

anon

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1 Traits

Only the traits in this chapter are available. This is because I have a slightly different take on what makes a good trait (mechanically and flavorwise). A trait should tell a little story about where a character came from, who he is. The flavor text of the traits is **not** optional! However, just because something is part of your backstory doesn't mean you also need to take the trait. You can be an orphan without the Orphan trait. That just means that there are no mechanical consequences to that part of your character's background.

Before character creation starts in earnest, the player rolls for a Starsign trait. Then he makes his character and can select up to two more traits. A character cannot normally have more than one trait from a single category.

1.1 Starsign Traits

What starsign you're born under has some influence. These traits contain a mechanical part, but also a stereotype. Many people believe in these stereotypes, and for example expect Sirens to be womanizers. This doesn't mean that your character has to be one; it's just that people will expect that, and some people to embrace their stereotype.

Roll a d12:

1. **Siren** is the great seducer, playing on the carnal desires awakened by the return of Spring. She loves to entice those around her. Gain a +2 trait bonus to Diplomacy to improve attitude and +2 to Bluff to seduce or entice.
2. **Hydra** (vernal equinox) – He always grows hale and healthy again, no matter how he's cut. He is boisterous and overconfident, certain that even if he gets in trouble, he'll bounce back again. You gain a +2 trait bonus to Constitution checks to stabilize when Dying, and a +2 trait bonus on saving throws against Bleed and Disease effects. Any effect that inflicts Bleed on you is at +2 DC.
3. **Sleipnir** is impetuous, full of the desire to enjoy the world and just race through it. You gain a +10 trait bonus to your speed when charging or running.
4. **Zomok** is like a sleeping dragon awakened. She enjoys the cool shade of a peaceful wood in summer, but is terrifying when disturbed. You gain a +2 trait bonus to Perception and Survival in forests.
5. **Phoenix** (midsummer) – She has an inextinguishable flame in her heart, a core of hope and courage that can never be snuffed out. Whenever you cast and/or are the target of a spell with the [fire] descriptor, heal damage equal to half the spell's level, rounded down. Once per day, if you fail a saving throw against a fear effect, you may reroll that saving throw. You must take the result of the second roll, even if it's worse.
6. **Sphinx** is quiet, listening attentively to what others say, but volunteering little information himself. When he speaks, he does so in riddles, so that only the deserving will share in his wisdom. Choose one Knowledge skill; you gain a +2 trait bonus to that Knowledge and can use it untrained.
7. **Hodag** moves around so quietly, people hardly realize he exists. He watches them from the shadows, singling out his prey. You gain a +2 trait bonus to Stealth and the DC to track you is increased by 2.

8. **Baku** (autumnal equinox) – She moves gently among the people, sharing their dreams. She is uncomfortable sleeping next to troubled mates, because she experiences their nightmares as her own. You gain a +2 trait bonus to Sense Motive. If you succeed at a saving throw against a Nightmare spell, the caster is stunned as if Dispel Evil was used.
9. **Chimera** is a freak, born when autumn nears its end and plants and animals rot and twist. Likewise his body seems unlike that of his parents, and his mind is prone to perversions. You gain the effects of a race trait; it can be from any race. (You can still take a regular race trait as well.)
10. **Akhlut** is as aggressive as the coming storms of winter. He faces his problems head-on, with teeth bared. You receive a +1 trait bonus to hit when charging, and a +1 trait bonus to Swim checks.
11. **Winterdead** (winter solstice) – Born in the longest night, a drop of death’s blood is in her veins. She has a cold and calculating mind, with little compassion or pity for those around her. She is drawn to the contemplation of her dead ancestors. Any undead you encounter are momentarily befuddled, having trouble determining if you’re one of them. Mechanically, they risk being affected by *Hide from Undead* with a DC based on your Charisma modifier, and a duration of two rounds before they confirm you’re alive.
12. **Aranea** is a patient weaver of webs and schemes. She walks among unsuspecting people, pretending to be just like them, but she has designs to trap the unwary. You gain a +2 trait bonus to Disguise.

1.2 Race Traits

These traits have to do with your physical makeup.

1. **Mountain Skink** – You are always considered acclimated to high altitude. You may use the Climb skill with Dexterity instead of Strength. (*Note that they can still suffer from altitude sickness, although they’re not as prone to it.*)
2. **Wetland Skink & Wetland Saurian** – You have webbing between your fingers and toes, and may always Take 10 on Swim checks and receive a +2 trait bonus to Swim.
3. **Desert Skink & Desert Saurian** – Due to a tougher skin and double-lidded eyes, you do not take damage from mundane sandstorms. You can survive without water for twice as long before suffering thirst. For the purpose of taking environmental heat and cold damage, you treat the environment as if it were one step cooler. (*This is a disadvantage if you travel to cold lands.*)
4. **Woodland Skink** – You may always Take 10 to maintain your balance while climbing trees, and always Take 10 on Climb checks to climb trees. You may use the Climb skill with Dexterity instead of Strength.
5. **Jungle Saurian** – You may charge and run through difficult terrain caused by vegetation.
6. **Saltwater Loira** – A body evolved for continuous swimming grants you a +5 trait bonus to Swim. (*This should be sufficient to allow even low-Strength loira to Take 10 on Swim checks to avoid fatigue from long swims.*)
7. **Landlubber Loira** – You are physically adapted to a life mostly spent outside the water. Treat your Strength as 2 higher for determining encumbrance.
8. **Thickpelt Loira** – Generations living in the north have given your family a much thicker fur pelt, suitable for cold climates, and small claws to provide better grip on icy surfaces. They do not suffer the +5 DC modifier to Acrobatics for icy conditions. For the purpose of taking environmental heat and cold damage, you treat the environment as if it were one step warmer. (*This is a disadvantage if you travel to hot lands.*)
9. **Midget (human)** – You are Small. You gain +2 Dex but -2 Strength, and your base speed becomes 20ft.
10. **Giant Blood (human)** – You’re very tall for a human. You gain +2 HP at level 1 and a +1 trait bonus to Intimidate. (*You are still Medium, just barely.*)
11. **Faerie Blood (any)** – There is some faerie blood in your ancestry. Choose a level 0 spell. If your Charisma is 10 or higher, you may cast it three times per day at caster level 1.
Alternatively, you may choose a level 1 spell. If you have a Charisma of 11 or higher, you may cast it once per day at caster level 1. However, cold iron weapons deal +1 damage against you.
12. **Bestial Blood (any)** – There is a whiff of lycanthropy in your scent, and it scares off predators. Animals are only willing to attack you if they’d be willing to attack a werewolf. (Advanced attack training, defending young, much bigger than you etc.)

13. **Fiendfish Blood (any)** – There is some sort of shameful secret in your ancestry. You gain a +1 trait bonus to Bluff, Diplomacy and Sense Motive. However, you also possess a small unnatural deformity, which can be concealed with clothing.
14. **Discreet Fangs (Wiederganger)** – You gain a 1d4 damage bite attack, which is a primary natural weapon. Although these fangs are only noticeable to nearby observers, they are not retractable.
15. **Birthmark (any)** – You were born with a birthmark shaped like the sign of a deity. You can use this birthmark as a holy symbol of that deity. In addition, you gain a +2 trait bonus on saving throws against charm and compulsion effects.
16. **Kin Bond (any)** – The bond between you and a close sibling is nearly mystical. Choose a single sibling with whom to share this bond. Once per day when you fail a saving throw while your sibling is within 30 feet, you may reroll that saving throw using your sibling's saving throw modifier. If you and your sibling are twins or otherwise part of a multiple birth (same father and mother and laid in the same nest for reptilians), you gain a +2 trait bonus on the rerolled saving throw. Your sibling must be willing to grant you the reroll. If you fail the saving throw, you and your sibling are dazed for 1 round.
17. **Good Looks (any)** – Blessed with good looks, you've come to depend on the fact that others find you attractive. You gain a +1 trait bonus when you use Bluff or Diplomacy on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.

1.3 Faith Traits

These traits are related to the things you believe in.

1. **Oathbound** – You have made a solemn oath, and you pursue that oath with headstrong determination. Once per day, you may reroll a saving throw against a charm or compulsion effect. You must take the second result even if it is worse. You must specify the oath taken when you select this trait. If you break the oath or cease pursuing it, the benefits of the trait are lost.
2. **Omen** – You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You gain a +2 trait bonus on Intimidate. Once per day you may attempt to demoralize someone as a swift action.
3. **Principled** – You hold yourself to a strict code of behavior that guides all of your decisions and actions. You take a -2 penalty on all Bluff, and gain a +2 trait bonus on saving throws against charm, compulsion and emotion effects. You must specify these principles when you select this trait. If you cease acting accordingly, the benefits of this trait are lost.
4. **Heretical** – You hold very unorthodox ideas, and have set your will against divine magics. As long as you have no levels in a class with divine spellcasting, you gain a +1 trait bonus on saving throws against divine magic.
5. **Battlefield Disciple (Hallardo)** – You have taken *The Way of War* to heart and are skilled at supporting your allies in the heat of battle. You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.
6. **Last Man Standing (Asenzo)** – When your companion are down, you fight harder. You gain a +1 trait bonus on attack rolls and on checks made to overcome spell resistance while you are adjacent to a dying or disabled ally, animal companion, eidolon, familiar or mount.
7. **Godless Ascetic** – You have been swayed by the teachings of the *Godless Monks* and have forsworn the blessings of the hollow gods. In addition, you reject intoxicants, for they blind you to the stark, hateful truth of the universe. You must always try to resist divine spells, even harmless spells and spells cast by allies. However, you gain a +2 on Will saves.
8. **Mother's Warmth (Barrantha)** – The Mother Of Us All teaches how to use your own life to protect others. You can stabilize dying creatures by touching them as a standard action. In addition, once per day you may loan another creature some of your hit points. This deals you up to 6 + your HD damage (your choice), and grants the beneficiary an equal amount of temporary hit points. When your damage heals (naturally or otherwise), the temporary hit points are lost.

9. **Not Before Your Season** (*Calvelyn*) – The Righteous Reaper will not come for you before the proper time has arrived. You receive a +2 trait bonus against death and negative energy effects and the magical abilities of undead. While under the open sky, you automatically confirm stabilization checks to stop bleeding.
10. **Stonecunning** (*Carcyssus*) – The Brethren of the Rule receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. (*This is exactly the same as the dwarven racial trait and can be used to qualify for things that require the Stonecunning racial trait.*)
11. **Vigor of Youth** (*Fefmir*) – Once per day you may reroll a Fortitude saving throw that you failed by 5 or less.
12. **Mother Protect Us** (*St. Gircha*) – Like your patron saint, you will shield the vulnerable with your own body if necessary. Any ally who gains a soft cover or shield bonus from you increases that bonus by 50%. (*For example, from the Saving Shield feat, but not the Shield Wall feat.*) If you use the Aid Another action to improve someone's AC, the bonus is 1 higher.
13. **Tithe of Tales** (*Hanastien*) – Stories are a good host's due from his guests, and you have heard quite a few. Once per day, you may attempt a Knowledge check of your choice even if you are not trained in that Knowledge. If you are already trained in that Knowledge, you gain a +2 trait bonus to the check.
14. **Rewards of Virtue** (*Ilivione*) – As long as you remain either a virgin or faithful in marriage, you may once per day gain a +2 sacred bonus to a saving throw. You can use this ability after your roll and after you learn the difficulty of the saving throw, but before the results of failure are revealed.
15. **The Judging Eye** (*St. Kavrala*) – You believe in pure unwavering justice, and are not not frightened by the mighty, tempted by bribes nor moved by tears. You focus on seeing things as they actually are. You can use Sense Motive to try to gain a hunch about someone or sense enchantment in one minute, rather than the normally longer time required.
16. **Spirit of War** (*St. Kolvar*) – You have devoted yourself to the life of the perfect soldier; ruthless and ever ready to fight and kill, striking before others can. If you are able to act during a surprise round, you may draw a weapon (but not a potion or magic item) as a free action during that round.
17. **Gifts from the Hellforge** (*Manison*) – Whenever you cast a spell that affects any melee weapons, choose one of those weapons; it gains a +1 profane bonus on damage rolls for the duration of the spell. The weapon radiates law and evil like a devil with HD equal to the spell's level.
18. **Fools' Luck** (*Shamwin*) – As long as you're sufficiently intoxicated that it has game effects, you receive a +1 luck bonus to all saving throws. Alcohol, drugs and ongoing poisons with mind-affecting symptoms all count. Spells, curses and diseases don't count.
19. **Cloak of Humility** (*St. Skogjold*) – The faithful of St. Skogjold do not believe in putting themselves forward. Humble, knowing their station, they have safety. Whenever you gain a bonus to AC from soft cover, the bonus increases by 50%.
20. **Blessed Are The Harbingers** (*Stain*) – When you fail a saving throw against a disease by 5 or less, you do not suffer symptoms. However, you do become contagious until the disease goes away (following normal rules). If the disease is not normally contagious, it still is when you carry it. In that case, anyone who associates with you for an hour or has contact with your bodily fluids is exposed to infection.
21. **The Beacon in the Storm** (*St. Vadmac*) – When fishermen are lost at sea, they pray to St. Vadmac. While at sea, you always know the direction to the place on land you consider home, which grants you a +4 on skill checks to avoid becoming lost and to find your way home again
22. **Wherever I May Roam** (*St. Yamike*) – The blessing of the Lady of the West allows you to pick up strange tongues quickly. You may reserve one language slot (from Linguistics or Intelligence). After spending a day among strange people you may pick up their language with a DC 15 Linguistics check. If you fail you can try again next day. You cannot read this language, and if you wish to pick up a new language you must forget this one. (*If you wish to learn the language permanently as well as its script, you should invest in more Linguistics.*)
23. **Beg for Shelter** (*Ymros*) – Nobody should refuse a beggar's plea. If you have a Wisdom score of 11 or higher, you may cast *Sanctuary* once per day with a caster level equal to your HD.

24. **Blind in Darkness** (*St. Hrothgar*) – Those who do not expect to see are at little disadvantage in the deepest dark. You rely on other senses, and count as having double your actual ranks in Perception for the purpose of qualifying for feats.
25. **Fall Into Fortune** (*St. Leojym*) – Your patron saint teaches daring, and rewards those who follow in his footsteps. And should you fall, he will catch you; once per day you may use Feather Fall as an extraordinary ability.
26. **Burn Brightly** (*St. Ninartha*) – Whenever you take fire damage (that is not completely negated somehow) you gain a +1 trait bonus to a single dice roll of your choice made in the next round.
27. **Whispering Leaves** (*St. Soqedhozi*) – You love to spread gossip and poisonous truths. If your Charisma is at least 10, you may use *Message* as a spell-like ability three times per day with a caster level equal to your HD.
28. **Light of Perfection** (*St. Tarasynora*) – You strive to follow in the footsteps of the Great Teacher, and some of his excellence radiates within you. If you have a Ki pool, you gain 1 additional point of Ki per day. If you do not (yet) have a ki pool, you can once per day, as a swift action, for one round, cause all your unarmed strikes to count as magic weapons for the purpose of penetrating Damage Reduction.
29. **Chained Words** (*Amerto*) – The Lord of Shackles is loath to give away his secrets. You gain a +4 trait bonus on saving throws against any effect that would force you to speak the truth or would reveal whether you're lying.

1.4 Social Traits

These traits are related to the way you were raised, and what social status you've held.

1. **Field Chirurgeon** – You have performed many surgeries, and know about the sensitive spots of the body. You receive a +2 trait bonus to Heal, 1 rank in Profession (chirurgeon), and a +1 trait bonus to confirm critical hits.
 2. **City Guardsman** – You've spent many hours trudging around in poorly-fitted armor. When you wear armor of any sort, reduce that suit's armor check penalty by 1 to a minimum of 0. Gain a +2 trait bonus on surprise rolls in urban areas.
 3. **Steeled Veteran** – You've fought as a professional soldier in quite a few battles and know how to control your nerves. Gain a +2 trait bonus on saving throws against fear effects, and the DC to demoralize you is 2 higher. Gain a +1 trait bonus on Profession (soldier) checks and a free rank in it.
 4. **Shooter's Guildsman** – You serve in a shooter's company sworn to defend the city. These companies train extensively to discipline their members and build esprit de corps, so that the company can stand unafraid in the face of say, a rampaging dragon. As long as you are wielding a firearm or crossbow, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.
 5. **Mercenary** – For everything there is a price, and you are a negotiator at heart. You gain a +2 trait bonus on Diplomacy, Intimidate, Profession (soldier) and Sense Motive checks made while negotiating payment for a quest or a service you provide.
 6. **Housecarl** – You served (or still serve) as a member of a noble's household troops. As a man sword to serve loyally unto death, you will not falter when others depend on you. You gain a +1 trait bonus on attack rolls and on checks made to overcome spell resistance while you are adjacent to a dying or disabled ally, animal companion, eidolon, familiar or mount.
 7. **Crusader** – You've fought in a holy war. Perhaps you still have burning zeal, or perhaps you've become filled with wrath due to the things you've seen. Either way, you gain a +1 to Knowledge (religion & planes) and Intimidate checks. You gain a +1 to hit when you charge religious enemies.
 8. **Privateer** – You've crewed aboard a privateer, perhaps from the Skjeggstad clan. You know how to fight at sea as well as how to sail a ship. You're always proficient with cutlasses (scimitar), handaxes and throwing axes. In addition, you receive 1 free rank in Profession (sailor).
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9. **Fight like a Gentleman** – You were trained in the weapons of proper gentlemen. You are proficient with longswords, swordcanes and rapiers, and treat the dueling sword and the swordbreaker dagger as martial weapons.

10. **Page** – You’ve served as a page in a noble household or as aide to a knight. Gain 1 free skill rank in Knowledge (history & nobility) and Diplomacy.
11. **Squire** – You’ve served as a squire to a knight, taking care of his mount, carrying his banner, and helping him put on his armor. It takes you only half time to put on armor, and anyone you help put on armor likewise takes only half as long to put on armor. In addition, you a +2 trait bonus to Profession (soldier) and Knowledge (history & nobility). If you have the Page trait, you may still take this trait, even though they’re both in the “Social” category.
12. **Noble Blood** – You have the blood of true nobility, even though you may not hold a title yourself. It fills you with a natural confidence and people naturally expect you to lead. Against those aware of your status, you receive a +1 untyped bonus on Diplomacy checks. In addition, if you gain the Leadership feat, your leadership score gains a +1 trait bonus.
13. **Bureaucrat** – You have served in government offices and learned the tricks of bureaucracy. You gain a +1 trait bonus to Diplomacy, Knowledge (history & nobility) and Profession (administrator), and 1 free rank in that Profession.
14. **Dandy** – You enjoy the fine things in life; fine clothing, luxurious living and decadent parties. You gain a +2 trait bonus to Perform and Disguise.
15. **Rakehell** – You’re wealthy (or used to be) and love wine, women and song. You thumb your nose at authorities that try to rein in your excesses. Your ridiculous confidence grants you a +1 trait bonus to Bluff, Escape Artist and Intimidate.
16. **Socialite** – You enjoy mingling with the better sort of people. You cultivate gracious manners but also gossip shamelessly. You gain a +1 trait bonus on Diplomacy, Knowledge (history & nobility) and Sense Motive.

17. **Street Robber** – You’ve learned to make a living by suddenly stabbing people in the back with a hidden blade. You gain a +1 trait bonus on Sleight of Hand checks to conceal weapons, and you gain a +1 trait bonus to hit with light weapons during the surprise round.
18. **Cutpurse** – You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks and 1 free rank in it.
19. **Cat Burglar** – At a young age you started fiddling with locks, and breaking into people’s homes to take their stuff. You gain a +2 trait bonus on Disable Device.
20. **Thug** – You earn money by threatening people into paying you off. You gain a +2 trait bonus on Intimidate. This bonus increases to +4 if you flank your target.
21. **Con Artist** – You make a living by swindling people, either smalltime confidence tricks on the street or huge scams among the upper echelons. You gain a +2 trait bonus on Bluff. The DC to use Sense Motive to gain a hunch about you is 5 higher.
22. **Sturdy Beggar** – There’s nothing wrong with your body; you could do honest work if you wanted to. But instead you aggressively panhandle people, so that they’ll pay you to go away. Gain a +2 trait bonus to Intimidate and Profession (beggar), and 1 free rank in the latter skill.
23. **Robin** – You’re a robber, but at least in theory, you only rob Atarvins and their supporters. The common people may cheer you on, but the authorities would like to put you away. Gain a +1 trait bonus to Stealth and Disguise.
24. **Pit Fighter** – You’re skilled at doling out punishment when you’re on your own. You gain a +1 trait bonus on damage against foes who are threatened only by you.
25. **Unarmed but not Helpless** – You came from the underclasses not allowed to bear serious weaponry, but you’ve learned to fight without them. Now you can surprise people who think you’re defenceless. You gain a +1 trait bonus on attack of opportunity attack rolls made with unarmed strike. Note that this trait does not grant you the ability to make attacks of opportunity with your unarmed strikes – you must have the Improved Unarmed Strike feat or a similar power to gain the use of this character trait. However, that doesn’t prevent you from selecting this trait. You simply cannot make use of it until a later point if you do.

26. **Runaway Serf** – You used to be a serf before you got fed up with that and ran off to the city, where you legally gained freedom. Gain 1 free rank in Profession (farmer).
27. **Escaped Slave** – You were a slave but managed to escape. You carry a brand marking you as someone’s legal property. Your former owner may send bounty hunters to recapture you. Gain a +1 trait bonus to Stealth and Disguise, and 1 rank in a Profession or Craft of your choice.
28. **Outlaw** – You’ve been cast beyond the protection of the laws, and anyone may kill you with impunity. Consequently, you’ve learned to downplay your presence. Gain a +2 trait bonus to Stealth and Disguise. *(Note that you really are outlawed and therefore at significant risk.)*
29. **Undercity Dweller** – Living in the dark underground has taught you how to evade unseen threats. If you would normally lose Dexterity and Dodge bonuses to AC because you can’t see your attacker, you still gain half that bonus. However, you can still be subjected to Sneak Attacks and suchlike as if you were fully denied your Dexterity bonus to AC.
30. **Newsman** – You work or worked for House *Kendrick* to gather information for their newssheets. You’re always on the lookout for anything worth reporting. Gain a +1 trait bonus to Sense Motive and Knowledge (streetwise).
31. **Vigilante** – Frustrated by the injustices of government, you go after criminals yourself. Gain a +1 trait bonus on Intimidate and Knowledge (streetwise).
32. **Bar Brawler** – Perhaps you have a mean streak when you’re drunk, or perhaps you’re just mean. You seem to get into fights all the time. You can see a brawl coming from a mile away. You gain a +2 trait bonus to Surprise and Initiative checks when a social situation turns into a fight.
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33. **Feral Child** – Perhaps there was an accident, or perhaps you were abandoned. Either way, you’ve grown up alone in the wilderness, and know how to take care of yourself there. You receive a +3 trait bonus to Survival and a free rank in the Survival skill, but you start out either illiterate or knowing two languages less than normal (your choice). If you chose illiteracy, you gain become literate at the cost of two skill points.
34. **Temple Orphan** – You were left behind at a temple, and raised in there. You receive a +2 trait bonus on Knowledge (religion & planes) and you may use it untrained.
35. **Failed Apprentice** – You were trained in wizardry but flunked out before learning actual magic. However, you gain a +1 trait bonus to Knowledge (spellcraft) and 1 free rank in it. You cannot start with levels in a class capable of arcane spellcasting (not even if the class is only capable at levels beyond your own, such as Bloodrager), though you can gain such levels later on.
36. **Bastard** – You were born out of wedlock. You have always been an outsider in society, and in your own family. This perspective has sharpened your insight. You gain a +2 trait bonus to Sense Motive.
37. **Child of the Streets** – You grew up on the streets and had to find shelter and food on your own. You receive a +1 trait bonus to Knowledge (streetwise). In urban areas you may use your Charisma modifier on Knowledge (streetwise) and Survival checks instead of Intelligence or Wisdom.
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38. **Artisan** – You spent time working under artisans, or your parents were artisans who were particularly skilled at their trade. You gain a +2 trait bonus on a single Craft skill (your choice).
39. **Hunter** – You were trained to harvest all parts an animal with care and precision. You gain a +1 trait bonus on Profession (tanner) or Profession (trapper) checks, and receive a free skill rank in these skills. Additionall, you do not risk poisoning yourself whenever you handle or apply poison taken from a venomous creature.
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40. **Local Merchant** – You lived your life as a merchant, buying and selling goods. You gain a +2 trait bonus on Knowledge (geography & trade) and Sense Motive checks you attempt while bargaining for the price of goods. You receive 1 free rank in Profession (merchant) and Knowledge (geography & trade).
41. **Merchant Adventurer** – You’ve gone abroad to trade, and learned the customs and languages of strange people. You gain 1 free rank in Profession (merchant), Knowledge (geography & trade) and Linguistics.
42. **Banking Clerk** – You’ve worked as a clerk for one of the powerful bankers in the city. You’ve learned to determine if it would be safe to lend money to clients. Gain a +1 trait bonus to Profession (merchant), Profession (banker) and Sense Motive.
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43. **Acrobat** – Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 trait bonus on Acrobatics, and take only a -2 penalty instead of the normal -5 penalty when using the Climb skill to attempt an accelerated climb.
44. **Carnie** – You're a travelling performer, often distrusted by the locals. However, they still come to be amazed by you. Gain a +1 trait bonus to two of the following of your choice: Bluff, Escape Artist, Perform and Sleight of Hand.
45. **Exile** – You've been exiled from another country. Perhaps you intend to seek allies and assets so that you may return to reclaim what you lost, or perhaps you intend to build a new life here. Choose one: a +1 trait bonus to Diplomacy and Leadership, or you may take a second Culture Trait (reflecting both your country of origin and your current residence).
46. **Sailor** – You've crewed a merchantman or two, and know about sailing big ships. You gain a free rank in Profession (Sailor) and a +1 trait bonus to two of the following (your choice): Escape Artist, Knowledge (geography & trade), Sleight of Hand and Swim.
47. **Courier** – You've served as a courier, carrying messages between cities. You gain 1 free rank in Ride and Knowledge (geography & trade).
48. **Pilgrim** – You've been on a great pilgrimage to sites of importance to your faith. Gain a +1 trait bonus to Knowledge (religion & planes) and Survival.
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49. **Ruthless Lawyer** – You've sharpened your wits and tongue on the law. You gain a +1 trait bonus to Intimidate and 1 free rank in Profession (barrister). In addition, you may use your Intelligence modifier instead of your Wisdom modifier on Profession (barrister) checks. In situations where you can use legal threats, you may also use your Intelligence modifier instead of your Charisma modifier on Intimidate checks.
50. **Scientific Doctor** – You've had formal schooling in medical science. You may use your Intelligence modifier on Heal and Profession (chirurgeon) checks instead of your Wisdom modifier, and receive 1 free rank in Profession (chirurgeon).
51. **Public Defender** – You seek to redress injustices in court. You gain a +1 trait bonus to Diplomacy and Profession (barrister). You may use your Charisma modifier instead of your Wisdom modifier on Profession (barrister) checks, and instead of Intelligence on Knowledge (streetwise) checks.
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52. **Lower Orders** – Regardless of your actual character class, you have been ordained into lower orders of a temple. Receive a +1 trait bonus to knowledge (religion & planes) and profession (priest).
53. **Inspired Theologian** – You belong to a religious movement that believes that cosmology must be discovered through meditation and divine inspiration, not dry book learning. You may use your Wisdom modifier instead of your Intelligence modifier on Knowledge (religion & planes) checks.
54. **Self-Taught Scholar** – Being self-taught has made it necessary for you to scour all documentation you can get your hands on. You gain a +2 trait bonus on Linguistics to decipher unfamiliar languages, and may use Linguistics untrained for that purpose. In addition, you gain a +2 trait bonus on Knowledge (spellcraft) checks made to decipher the writing on a scroll, and may use Knowledge (spellcraft) untrained for that purpose.
55. **Prohibited Faith** – Your beliefs were forbidden in the area where you grew up. Consequently you've learned to keep them to yourself. You gain a +2 trait bonus on Bluff.
56. **Missionary** – You seek to gain new converts to your faith. You gain a +1 trait bonus to two of the following of your choice: Diplomacy, Intimidation, Knowledge (religion & planes) and Perform (Oratory).
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57. **Magical Knack** – You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.
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1.5 Cultural Traits

1. **Atarvin Arrogance** – Atarvin society is elitist, and even the lowliest Atarvins look down on other cultures. Gain a +2 trait bonus to Intimidate. Treat the bastard sword as a martial weapon. **Language:** *Atarvin*
2. **Ekean Equivocation** – Ekeans tend to talk in indirections, to subtly convey information to their associates without giving it away to their rivals. Gain a +2 trait bonus to Bluff and Sense Motive for sending and picking up secret messages. Gain a +2 trait bonus to Profession (merchant) to reflect *Ekea's* position as the most commercially advanced region of Galgora. Become proficient in short swords and treat swordcanes as martial weapons. **Language:** *Ekean*
3. **Fury of the Fjordfolk** – Gain a +2 trait bonus to Profession (sailor). Gain proficiency with the throwing axe and the battle axe. Treat the waraxe and urgrosh as martial weapons. **Language:** *Heimtal*
4. **Imperial Grandeur** – Their conviction that they are the chosen people fills natives of the *Galgoran Empire* with confidence. Gain a +2 trait bonus to Diplomacy. Become proficient with the greatsword and halberd. **Language:** *Riessan*
5. **From On High** – The inhabitants of the *Mountain Kingdoms* have not forgiven the conquest of their former homeland, *Daozuajan*. Gain a +2 trait bonus to Climb and become proficient in shortbows, longbows and ranseurs. **Language:** *Montalingua*
6. **Stannish Upper Lip** – The natives of *Eadstansland* refrain from overly public displays of emotion, and in fact like to pretend not to be moved by them at all. Receive a +2 trait bonus on saving throws against fear and emotion effects. Become proficient with glaives, guisarmes and glaive-guisarmes. **Language:** *Stannish* **Note: this is the normal culture for Holminster.**
7. **Terplander Pragmatism** – Faced with problems that require clear and present solutions, like your home being flooded, Terplanders tend to focus on the problems at hand rather than arguing about the bigger picture. They receive a +1 trait bonus on Craft checks. Become proficient with the morningstar and lucerne hammer. **Language:** *Terplander*
8. **Furtive as the Vosti** – Not all natives of *Fyordovost* have submitted to their *Fjordfolk* masters. From the shadows they wage a vicious guerilla against the conquerors. Gain a +2 trait bonus to Stealth. Gain proficiency with the kindjal (stats: kukri) and treat the curve blade as a martial weapon. **Language:** *Manjera*
9. **Street Canter** – You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't faze you in the slightest. Anyone who attempts to use Bluff to deliver a secret message to you gains a +5 bonus on her Bluff check. When you intercept a secret message using Sense Motive, you gains a +5 trait bonus on the attempt. **Language:** any.

1.6 Past Life Traits

You're influenced by previous incarnations. You might not remember them lucidly, but they inform you anyway.

1. **Different Stations** – In a past life you belonged to a different social class. Gain the effect of (another) social trait.
2. **Different Tongues** – You've lived before as a member of a different culture. Gain the effects of that culture's Culture Trait.
3. **Historical Import** – In earlier lives you witnessed or participated in major historical events. Gain a +1 trait bonus to Knowledge (history & nobility) and 1 free rank in it.
4. **Otherworldly Soul** – The origins of your soul lie beyond this world, and you have hazy recollection of other planes. Gain a +1 trait bonus to Knowledge (religion & planes) and 1 free rank in it.
5. **Crossed Bloodlines** – In a past life you were a sorcerer of a different bloodline. Consider that bloodline's spells to be on the list of Sorcerer Spells; you may select Spells Known from them, even if they wouldn't normally be on the sorcerer list. (*You still need to select them as Spells Known before you can cast them however. This trait is useless if you have no Sorcerer levels.*)

6. **Remembered Magic** – You vaguely remember how to cast a wizard spell. Choose a level 0 spell. If you have no class levels that would allow you to learn that spell, but you do have Intelligence 10 or higher, you may cast it three times per day at caster level 1, using Intelligence to determine Save DC. The first time you gain a level in a class that could learn that spell, you gain it as a bonus spell known instead.
7. **Lifetime of Hardship** – One of your past lives was phenomenally harsh, and it lends you endurance in this one. Gain a +1 trait bonus to Fortitude saves.
8. **Lifetime of Danger** – One of your past lives was dangerous and exciting, and still tells you when to jump or duck. Gain a +1 trait bonus to Reflex saves.
9. **Lifetime of Discipline** – In a past life you spent a great deal of time disciplining your mind, and you still have some of that self-control now. Gain a +1 trait bonus to Will saves.