

## ANCESTOR CULTIST

For centuries, the Nibenese nobility have venerated their ancestors, a practice sometimes emulated by the low-born free folk. Those who do so believe the spirits of their ancestors can intervene with the elements and affect the material world. Although the ancestors normally only do so to protect their ancestral lands, the ancestral cults have devised bizarre rites to draw their attention at other times as well.

An Ancestor Cultist is usually a member of a Nibenese noble family, but may come from any class of society. They have chosen to dedicate themselves to honoring those who came before them, ensuring that their family, community, and city may endure.

The Ancestor Cultist is not a priest – although they share much in common with them – and characters of any class can take this kit. Nevertheless, the Cultist must live their life according to the dictates of the ancestors, and strive to embody their ideals in all things.

### Ancestor Cultist

The Ancestor Cultist is a member of Nibenese society who deeply venerates their ancestors, performing daily rituals to honour the spirits of their ancestors. In return, they may call on these spirits for aid, gaining supernatural powers in return for their dedication.

The demands of the ancestors are strange by modern standards and often place great strain on the Cultist. But to the Cultist, this is simply proof of their dedication and is only fitting, given the exalted status of the ancestral spirits and the gifts they bring.

Each morning, the Ancestor Cultist prays to their ancestors and performs the rituals required by the ancestor they are calling upon that day. The Cultist selects a type of ancestor – sample ancestors are given below and the DM is encouraged to use these as a guide to developing their own.

Each type of ancestor grants the Cultist bonus weapon and/or non-weapon proficiencies, as well as a special benefit which scales in power as the Cultist rises in level. They gain their first power at 3rd level, with additional abilities gained at 6th and 9th level. The rituals required by each ancestor deal 1d3 points of ability damage to the Cultist – see below for details. These points return at a rate of one per day.

**Recommended Weapons:** None.

**Recommended Non-weapon Proficiencies:** Etiquette, expression (any), knowledge (any), language, literacy.

**Bonus Weapon Proficiencies:** See below.

**Bonus Non-weapon Proficiencies:** See below.

**Equipment:** Standard.



## Special Benefits

**Ancestor's Gift:** At the start of the day, choose an ancestor from the list below. Once per day, after you have performed that ancestor's rituals (see Descendant's Sacrifice below), you may use one power granted by that ancestor for which you qualify.

- **CUNNING ANCESTOR**

Canny and persuasive, this ancestor helped the family rise to startling heights of fame and power. Even to this day, they are held up as an example of how the gilded tongue is keener than the sharpest blade. Those who heed this ancestor's words on presentation and beauty may win their approval.

**Bonus Weapon Proficiency:** None.

**Bonus Non-weapon Proficiencies:** Choose two from Bargain, Etiquette, Fast Talk, Information Gathering, and Taunting.

- » **3rd level:** The Ancestor Cultist gains +4 on all reaction checks for the day
- » **6th level:** The Ancestor Cultist may declare one non-weapon proficiency check per hour to be an automatic success
- » **9th level:** The Ancestor Cultist can declare one saving throw per day to be an automatic success

- **MARTIAL ANCESTOR**

Tales of this ancestor's battle prowess are known to every member of their family. By smoking the sacred herb and communing with the ancestor, their skill at arms can be born anew.

**Bonus Weapon Proficiency:** Any two - these may be spent on learning new weapons or fighting styles, or to specialize in a weapon, armour, or shield.

**Bonus Non-weapon Proficiencies:** None.

- » **3rd level:** The Ancestor Cultist gains +1 to hit and +2 damage with one weapon for the duration of one combat
- » **6th level:** The Ancestor Cultist gains +2 Armour Class for the duration of one combat
- » **9th level:** The Ancestor Cultist can take an extra round of actions once per day

- **WISE ANCESTOR**

This ancestor is venerated for their all-encompassing wisdom and deep well of knowledge. They teach that meditation is the true path to enlightenment and will share their gifts of insight with those who meet their exacting standards.

**Bonus Weapon Proficiency:** Any one. This must be spent on a fighting style or to specialize in armour or shield - it may not be spent on a weapon.

**Bonus Non-weapon Proficiencies:** Choose one from Alchemy, Healing, Herbalism, Knowledge (any), Language, Literacy, and Teaching.

- » **3rd level:** The Ancestor Cultist can cast the *augury* spell once per day
- » **6th level:** The Ancestor Cultist can cast the *divination* spell once per day
- » **9th level:** The Ancestor Cultist can cast the *commune* spell once per week

## Special Hindrances

**Descendant's Sacrifice:** Each ancestor requires a ritual, rite, sacrifice, or other oblation from their descendant at the start of each day. These manifest as 1d3 points of ability score damage, which returns at a rate of one per day. The exact ability score is determined by the ancestor venerated that day:

- **Cunning Ancestor:** Meeting punishing standards of appearance deals 1d3 Constitution damage
- **Martial Ancestor:** Smoking the sacred herb deals 1d3 Wisdom damage
- **Wise Ancestor:** Painful meditative postures deal 1d3 Dexterity damage

**Wealth Options:** Standard.