

CHARACTER TRAITS

There are two types of character traits to choose from: basic traits and campaign traits. For the upcoming campaign you will select three character traits for your character, one of which must be a campaign trait.

You are also free to select traits from any of the *Pathfinder Companion* books, available as PDF downloads on the Paizo website.

Basic Traits: These traits are split among the categories of Combat, Faith, Magic, and Social. Note that each of these four categories roughly equates to the four modes of adventuring, but aren't tied to specific classes. It's perfectly possible to have a religious rogue, for example, or a magic-obsessed fighter. Basic traits are "generic," and should be able to fit into any campaign setting with a minimum of customization.

Campaign Traits: These traits are specifically tailored to give new characters an instant hook into the upcoming campaign.

There are a few rules governing trait selections. When selecting traits, you may not select more than one from the same list of traits. Certain types of traits may have additional requirements, as detailed in their description. Remember also that traits are intended to model events that were formative in your

character's development, either before he became an adventurer, or (in the case of additional traits gained via the Additional Traits feat) events that happened while adventuring. Even if you become a hermit and abandon society, you'll still retain your legacy of growing up an aristocrat if you took a social trait.

Basic Traits

Basic traits are broken down into four categories:

- **Combat** traits focus on martial and physical aspects of your character's background.
- **Faith** traits focus on his religious and philosophical leanings.
- **Magic** traits focus on any magical events or training he may have had in his past.
- **Social** traits are a catch-all category and one that indicates what social class or upbringing your PC had.

Combat Traits

These traits are associated with combat, battle, and physical prowess; they give characters minor bonuses in battle and represent conflicts and physical struggles in the character's back-story.

Anatomist: You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or

necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all melee damage rolls.

Armor Expert: You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Bullied: You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes — you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

Courageous: Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level

head you'd make it through. You gain a +2 trait bonus on saving throws against fear effects.

Deft Dodger: Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Dirty Fighter: You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Fencer: You trained long hours as a youth with blades, either taking lessons in the genteel art of fencing from tutors paid for by your parents or by being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. You gain a +1 trait bonus on attacks of opportunity made with daggers, rapiers, swords, and similar bladed weapons.

Killer: You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow or vile pleasure in such

a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

Reactionary: You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Resilient: Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

Faith Traits

These traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. You do not need a patron deity to gain a Faith Trait, as these traits can represent conviction in one's self or philosophy just as easily as they can represent dedication to a deity.

Birthmark: You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a

divine focus for casting spells, and, as a physical manifestation of your faith, increases your devotion to your god – you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

Caretaker: As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded. You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you.

Child of the Temple: You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility and royalty) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

Devotee of the Green: Your adherence to the Green Faith or worship of one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

Ease of Faith: Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to

interact with others who may not share your views. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

History of Heresy: You were raised with heretical views that have made it not only difficult for you to accept most religious beliefs, but you also have had to live with the fact that you or those you love were often treated as pariahs. As a result, you have turned your back on religious teachings, and as long as you do not possess any levels in a class that grants divine spellcasting power, you gain a +1 trait bonus on all saving throws made against divine spells.

Indomitable Faith: You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

Sacred Conduit: Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure you survived; your mother may or may not have survived. In any event, the magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel divine energy to turn or rebuke undead, you gain a +2 trait bonus on the Turn/Rebuke Undead check.

Sacred Healer: You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize any single dying creature within 5 feet of you.

Scholar of the Great Beyond: Your great interests as a child did not lie with current events or the mundane — you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease. You gain a +1 trait bonus on Knowledge (history) and Knowledge (the planes) checks, and one of these skills (your choice) is always a class skill for you.

Magic Traits

These traits are associated with magic, and focus on spellcasting and manipulating magic. You need not be a spellcaster to take a Magic Trait (although several of these traits aren't as useful to non-spellcasters). Magic Traits can represent a character's early exposure to magical effects or childhood studies of magic.

Classically Schooled: Your apprenticeship or early education was particularly focused on the direct application of magic. You gain a +1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you.

Dangerously Curious: You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Focused Mind: Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +1 bonus on Concentration checks, and Concentration is always a class skill for you.

Gifted Adept: Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own. Pick one spell when you choose this trait – from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Hedge Magician: You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the

cost of gp and XP required to make the item by 5%.

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 often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand. You gain a +2 trait bonus to your primary spellcasting ability score for the purpose of determining bonus spells.

Magical Lineage: One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two – and you have inherited a fragment of this greatness. Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Magical Talent: Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. Choose a 0-level spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's Save DC is Charisma-based.

Mathematical Prodigy: Mathematics has always come easily for you, and

you have always been able to “see the math” in the physical and magical world. You gain a +1 bonus on Knowledge (arcana) and Knowledge (architecture and engineering) checks, and one of these skills (your choice) is always a class skill for you.

Skeptic: Growing up, you were always around magical effects to the extent that you realized that much of it was smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.

Social Traits

Social Traits are a sort of catch-all category – these traits reflect the social upbringing of your character, your background with high society or lack thereof, and your history with parents, siblings, friends, competitors, and enemies.

Adopted: You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you learned that race’s language. You gain that language for free.

Bully: You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Canter: You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase

don’t phase you in the slightest today as a result. Anyone who attempts to use Bluff to deliver a secret message to you gains a +5 bonus on his Bluff check. When you attempt to intercept a secret message using Sense Motive, you gain a +5 trait bonus on the attempt.

Charming: 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.

Child of the Streets: You grew up on the streets of a large city, and as a result you have developed a knack of knowing where to go and who to talk to when you’re looking for some information. You gain a +1 trait bonus on Gather Information checks, and Gather Information is always a class skill for you.

Fast-Talker: You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

Freed Slave (Cheliox): You spent a significant portion of your childhood as a slave in neighboring Cheliox, but were freed from slavery several years ago by a benevolent master that purchased you from an auction

after your previous master's death. Yet while the memories of your difficult childhood still haunt you, the hard life did toughen you. You gain a +1 trait bonus on Fortitude saves.

Poverty-Stricken: Your childhood was tough, and your parents had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild. You gain a +1 bonus to Survival checks, and Survival is always a class skill for you.

Rich Parents: You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances and your starting cash increases to 900 gp.

Suspicious: You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Campaign Traits

These traits are specifically tailored to give new characters an instant hook into a new campaign. You will select one of the following feats.

Fey Bloodline: It has been recently revealed to you that you share a bloodline with the fey folk of the First World. Long ago, one of your ancestors carried on a romantic relationship with one of the fey which resulted in a mortal half-fey child. Though the abilities tend to skip a generation or two, the fey blood flows strongly through your veins and manifests as a strong love of nature and an affinity for anything related to the fey. This allure has brought you to Darkmoon Vale, a known haunt of the fey and home to the mysterious Queen Syntira and her faerie court. Due to your fey lineage, you gain a +1 trait bonus to all Knowledge (nature) checks. You also gain the ability to cast the following 0-level spells: *dancing lights*, *ghost sound*, and *mage hand*. You may cast each spell once per day as a spell-like ability. The spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's Save DC is Charisma-based.

Hunter of Legends: You have a passion for fighting monstrous creatures, especially those that are said to stalk Darkmoon Vale's primeval forests, haunted moors, and rugged mountains. You heard tales about the Darkmoon Devil, a legendary creature that stalks the region, and decided to find out if the creature is real. You are also intrigued by tales of the horrific and monstrous creatures lurking in the depths of the infamous Dungeon of

Graves. Your experience in fighting big creatures grants you a +1 trait bonus to attack and damage rolls against creatures of size large or larger.

Lycanthrope Killer: You grew up close to the Arthfell Forest of central Andoran, a region where lycanthrope activity was a fact of life. You killed your first werewolf at a young age when a pack of werewolves attacked your village, home, or caravan, and your hatred of lycanthropes has only grown since then. Something in your past fueled your hatred of lycanthropes even further – perhaps your family was slaughtered by lycanthropes, or maybe you even served a few harrowing weeks as a prisoner of a lycanthrope tribe before a miraculous escape. You have come to Darkmoon Vale, answering the region’s call for brave heroes to help push back the growing threat of the Shadow Pack – a sect of evil lycanthrope druids that seek to overrun the region. You gain a +1 trait bonus on attack rolls and damage rolls made against lycanthropes. If you are a barbarian and you’re fighting lycanthropes, your rage lasts 1 round longer than normal. If you’re a ranger and you select lycanthrope as a favored enemy, your trait bonus on attack rolls and weapon damage rolls against lycanthropes increases to +2. If you’re a spellcaster, you gain a +1 trait bonus to spell save DCs for damaging spells against lycanthropes.

Reclaiming Your Roots: Your great-grandfather or great-grandmother was a member of a famous party of adventurers known as the Company of the Raven. They made their home in a manor house in central Darkmoon Vale, known locally as Ravenswatch Manor. The Company of the Raven made a name for themselves some 80 winters ago for slaying evil monsters and humanoids that threatened the region, and for defending the people of Darkmoon Vale on numerous occasions. Although all of the members of the Company of the Raven are now long dead, a legal document recently surfaced that named you the sole beneficiary of their last will and testament. Although the inheritance offered no treasure, it did name you the rightful heir and owner of Ravenswatch Manor – assuming the document is approved by the local magistrate in Olfden. You have traveled to Darkmoon Vale to claim your inheritance.

Researching the Blot: The strange shadow that has appeared in the sky over Darkmoon Vale, known locally as the “Blot”, has attracted the attention of mystics and scholars from lands far and wide. Either on your own or at the insistence of a mentor/superior/master, you have come to Darkmoon Vale to try to uncover the mystery behind the phenomenon. Due to your intense obsession with history, magic, and arcane phenomenon in general, you gain a +2 trait bonus to all

Knowledge (arcane), Knowledge (history), and Spellcraft checks. These skills are always class skills for you.

Scouting for Fiends: You belong to an organization (most likely a religion) that has definite views on the menace posed by the lower planes. Your superiors are convinced that the mysterious “Blot” that has appeared in the sky over Darkmoon Vale is somehow related to fiendish activity, quite possibly originating in the demon-haunted Dungeon of Graves. You have been dispatched to the region to study it and defeat any menace from the lower planes you find in the region. Your near-obsessive hatred of all things fiendish grants you a +1 trait bonus on all attack and damage rolls made against foes you know to be evil outsiders.

Seeking Adventure: The Pathfinder Society has long intrigued you – tales of the exotic lands and strange discoveries made by Pathfinders have enchanted your dreams and fired your imagination since childhood. When Pathfinders came through your village or neighborhood, they immediately enthralled you with their stories and knowledge. Yet at the time, you were far too young to join them, and when they left for adventure you had to stay behind. Now that you are of age, you’ve traveled to Absalom to apply for membership. The application process went well, and you’re now a full member. Your first

assignment is to travel to Darkmoon Vale – the Pathfinder Society has heard rumors of several ancient structures in the area, and would like to learn more about them. Even more pressing is the mystery behind the phenomenon known as the “Blot” – reports of which are vague at best. If you resolve the mystery behind the Blot, you’re sure the Society would be impressed. You begin the game with your own *wayfinder*, a loan from your venture-captain. You’ve promised to pay your venture-captain 500 gp for the *wayfinder* some day, but for now it’s yours to use.

A *wayfinder* is a magical compass that grants you a +2 circumstance bonus on Survival checks to avoid becoming lost, and can be commanded to emit light as the spell (CL 5th) as a standard action. Further details on the Pathfinder Society and *wayfinders* may be found in the *Pathfinder Chronicles Campaign Setting* (pages 194–195).

Wanderlust: For many generations, your family has taken the love of travel to an extreme, and has roamed the world extensively. Though you’ve separated from your kin, you cannot help but carry on your wandering ways. Your latest stop is Darkmoon Vale. In your lifetime, you’ve seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. You gain a +1 trait bonus to each of the following skills: Diplomacy, Knowledge (local), and

Sense Motive. All of these skills are class skills for you. You also gain two additional languages.