

The City-States Compatibility Guide to the Pathfinder Roleplaying Game



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Make the following changes to your copy of *Nobis: The City-States* campaign setting guide to make it fully compatible with the Pathfinder Roleplaying Game. The same changes should also be made to *Nobis: The City-States Player's Guide*, but obviously, the page numbers will be different.

The Gods of Nobis

Pg. 39—New Domains: Remove the two new domains.

Instead of listing the changes to each god's domains, we are reprinting the Gods of Nobis chart from page 53 (see following page).

Simplecraft Catalog

Pg. 57—Pry: Change "DC 20 Open Lock check" to "DC 20 Disable Device check."

Pg. 59—Shadow's Edge: Change "bonus to all Hide checks" to "bonus to all Stealth checks."

The Mongrels

Pg. 62—Instinct Traits: Remove all references to favored classes.

Pg. 62—Cur: Change "bonus to Hide checks" to "bonus to Stealth checks."

New Feats

Pg. 65—Arcane Element: Remove this feat.

Pg. 65—Cold Touch: Change name of feat to Blinding Touch. Change the benefit of this feat to "You gain the Touch of Darkness ability (as the Darkness Domain power). Use your character level in place of cleric level."

Pg. 65—Empowered Turning: Remove this feat.

Pg. 65—Extra Domain: Change the benefit of this feat to "Select an additional domain that is in your deity's portfolio. You gain those powers (if you are high enough level) and access to that domain's spells."

Pg. 66—Favored Environment: Remove this feat.

Pg. 66—Highwayman: Remove the two sentences "This extra damage only applies to living creature with discernable anatomies. Undead, constructs, oozes, plants and incorporeal creatures lack vital areas to attack."

Pg. 67—Inspire Resilience: Change "bardic music" to "bardic performance."

Pg. 67—Powerful Flank: Remove the sentence "You may not use this ability against undead, constructs, oozes, plants and incorporeal creatures."

Pg. 68—Street Affinity: Change "Gather Information" to "Diplomacy."

Pg. 68—Urban Tracking: Change all references to "Gather Information" to "Diplomacy."

Pg. 68—Vigorous Rage: Remove this feat.

Fencing Discipline

Pg. 71—Balestra: Change all references to "Jump" to "Acrobatics"

Pg. 71—Corps-a-Corps: Change "make an opposed Grapple check" to "perform a grapple combat maneuver." Remove the sentence "If you succeed on the opposed check, you may either grapple your target or knock your target prone." Change "this Grapple check" to "your Combat Maneuver Bonus for this combat maneuver."

Pg. 72—Lunge: If you choose to use the Lunge feat presented in the Pathfinder Roleplaying Game, remove this maneuver.

The Fencing Discipline & the Duelist

Some of the features of the Duelist prestige class mirror the abilities granted by several fencing maneuvers. If you want to take full advantage of the fencing discipline presented in Nobis, we recommend that you do not use the Duelist prestige class.

Reputation System

Pg. 76—Artisan: Remove the Forgery skill.

Pg. 76—Criminal: Change "Gather Information" to "Diplomacy"

Pg. 77—Scholar: Change "Decipher Script" to "Linguistics"

Pg. 78—Statesman: Change "granted automatic Gather Information successes" to "granted automatic successes for the gather information use of the Diplomacy skill." Change "independent Gather Information check" to "independent Diplomacy check."

The Gods of Nobis

Deity	AL	Portfolios	Domain	Favored Weapon
Anarie				
The Dreamer	CG	Goddess of dreams and creativity	Chaos, Darkness, Good, Liberation	Light Mace
The Terror	CN	Goddess of fear and nightmares	Chaos, Darkness, Madness, Trickery	Spiked Chain
Derren				
The Wisened	NG	God of truth and perception	Community, Good, Knowledge, Sun	Unarmed Strike
Intractable	NE	God of delusions and pride	Evil, Fire, Nobility, Sun	Morningstar
Eleo				
The Fortune Finder	CG	God of luck and opportunity	Chaos, Good, Luck	Longbow
The Omened	LN	God of doom and destiny	Death, Law, Luck	Heavy Crossbow
Eun				
The Sister	CG	Goddess of rebirth and change	Chaos, Good, Healing, Repose	Spear
The Vile	CE	Goddess of disease and murder	Chaos, Death, Destruction, Evil	Flail
Geranda				
The Teacher	LN	Goddess of wisdom and language	Knowledge, Law, Rune	Halberd
The Scorned	LE	Goddess of secrets and deception	Evil, Knowledge, Law	Ranseur
Harid				
The Lover	CG	God of celebration and travel	Chaos, Charm, Good, Liberation	Foil**
The Gluttonous	CE	God of selfishness and gluttony	Chaos, Evil, Liberation, Trickery	Rapier
Jocanda				
The Prosperous	LN	Goddess of wealth and trade	Knowledge, Law, Travel	Dart
The Conniver	CN	Goddess of theft and manipulation	Chaos, Travel, Trickery	Dagger
Oloren				
The Mother	CG	Goddess of fertility and growth	Animal, Chaos, Good, Plant, Weather	Sickle
The Blackened	CE	Goddess of blight and decay	Animal, Chaos, Evil, Plant, Weather	Scythe
Orn				
The Knowing	LN	Deity of magic and inspiration	Knowledge, Law, Magic, Rune	Quarterstaff
The Mad	CN	Deity of power and hubris	Chaos, Madness, Magic, Rune	Club
Syndana				
The Righteous	LG	Goddess of justice and defense	Good, Law, Protection	Short Sword
The Iron	LE	Goddess of subjugation and control	Evil, Law, Trickery	Whip
Tovan				
The Glorious	LG	God of glory and martial prowess	Glory, Good, Law, Strength, War	Longsword
The Dominator	LE	God of strife and cruelty	Destruction, Evil, Law, Strength, War	Bastard Sword
Uran				
The Hearth Keeper	LG	God of forges and cooking	Artifice, Earth, Fire, Good, Law	Warhammer
The Destroyer	CE	God of conflagration	Air, Chaos, Destruction, Evil, Fire	Scimitar
Uros				
The Preserver	NG	God of preservation	Good, Protection, Repose, Water	Trident
The Desolate	NE	God of stagnation	Darkness, Death, Evil, Water	Heavy Mace