the lie is the key to determining the truth or that the whole bluff is a lie.

Skill: Sense Motive.

Next Week: Skills, spells, magic items, and encounter distance.

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