



# 1 CHARACTER BACKGROUND



*It's quite clear, your lordship.”*  
*Ezren nodded at the gigantic tree, etched in counter-relief upon the ancient marble. “This records all the notables of your family, going back a dozen generations.”*

*The royal advisor lifted his torch, the light barely illuminating the highest branches. “Your right is undeniable my lord!”*

*“Well...” The wizard frowned. “Queens, kings, heroes, tyrants—the line is quite strong. There’s even a—ahem—divine connection”*

*“What!?” His majesty spun. “My family is descended from the gods?”*

*“Not... per se.” Ezren grimaced, continuing cautiously. “Do you know of any members of your family born with horns?”*

# IND



## INTRODUCTION

A character background details the significant events, people, and life experiences that make up the origin story of a character prior to his or her role in the saga of a campaign. Some characters are born under extraordinary circumstances, heralded by prophecy and omen; others live completely ordinary lives until some dramatic event casts them onto the dangerous roads traveled by heroes and monsters. A character's background forms the basis for complex motivations and emotional vulnerabilities, and these past experiences guide the way the character responds to circumstances in his or her present life. As the child of a goddess and a mortal, do you view ordinary creatures as inferior beings? Having grown up in abject poverty, how do you react when someone steals from you? If a militant theocracy burned your siblings as heretics, how do you respond to clerics of other religions? When playing a new character, the details in your background give you a quick handle on your past, making it easier to slip into the character's skin and embrace this mind-set in play. As the campaign proceeds, your early adventures gradually become part of that background—a seamless chain of events that make up your life and contribute to your constantly changing and evolving persona.

### HOW TO CREATE A BACKGROUND

There are several ways you can approach character background using *Ultimate Campaign*. One approach is an organic method—brainstorming character details, guided by the questions in the following sections of this chapter. Alternatively, you might use the background generator, starting on page 16 to compile your history randomly. You can also use the charts and tables in the background generator as a springboard for your imagination, deliberately selecting background elements that inspire you or fit the direction you wish to explore.

For published Pathfinder Adventure Paths, you often have the option of selecting campaign traits that tie your character thematically into a specific storyline relevant to that Adventure Path. Check with your GM to see if she can point you to official campaign traits or other traits that may help link your character to the campaign or adventure she's running. Such traits provide a good foundation upon which you can add details from this book, either by rolling randomly or by manually selecting background details that mesh well with your campaign's themes.

No matter how you go about developing your character's background, the next step is to quantify that background in terms of game mechanics. Select two traits (or three traits and a drawback) that capture the background you imagined. Traits and drawbacks begin on page 51. These traits provide small bonuses that reflect skills and knowledge gained from your life experiences. The drawback, if you choose to take one, represents an emotional vulnerability or character flaw that should not only provide a slight

mechanical disadvantage, but also (more importantly) serve as a roleplaying tool for making interesting choices. After all, nobody's perfect!

### Brainstorming Your Background

Before you start working on your background, roll your ability scores and select your race and class. With this basic information determined, you can focus on creating a backstory consistent with those key elements, brainstorming the details of your background in a way that makes sense with your race, class, and attributes.

The following sections of this chapter examine your life leading up to the beginning of the campaign, starting from your birth, proceeding through the formative experiences of childhood and adolescence, and ending with the development of your worldview in early adulthood. Each section poses a number of questions to consider. You don't need to know the answers to *all* of these questions, and some things you might prefer to discover as the game proceeds. However, you may find it easier to step into your character's head if you spend some time contemplating these questions, simply because you'll have more information to draw from. These questions are prompts to focus your imagination toward certain points in your life in order to create strong roleplaying and story hooks for you, your group, and your GM.

### Creating a Unique Character Concept

Sometimes, creating a character that feels original and stands out from others of the same class and race can seem like a challenge. It's easy to fall into playing the stereotype of a race or class—the ale-swilling dwarven fighter with the battleaxe, the quick and wise elven ranger roaming the woodlands with a longbow, the sneaky and childlike halfling rogue, and so on. While there's nothing wrong with these, and they can be a lot of fun—after all, there's a reason they became cultural archetypes in the first place—sometimes you want to try something new. Presented here are some techniques you can use to help you break away from stereotypes.

**Originality:** If you strive too hard to be original, you'll likely be disappointed when you discover that someone else has already implemented your idea in a book, film, game, or other kind of media. Yet, while original *ideas* are hard to come by, every *person* you meet is unique, shaped by his or her individual experiences. Rather than strive for an original concept, try focusing on the experiences that define your character's life and give him his personality and point of view. Specific experiences will help move you away from the stereotypical and cliché.

**The Third Idea:** When you're brainstorming ideas, it sometimes helps to reject the first and second ideas that leap to mind, and instead consider the third, fourth, and fifth ideas you come up with. This way, you're challenging yourself to explore wider, more interesting possibilities full of unexplored story potential. The easy ideas that

spring to mind first probably do so because you've seen them before.

**Opposites:** When you're stuck on an characteristic that strikes you as boring, plain, or stereotypical, decide that the opposite is instead true of yourself. For instance, if you're playing the aforementioned dwarven fighter, perhaps one of the following holds:

- You have taken a vow against drinking, can't hold your liquor, or act in a peculiar, eccentric way when drunk.
- You can't grow a beard.
- You favor a weapon that is not a hammer, axe, crossbow, or other typical dwarven weapon.
- You live in a forest or on an island rather than in the hills and mountains favored by most dwarves.
- You are a pacifist who loathes violence.
- You deeply pity or love orcs and goblins.

Any one of these character quirks can prove ripe for character development and story hooks in the campaign.

**Steal Shamelessly:** Sometimes when starting a new character, you just need a good template or foundation from which to build. Characters from literature, comics, history, real life, or television and film can provide that foundation in an instant. The key is to alter various aspects of the model character until you have changed enough to have an altogether different concept.

How would Count Dracula be different as an elven wizard? What about as a halfling cleric? Are you obsessed with feasting on blood, or are you simply ancient, creepy, solitary, and mysterious?

What about reinterpreting Julius Caesar as a human rogue or a gnome illusionist? Is this human rogue one of three mobsters scheming to eliminate the competition and rule a city the way Caesar eliminated his competitors to rule Rome? Has your gnome illusionist received a prophetic message predicting his own death, as Caesar did from the soothsayer?

Building on the foundations of established characters or people gives you a framework, at which point you just need to give yourself different circumstances in order to inspire a new idea, one that will grow on its own as you continue to play. The initial inspiration or model you choose helps you come to grips with your character quickly without feeling like you have to reinvent the wheel.

Another way to accomplish this is to combine notable traits of two disparate characters from media or history. For instance, how would you play a character with Sherlock Holmes' skill at deduction and Hamlet's indecision? Achilles' battle prowess paired with Nikola Tesla's inventive mind? Merlin's magic with Marie Curie's search for scientific truth? Joan of Arc's faithful conviction and Napoleon's overwhelming ambition?

## USING THIS SECTION

The rest of this section dives deep into your background, starting from birth and early childhood through adolescence and into early adulthood. Each bit has a

number of questions to think (or write) about. As you go through them, you might find a question doesn't apply to you. That's an opportunity to instead think about why it doesn't apply, and what that means about your relationship to the rest of the world. Likewise, if you find you have a short answer to a question, especially "yes" or "no," that's an opportunity to dig deeper into why that's the case.

Above all, don't let creating a background become a burden for you. The goal is to help you play a character, not to paralyze you with decisions you don't want to make right now.

## EARLY LIFE

Experiences in childhood have a monumental impact on the person you become later in life. Family, social class, region, family trade or profession, religion, culture, and major events that occur during your life have a formative influence on your character development and the worldview that you adopt as an adult. As you think about your early life, consider the following questions and imagine your roots in a time long before you gained the knack for the character class you have chosen—after all, almost nobody starts life with their future profession already laid out for them. This information will influence your choice of skills, traits, story feats, and penalties, and help to ground you in the campaign world.

## Circumstances of Birth

Though not all characters are born under unusual circumstances, many cultures have myths of momentous events corresponding with the birth of heroes or villains. Sometimes these are natural phenomena, such as comets, earthquakes, volcanic eruptions, eclipses, or shooting stars. In other instances they are social, political, or religious events such as the crowning of a king or the martyrdom of a prophet. Without precise, convenient calendars in every home, years and eras tend to be remembered for the notable events that transpired within their term, and a character whose birth falls close to a major event may always be associated with that event in the eyes of kin and peers.

Were there any special or magical circumstances that occurred around your birth? Were you born with a special birthmark, or prophesied in ancient texts? Was your birth cursed or blessed by a supernatural being? Imagine the day or year you were born—your parents likely remember it and have described it to you. In what season were you born? Was there a natural phenomenon, such as a great storm or snowfall, an earthquake, or an eclipse? Was it unseasonably warm or mild? Perhaps there was a special event that happened on the day or year of your birth—for example, maybe the local lord held a grand festival, or someone of great fame or significance passed away. Anyone in your community who remembers your birth remembers it for what else occurred in this time. This doesn't need to be a world-shaking event, but it should say something





about you and give a hint as to the events that presaged your coming into the world—for good or ill.

## Family

Your family often has the strongest influence over you as a child. This family doesn't always consist of blood relations, especially in the case of adoptees, foundlings, orphans, or street urchins. Those who raised you as a child and took responsibility for your survival, food, shelter, and protection are your family. A family passes on customs, traditions, religion, and superstitions. Some families nurture, shelter, and safeguard their children; others fight and harm one another. When you start thinking about your background, begin by examining your family life.

**Parents:** The way parents relate to one another often becomes the model for how their children perceive adult relationships. Children carry these views into adolescence and adulthood, consciously or unconsciously embracing their parents' model (even if they later reject it). The way you behave in a romantic relationship (or marriage contract) partly stems from your perception of your parents' relationship.

Who were your parents and how did they meet? Did your parents marry, and if so did they marry for love, money, political power, or some other reason? Was their marriage arranged? Did your parents fight or abuse

one another? Conversely, did your parents get along blissfully, creating an ideal model of love in your mind? Were your parents faithful to one another, or was one (or both) a philanderer? What secrets did you learn about one of your parents that the other did not know? Did your parents separate? Did a parent die? If you grew up with only one parent, how did your other parent deal with the separation from his or her partner? How did (or would) such an event affect your life? Does your family experience cause you to long for a family of your own or cause you to shun the thought?

**Siblings:** Depending on the nature of your family, your siblings might be your closest friends or worst enemies. Sometimes siblings band together for friendship, protection, and support; other times they are divided by competition, favoritism, or resentment.

Think about the family dynamics. If you have siblings, are you close to them? Were you bullied by one or more of your siblings, or protected by them? Were you the eldest child in your family, or otherwise responsible for watching out for your siblings? Did your parents place greater duties, expectations, and responsibilities upon you than upon your siblings? Is there a sibling you are closer to than others, or do you care for all your brothers and sisters equally? Was there a favorite child in your family? Were you that child or was it one of your siblings? Was there a black sheep in your

family? Do you have any bastard siblings, half-siblings, or stepsiblings? If so, what is the nature of your relationship?

**Extended Family:** Grandparents, aunts, uncles, nieces, nephews, and cousins can sometimes be closer than your immediate relations. At the very least, such relatives can be close confidantes outside of your immediate family. Did you have such a favorite relative? What role did this person play in your life, and what family role did she fulfill? Did your immediate family live with, visit, or associate with your extended family, or was your mother or father disowned by his or her side of the family?

**Adoption, Illegitimacy, and Orphanhood:** Growing up adopted, separated from your parents, as an illegitimate child, or on your own as an orphan may have a large effect on your mind-set, prompting questions of identity, driving you to establish yourself in the world, or plaguing you with questions about the circumstances of your birth.

Were you born of two committed parents, the result of a chance tryst, or something else? Were you reared by your birth parents or by someone else, and was that better or worse than the alternative? Did parents of a different race (including wild beasts or monsters) bring you up?

**Parents' Professions:** Your parents' professions were a backdrop against the environment you grew up in, and it's likely you were assigned tasks and chores related to their trades, and expected to learn associated skills.

What were your parents' professions? Did either of them originally come from a different background or profession? Do you have positive or negative feelings about the family trades? Did you assist your parents, or separate yourself from their trades completely? If you helped with a parent's profession, did you learn the skills of the trade when you came of age? Were you expected to carry on that trade, or did the duty fall to one of your siblings? Was there something about the trade that you loved or hated?

## Region

Imagine the geographical region where you grew up, and consider the implications, positive and negative, of growing up there. Think of how the landscape affected your psychology. If you grew up surrounded by desert, did you see it as a barren and featureless wasteland or a wide-open place of endless possibility? If you grew up near a forest, was it a verdant woodland that captivated your imagination or a savage and dangerous place where wild beasts hunted?

The environment around your community could also have influenced your physique and the skills you learned. Were you rugged mountain-folk, wandering forest nomads, peasant villagers, townfolk, city-dwellers, or the sailors from distant islands? Did you learn to survive by gathering roots and vegetables from fields and plains, or track and hunt in the quiet forests? Did you live by your wits in a city's streets and alleyways?

If you grew up near wetlands, rivers, or swamps, you might know how to fish or raft. In the mountains, you

might have developed skill with climbing or skiing. If you grew up in an urban environment and lived your entire childhood within the city walls, what is your perception of the world beyond the city?

Where you grew up also shapes how you see the rest of the world, in varying ways. There's a big difference between a country girl who sees cities with contempt or curiosity and a city boy who looks at the wilderness with wonder or fear.

## Social Rank and Education

In most cultures, the wealthy and privileged stand apart from the common masses. But even the wealthy and powerful have a hierarchy, as do middle class tradespeople and common laborers. The social class to which you belonged as a child influences your education and how you see the world.

If you are of noble birth, you might have grown used to convenience and to commanding others—and expecting them to obey, just as you're expected to obey your betters. You likely had a better education than nearly everyone else.

If you are of common birth, you probably have a very different perception of life, and little if any formal education. Those with rank have power, and you were expected to fall in line. Your common birth is likely apparent in your speech, clothing, and bearing.

What was the economic and social station of your parents? Were they peasant laborers or tradespeople? Were your family members servants to wealthy and powerful people, or did you have wealth or power yourselves? If they were wealthy, was it “old money” or a recent acquisition? Was your family respected in your community?

When you dealt with people of other social classes, how did you treat them? Do you respect people of other social classes, or do you disdain or despise them? Were you ever embroiled in a struggle against someone of higher or lower social rank? What was it about, and what happened as a result? Do you hold with the customs and tastes of your social class or have you rejected them for the customs and manners of a higher or lower class?

## Magic

Most of the standard humanoid races aren't inherently magical, though their members may come to study magic and learn its secrets over time. If you come from a nonmagical culture, the arcane arts might seem strange—like cheating at life or breaking religious taboos. Or perhaps you were taught to embrace magic as a wondrous and fantastic means of accomplishing the impossible.

How much did you know about magic growing up? Was it a part of your everyday life or something that was only spoken about in superstition, tales, and legends? Were you ever placed under a spell or curse? Did you develop any strange, supernatural powers as a child? Did you ever experiment with magic unsupervised? Are you affected by any long-lasting magical effects, including enchantments or curses cast upon you in your early life?



## Religion and Ritual

Parents usually pass their religious beliefs to their children by instructing them in the customs, dogma, practices, rituals, and traditions of their faith. Tradition and ritual play a major part in cultures, determining festivals, initiation rites to adulthood, and holidays. Even if you're not religious, you probably have had some experience with religion as a child, perhaps from a relative, friend, or followers of the dominant faith of the region where you grew up.

Did your parents follow the same faith, and did they instruct you in those teachings? In a world of death and uncertainty, how important were religious beliefs and traditions to your family's life? What was a particular custom of your religion or a tradition your family practiced? What were the ethical or religious taboos? Whether or not you are religious, do you abide by a certain ritual or maintain any taboos? Did you follow the religious teachings of your family or reject them? If you followed them, what comfort did they give during the difficult transition from childhood to adulthood?

## Major Childhood Event

From the perspective of a child, the world is a different place. Depending upon one's circumstances and outlook, the world might seem a lovely paradise filled with wonders or a dreary, meaningless hell brimming with barely contained horrors. The events of childhood meaningfully impact the perception of the world a child carries into adulthood.

With this in mind, describe a significant event from childhood that shaped you and that you still think about from time to time. This might be something personal, like the day you were initiated into a religious order, the circumstances under which you made a lifelong friend, or a time your parent or caretaker punished you severely. On the other hand, it might instead be something that affected other people on a larger scale, such as being caught in the midst of a great fire, surviving a widespread plague, or witnessing a major historical event.

This event is one of the strongest influences on your early life. Look for ways that this event continues to shape your personality in the present.

## ADOLESCENCE

Adolescence is the physical and psychological transition from childhood to adulthood in which you start to become more conscious of the world around you. This is the time when you grow in body and mind, take greater risks, question the rules and structures under which you've lived, and test the boundaries and authorities that put those structures in place. It's also when many key events happen that influence you toward the path of the character class you will one day adopt. Now that you know something of your childhood circumstances, imagine the kinds of risks and choices you might have taken upon entering adolescence. Conversely, imagine the kinds of risks and choices you would avoid because of ethics, family, customs,

tradition, religion, pride, or fear. As you read through the following categories, consider the questions and take some time to visualize the experiences you encountered during this turbulent time.

## Initiation Rites

In most cultures and communities, rites or rituals accompany the transition from childhood into adolescence, even if such customs are informal or unstructured. The formal traditions are usually sacred to the community, as they mark the end of an individual's childhood and the beginning of his life as an adult.

Were there racial customs you observed when you passed from childhood into adolescence? Did your religion ceremonially initiate you as a member of the faith? When did your community recognize you as a young adult, and what privileges and responsibilities came with that status? Do you or your family belong to a special organization, group, gang, company, or guild that requires you to complete a test of adulthood before you may be recognized among its ranks? What family customs, traditions, or heirlooms are passed down to you upon entering adulthood?

## Friends, Allies, and Influences

Desire for acceptance and recognition among one's peers drive the decisions of most adolescents. Some adolescents seek acceptance wherever it's given freely, while others strive to prove themselves in order to win the respect of those they admire. The friendships you make in this transitional time may not be ones that last a lifetime, but these friends are often ones you feel you need so you can survive your youth. These individuals open your mind to new experiences and different points of view, and they have a major influence on your interests, knowledge, and development.

Imagine a person you sought acceptance from as an adolescent. Was this person the savior you needed in a time of crisis, or someone who challenged your beliefs or turned you away from what you'd been taught growing up? As you strived to measure up to this person's esteem, what skills or practices did you learn? Did you have idle time with this person, and how did you fill those hours? What long-term influence did this person have upon the way you think now? If you were friends, are you still friends today?

## Class Event

You are a product of your environment; the various influences of friends, family, and associates; and pure happenstance. Some talents you discovered in childhood have matured into practiced skills during your progress through adolescence. These talents showed an inclination toward a certain career path—in your case, the first steps toward your character class. Think of the class you've chosen to play and imagine the single most important event from your early life that put you on this path. Looking back on your life, is there an event



without which your life might have followed a very different course?

Did your parents send you to a special school to learn magic? Did you have a religious revelation that turned you into a crusader for your deity? Were you kicked out of your home and forced to survive on the streets? Did a wealthy patron hear you playing music and offer you a position in her household as a minstrel? Were you conscripted into the army or given an ancestral weapon or item?

### First Love

As adolescents start to physically mature, they make their first experimental attempts at courtship. These attempts are often deeply felt, passionate, awkward, and unforgettable. Your first experience with courtship may grant you enormous confidence or sap it all away, giving rise to feelings of shame and inadequacy. Maybe you never recovered from the emotional scars of adolescence, always after bearing the pain and humiliation, barricading your heart against emotion. Or maybe you dismissed your own crushed feelings and become a careless charmer or philanderer, always courting one or more lovers, but remaining emotionally distant from all.

Who was your first love? Did you hold mutual admiration for one another, or did you pine from afar? What profession and social class were his or her parents? How long did it

last? Do you know where this person is now, and do you still think about him or her? What lessons did you learn from the experience, and was it a source of joy or pain? Did you court many others after this relationship?

### Duty and Responsibilities

As you grew from a child into someone more physically capable and psychologically aware, your family may have requested more of your help. What duties and responsibilities did you gain? Were these tasks primarily physical or mental in nature? Were they focused toward a profession or were you asked to take on responsibilities of a different or unusual nature? In what way did these activities improve your mind, body, or spirit? If other creatures (such as beasts or monsters) raised you, what was expected of you in that culture?

### ADULTHOOD

When you reach biological maturity, undergo the final initiation rites of adolescence, or reach the age of legal responsibility in your culture, you're considered an adult. At this point, you're the sum of all the feelings, experiences, and choices you have made from birth through adolescence. You are capable of analyzing your past, and your emotional and intellectual response to your experiences shapes your moral and ethical view of the world.





In adulthood, you likely adopt your character class—although some people might assume full careers in the military, academia, the seminary, or a trade years before they begin adventuring, just as others pass through adolescence swiftly and reach maturity at an extremely young age. Playing an older or younger character can vary the party dynamic, and may warrant one extra or one fewer trait during character creation in order to reflect the character's greater or narrower life experience, at the GM's discretion. (See *Young Characters* on page 194.) No matter your age, the experiences of your earlier life are a prologue to the character class you've chosen.

The following categories explore character conflicts and vulnerability that shape your worldview, philosophy, and alignment—the results of your journey to adulthood. As you read through this section, consider the amount of life experience you have upon entering the campaign.

### Conflict and Behavior

Conflict is at the heart of character development. The actions you take in response to conflict define you and determine your alignment. Even if you *perceive* yourself as pure and good, fair and impartial, or wild and individualistic, what do you actually *do* when you're faced with an external or internal conflict and those values are challenged? Do you

adhere to a code of behavior (lawful), look for the best way to resolve the conflict fairly (neutral), or act on impulse according to what feels right in the moment (chaotic)? When resolving a conflict, do you attempt to act in the best interests of others (good), strive for an equal or just resolution for all sides no matter the cost (neutral), or make decisions that benefit yourself at the expense of others (evil)? The choices you make over time add up to determine your moral and philosophical view of the world.

Very few characters consider themselves evil. Evil characters justify their selfish or destructive behavior with reasons they believe to be sound. Likewise, there are many selfless creatures who work tirelessly for the betterment of others but remain too humble and aware of their own flaws to think of themselves as good. When thinking about your alignment, examine the past you have created so far. What alignment would you give yourself while in character? Which one are you really?

### Vulnerability

As you grow up, you struggle against various opposing forces and people in your environment—siblings, parents, peers, bullies, laws, and so on. You learn to insulate yourself against physical and emotional harm while making decisions that will protect you, your loved ones, or your interests. These conflicts can leave emotional scars, or vulnerabilities.



A vulnerability is a chink in your armor, something you love or fear that affects you on the deepest level. Hard choices—the ones that truly dictate alignment—are grounded in emotional vulnerability. When someone is pushing your buttons, that person is exploiting an emotional vulnerability, playing on your cares, personal insecurities, fears, or foibles. Since the most interesting characters to watch, read, and play are those with an emotional vulnerability, giving yourself one goes a long way toward making you a complex and fully realized individual as well as providing strong story hooks for your GM.

Character vulnerabilities come from strong emotions—such as love and fear—rooted in experiences from your developmental years. In childhood, you gain your first impressions of the world, love, loyalty, and friendship. In adolescence, you struggle for acceptance among superiors and peers, dealing with complex new emotions, philosophies, and ways of perceiving the world. Think of a lesson you learned in childhood. Did it cause you to view the world in a more positive or negative light? How does this lesson still affect you today? Name an occasion from adolescence that caused you pain. Looking back on that experience, how do you feel about it today? Has your viewpoint changed? Did you deserve the pain? Do you still bear a grudge against those who wronged you? These events might correspond to choices you made earlier as you developed your background.

In your adult life, name one person or thing you cherish or love and one person or thing you hate or fear. Are your feelings about these people or things known? If so, who knows? Now think of one person or thing that brings you happiness, pleasure, or contentment, and one person or thing that annoys, saddens, or disgusts you. What makes you feel this way? What part of yourself do you hide from the world, and why? If this person, object, memory, belief, or value was attacked or exposed, how far would you go to defend it?

Some characters work to make themselves impervious to emotion and attachment. Such characters include solemn monks, mercenary warlords, ruthless assassins, and dangerous sociopaths, to name just a few. Yet even they protect some emotional core hidden behind their internal walls. If you are playing an “emotionless” character, how deep is this core buried, and under what circumstances might it be penetrated or revealed? What could someone else possibly say or do to make you reveal a hidden side of yourself? What is the one thing that matters most to you, and what would you do if you lost it?

### Friends, Associates, and Companions

It's not necessary for you to know all of your adventuring companions when you start a campaign, but establishing prior connections within the group facilitates party and story cohesion. In campaigns where all the characters start as strangers, the story can feel disjointed or the game unbalanced since the party consists of independent individuals with little reason to cooperate or care about

## TWO QUIRKS AND A FLAW: QUICK AND DIRTY CHARACTER ESTABLISHMENT

If you're pressed for time or you're looking to create the basics of a character as simply as possible, establish the essence of your personality by thinking of two quirks and a flaw. Quirks are specific attributes of your personality or psyche: character traits, compulsions, eccentricities, or uncommon physical features. These shouldn't be commonplace or mundane. “Tall” is a poor one, but “too big for my body” could be great. “Charismatic” is weak, but “flirts with nearly everybody I meet” is specific and actionable. “Homebody” is not as good a quirk as “feels tired, uncomfortable, and hungry away from home.”

Add a flaw the same way. Instead of merely being “arrogant,” maybe you “believe I'm smarter than anyone I know.” Perhaps you're not so much “proud” as “afraid of being wrong and looking stupid.” Rather than “greedy,” you may be “terrified of dying poor and hungry.”

When you choose an attribute or trait to use as a quirk or flaw, you can dig deeper into the concept by asking yourself how and why. If you're shy, *how* shy are you? So shy that you can never look anyone directly in the eye? If you're paranoid, *why* are you paranoid? Maybe everyone you've ever trusted betrayed you? Homing in on desires and fears will help answer those questions. For the sake of brevity, the background generator uses basic descriptors for quirks and flaws. Take a little time to further build on those bare-bones descriptors with these sort of details, which will help color in an otherwise simple, nondescript character.

one another. In contrast, campaigns that begin with one or two characters knowing each another are easier to get moving, since those characters have history—a set of shared memories that ties them together. In drama, scenes between people who know one another, even if only by reputation, tend to be more compelling than scenes between people with no prior relationship.

Consider the other characters in your group. Pick one or more of them and establish a prior acquaintance or connection. Did you meet once in the past while working for the same employer? Have you been lifelong friends? Were you competitors for the love of someone else? Did you have a past or current rivalry? Are you related? Do you know one another by reputation? If so, what have you heard?

Finally, no character is an island; even evil characters interact with people outside their immediate friend group from time to time. Think of someone outside your party who you come into regular contact with. Who is this person, and what does he or she mean to you? Are you friends? Lovers? Enemies? What influence might this person have over you? What's your influence over this person? Share this NPC with your GM as a contact for story development and future adventures.



# BACKGROUND GENERATOR

The background generator is intended to remove the creative pressure that can sometimes frustrate players as they try to flesh out the murky details of their characters' backgrounds. This generator provides these details with either a simple roll of the die or the players deliberately selecting from options on the furnished tables and lists. Think of each element on the background generator's tables as a piece of story material that you can link together with other random pieces to create a story you otherwise might now have imagined. Use this tool to inspire creativity rather than as hard-and-fast rules to mandate rigid and seamless character backgrounds. Though the generator provides many foundational details of a character's background, it takes some creative thought to massage the specifics together. As you use the generator, feel free at any point to reject or reroll contradictory elements or ones that go against your vision of the emerging character. Like the background questions presented earlier in this chapter, the ideas on these tables are simply suggestions designed to channel and focus your imagination.

To generate a background, you roll on a number of tables and subtables, but before you do this, you must decide the gender, race, and class of your PC. Such decisions will help to inform the tables you'll use. After you've determined these basic character elements, you can begin using the background generator to determine your character's unique background by following the three steps summarized below, which are detailed further in the pages that follow.

**Step 1—Homeland, Family, and Childhood:** Determine the circumstances of your birth, your parents' profession, and a major childhood event (see pages 16–24). To determine the number of siblings you have, roll on the table appropriate for your race. For each sibling you have, roll d%; 01–50: the sibling is female, 51–100: the sibling is male. Then roll on table 1–22 (see page 19) to determine the relative age of the sibling.

**Step 2—Adolescence and Training:** Determine the circumstances and events that defined your adolescence and the training you received, as well as create an influential associate from this time in your life (see pages 25–45).

**Step 3—Moral Conflict, Relationships, and Vulnerabilities:** Determine a major conflict in your past, the other party involved, and how you resolved the conflict. Also determine your romantic relationships, relationships with fellow adventurers, and personality drawbacks (see pages 46–51).

While rolling on the tables in these three steps, you are sometimes granted access to a trait (see page 51), story feat (see page 64), or drawback (see page 66). Upon gaining access to one of these rules elements, write it down. At the end of background generation, you can choose up to two of the traits you've gained access to. If you gained access to at least one drawback, you can take one of those drawbacks to gain an additional trait you have access to (following the normal rules for trait selection). When you gain access to a story feat, it means you've met the prerequisite for the feat and can take it at any time, not just at character creation.

## Step 1—Homeland, Family, and Childhood

The tables below determine the basics of your family and homeland. These establish the circumstances of your upbringing, the composition of your family, and your family's social standing, as well as a major event you experienced in childhood. To determine these aspects of your background, do the following:

1. Find the sections for your race and roll on the Homeland, Parents, and Siblings tables within the section (Table 1–1 through Table 1–24). If you have siblings, also consult Table 1–22 and Table 1–23 to determine the relative age of your siblings and the race of adopted siblings.
2. Roll on Table 1–25, page 20, to determine the circumstance of your birth. Based on those circumstances, you may have to roll on Table 1–26 through Table 1–28 to determine details of those circumstances.
3. Roll on Table 1–29 to determine a major childhood event, page 20.
4. Proceed to Step 2—Adolescence and Training on page 25.

## DWARF

Many dwarves come from industrious and tight-knit communities of like-minded individuals who work together to accomplish a common goal.

### TABLE 1-1: DWARF HOMELAND

d%	RESULT
01–40	<b>Hills or Mountains:</b> You gain access to the Goldsniffer race trait and the Highlander regional trait.
41–80	<b>Underground:</b> You gain access to the Surface Stranger regional trait and the Tunnel Fighter race trait.
81–87	<b>Non-Dwarven Town or Village:</b> You gain access to the Brewmaster race trait and the Militia Veteran regional trait.
88–95	<b>Non-Dwarven City or Metropolis:</b> You gain access to the Brewmaster race trait and the Vagabond Child regional trait.
96–100	<b>Unusual Homeland:</b> Roll on Table 1–24.

### TABLE 1-2: DWARF PARENTS

d%	RESULT
01–60	Both of your parents are alive.
61–73	Only your father is alive.
74–86	Only your mother is alive.
87–100	Both of your parents are dead. You gain access to the Orphaned social trait.

### TABLE 1-3: DWARF SIBLINGS

d%	RESULT
01–80	1d4 biological siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.

81-90	1d4+1 biological siblings. You gain access to the Kin Guardian combat trait.
91-95	1d3-1 biological siblings and 1d3-1 adopted siblings. With two or more siblings, you gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
96-100	No siblings.

## ELF

Elves are often raised in insular elven communities, and the longevity of these people means that elven children often grow up with the help of a large social network.

**TABLE 1-4: ELF HOMELAND**

d%	RESULT
01-60	<b>Forest:</b> You gain access to the Log Roller regional trait.
61-80	<b>Non-Elven City or Metropolis:</b> If you're an elf, you gain access to the Civilized social trait and the Forlorn race trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait.
81-95	<b>Non-Elven Town or Village:</b> If you're an elf, you gain access to the Forlorn race trait. If you're a half-elf, you gain access to the Failed Apprentice race trait.
96-100	<b>Unusual Homeland:</b> Roll on Table 1-24. If you're an elf, you gain access to the Forlorn trait. If you're a half-elf, you gain access to the Elven Reflexes race trait.

**TABLE 1-5: ELF PARENTS**

d%	RESULT
01-79	Both of your parents are alive.
80-87	Only your father is alive.
88-95	Only your mother is alive.
96-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-6: ELF SIBLINGS**

d%	RESULT
01-80	1d2 biological siblings. If you roll 2 siblings, you gain access to the Kin Guardian combat trait.
81-85	1d4+1 biological siblings. You gain access to the Kin Guardian combat trait.
86-90	1d4+1 biological siblings. 1d3-1 of these siblings are half-elves, adopted, or a mix of the two (your choice). You gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
91-100	No siblings.

## GNOME

The capricious and carefree gnomes of the world are widespread and varied. They typically either form their

own gnome communities or integrate themselves into other humanoid societies.

**TABLE 1-7: GNOME HOMELAND**

d%	RESULT
01-30	<b>Forest:</b> You gain access to the Log Roller regional trait and the Animal Friend race trait.
31-65	<b>Non-Gnome Town or Village:</b> You gain access to the Animal Friend race trait.
66-95	<b>Non-Gnome City or Metropolis:</b> You gain access to the Rapsallion race trait.
96-100	<b>Unusual Homeland:</b> Roll on Table 1-24.

**TABLE 1-8: GNOME PARENTS**

d%	RESULT
01-90	Both of your parents are alive.
91-93	Only your father is alive.
94-96	Only your mother is alive.
97-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-9: GNOME SIBLINGS**

d%	RESULT
01-50	1d4 biological siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.
51-60	1d4-1 biological siblings and one adopted sibling. With two or more siblings, you gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
61-100	No siblings.



## HALF-ELF

Born of two very different worlds, half-elves rarely have easy childhoods. Torn as half-elves are between disparate peoples, the presence of their families helps ensure they do not grow up totally alone, though orphaned half-elves have to create families of their own.

**TABLE 1-10: HALF-ELF HOMELAND**

d%	RESULT
01-25	<b>Raised in an Elven Homeland:</b> Roll on Table 1-4.
26-75	<b>Raised in a Human Homeland:</b> Roll on Table 1-19.
76-95	<b>Forest:</b> You gain access to the Log Roller regional trait.
96-100	<b>Unusual Homeland:</b> Roll on Table 1-24.

**TABLE 1-11: HALF-ELF PARENTS**

d%	RESULT
01-20	Both of your parents are alive.
21-55	Only your father is alive.
56-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-12: HALF-ELF SIBLINGS**

d%	RESULT
01-20	1d2 half-siblings (either elf or human, your choice). With two or more siblings, you gain access to the Kin Guardian combat trait.

21-30	One half-elf sibling. You gain access to the Kin Bond magic trait.
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31-100	No siblings.
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## HALF-ORC

Only rarely the result of a happy union between the humans and orcs that bring them into the world, half-orcs are often regarded as monsters. This bleak reality makes those rare half-orcs, cherished as much as the young of any other race, even more extraordinary.

**TABLE 1-13: HALF-ORC HOMELAND**

d%	RESULT
01-25	<b>Subterranean:</b> You gain access to either the Scrapper race trait or the Surface Stranger regional trait.
26-60	<b>Orc Settlement:</b> You gain access to the Scrapper race trait.
61-75	<b>Raised in a Human Homeland:</b> Roll on Table 1-19.
76-90	<b>No True Homeland:</b> You have lived a life on the run and gain access to the Outcast race trait.
91-100	<b>Unusual Homeland:</b> Roll on Table 1-24.

**TABLE 1-14: HALF-ORC PARENTS**

d%	RESULT
01-10	Both of your parents are alive.
11-35	Only your father is alive.
36-60	Only your mother is alive.
61-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-15: HALF-ORC SIBLINGS**

d%	RESULT
01-60	1d6+1 orc siblings. You gain access to the Kin Guardian combat trait.
61-70	1d4 human siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.
71-80	One half-orc sibling.
81-100	No siblings.

## HALFLING

Social and amicable by nature, halflings fit equally well in both communities of humans and those of their wily kinsfolk. Prone to wanderlust, halflings can be found anywhere civilized humanoids settle.

**TABLE 1-16: HALFLING HOMELAND**

d%	RESULT
01-50	<b>Halfling Settlement:</b> You gain access to the Civilized social trait and the Well-Informed race trait.
51-80	<b>Human Settlement:</b> You gain access to the Child of the Streets social trait and the Well-Informed race trait.
81-95	<b>Traveling Band or Caravan:</b> You gain access to the Friend in Every Town social trait.
96-100	<b>Unusual Homeland:</b> Roll on Table 1-24.



**TABLE 1-17: HALFLING PARENTS**

d%	RESULT
01-70	Both parents living.
71-80	Only your father is alive.
81-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-18: HALFLING SIBLINGS**

d%	RESULT
01-30	1d2 siblings. With two siblings, you gain access to the Kin Guardian combat trait.
31-90	1d4+1 siblings. You gain access to the Kin Guardian combat trait.
91-100	No siblings.

## HUMAN

As diverse as they are widespread, humans tend to grow up in small or large societies of people with similar origins and histories, though individuals' paths may run the gamut from idealized to tragic.

**TABLE 1-19: HUMAN HOMETLAND**

d%	RESULT
01-50	<b>Town or Village:</b> You gain access to the Militia Veteran regional trait.
51-85	<b>City or Metropolis:</b> If you're a human, you gain access to the Civilized social trait and the Vagabond Child regional trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait. If you're a half-orc, you gain access to the Brute race trait and the Vagabond Child regional trait.
86-95	<b>Frontier:</b> You gain access to the Frontier-Forged regional trait.
96-100	<b>Unusual Homeland:</b> Roll on Table 1-24.

**TABLE 1-20: HUMAN PARENTS**

d%	RESULT
01-50	Both of your parents are alive.
51-70	Only your father is alive.
71-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

**TABLE 1-21: HUMAN SIBLINGS**

d%	RESULT
01-40	1d2 siblings. With two siblings, you gain access to the Kin Guardian combat trait.
41-70	1d2 siblings and 1d2 half-siblings (roll d% to determine each one's race; 01-50: half-elf, 51-100: half-orc). You gain access to the Kin Guardian combat trait.
71-90	2d4 siblings. You gain access to the Kin Guardian combat trait.
91-100	No siblings.

## SIBLINGS

If you have at least one sibling, roll on Table 1-22 to determine the relative age of each sibling. For each adopted sibling, roll on Table 1-23 to determine that sibling's race.

**TABLE 1-22: RELATIVE AGE OF SIBLING**

d%	RESULT
01-48	Your sibling is older than you.
49-96	Your sibling is younger than you.
97-100	You and a sibling are twins (identical or fraternal, your choice). Roll on this table again. If you roll this result again, you are one of triplets; otherwise, your sibling's relative age determines which of you emerged first.

**TABLE 1-23: RACE OF ADOPTED SIBLING**

d%	RESULT
01	Aasimar
02	Catfolk
03-04	Changeling
05	Dhampir
06	Duergar
07-16	Dwarf
17-26	Elf
27	Fetchling
28	Gillman
29-38	Gnome
39	Goblin
40	Grippli
41-50	Half-Elf
51-60	Half-Orc
61-70	Halfling
71	Hobgoblin
72-81	Human
82	Ifrit
83	Kitsune
84	Kobold
85	Merfolk
86	Nagaji
87	Orc
88	Oread
89	Ratfolk
90	Samsaran
91	Strix
92	Suli
93	Svirfneblin
94	Sylph
95	Tengu
96	Tiefling
97	Undine
98	Vanara
99	Vishkanya
100	Wayang





## UNUSUAL HOMELAND

You grew up in a region not typically associated with the lands that your people call home. Roll on Table 1–24 to determine the homeland of your family. If the result is one that is typical for your race, this region is one where there are few other members of your race, outside of your family.

**TABLE 1-24: UNUSUAL HOMELAND**

d%	RESULT
01–10	<b>Subterranean:</b> You gain access to the Surface Stranger regional trait.
11–25	<b>Mountains:</b> You gain access to the Highlander regional trait.
26–40	<b>Plains:</b> You gain access to the Savanna Child regional trait.
41–50	<b>Town or Village:</b> You gain access to the Militia Veteran regional trait.
51–60	<b>City or Metropolis:</b> You gain access to the Civilized social trait and the Vagabond Child regional trait.
61–70	<b>Forest:</b> You gain access to the Log Roller regional trait.
71–80	<b>River, Swamp, or Wetlands:</b> You gain access to the River Rat regional trait.
81–85	<b>Desert:</b> You gain access to the Desert Child regional trait.
86–90	<b>Sea:</b> You gain access to the Sea-Souled regional trait.
91–95	<b>Tundra:</b> You gain access to the Tundra Child regional trait.
96–100	<b>Another Plane:</b> Your GM chooses the plane. You gain access to the Scholar of the Great Beyond faith trait.

## CIRCUMSTANCE OF BIRTH

Roll once on Table 1–25 to determine the circumstances of your birth.

**TABLE 1-25: CIRCUMSTANCE OF BIRTH**

d%	RESULT
01–40	<b>Lower-Class Birth:</b> You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement. You gain access to the Poverty-Stricken social trait. Roll 2d20 on Table 1–26: Parents' Profession to determine your parents' occupation, instead of rolling d%.
41–65	<b>Middle-Class Birth:</b> You were born to the middle class, which includes merchants, artisans, and tradespeople. You likely grew up in a good-sized settlement, and one of your parents is likely associated with a guild or other trade organization. As a free person, you don't experience the bondage of serfdom or peasantry, but you also lack the privilege of the nobility. You gain access to the Artisan social trait and the Merchant social trait.
66–70	<b>Noble Birth:</b> You were born to privilege among

the nobility. Unless one of your parents is the regent, your family serves a higher-ranked noble but lesser nobles serve your family in turn. You gain access to the Influence social trait and the Rich Parents social trait. Roll on Table 1–28: Nobility to determine your family's noble rank.

71–72	<b>Adopted Outside Your Race:</b> You were not raised by your birth family and grew up in a family of a different race than your own. Roll on Table 1–27: Adopted Outside Your Race.
73–77	<b>Adopted:</b> You were not raised by your birth family, but taken in by another family within your race or culture. Roll twice instead of once on Table 1–26: Parents' Profession—once for your birth family and a second time for your adoptive family. You gain access to traits granted by both sets of parents.
78–81	<b>Bastard Born:</b> Your parents had a tryst that resulted in your birth out of wedlock. You know one of your parents, but the other remains unknown or a distant presence at best. You gain access to the Bastard social trait and the Shamed story feat.
82	<b>Blessed Birth:</b> When you were born, you were blessed by a being of great power such as an angel, azata, or genie. This blessing has protected you from certain peril or marked you as special to some deity. You gain access to the Blessed faith trait and the Birthmark faith trait.
83–84	<b>Born of Violence:</b> Your birth was caused by violent, unwilling means. You have one parent, and the other likely remains unknown. You gain access to the Axe to Grind combat trait and the Bastard social trait.
85	<b>Born out of Time:</b> You were born in a different era, either the distant past or the far future. Some event has displaced you from your time, and the ways and customs of the present seem strange and alien to you. You gain access to the Scholar of the Great Beyond faith trait.
86–87	<b>Born into Bondage:</b> You were born into slavery or servitude. Your parents are likely slaves or servants, or you were sold into slavery as an infant. You gain access to the Life of Toil social trait.
88	<b>Cursed Birth:</b> When you were born, a powerful fiendish entity tainted your blood in some way and cursed you as an agent of dark prophecy. You gain access to the Fiend Blood bloodline race trait and the Accursed story feat.
89–90	<b>Dishonored Family:</b> You were born into a family that once was honored among your society but has since fallen into disgrace. Now your family name is loathed and maligned by those who know it, putting you on your guard. You gain access to the Reactionary combat trait, the Lost Legacy story feat, and the Redemption story feat.
91–92	<b>Heir to a Legacy:</b> You are the heir to a family with an old name and a distinguished past. Your

	family might be wealthy or middle class, but your name itself is worth twice your fortunes. You gain access to the Influence social trait and the Rich Parents social trait.
93–94	<b>Left to Die:</b> When you were born you were left to die, but by some twist of circumstance you survived. You gain access to the Courageous combat trait, the Savage social trait, and the Arisen story feat.
95	<b>Marked by the Gods:</b> A deity has marked you. That mark can be on your body or your soul. You gain access to the Birthmark faith trait, the Sacred Touch faith trait, and the Prophet story feat.
96	<b>Energy Infused:</b> During your birth you were exposed to potent source of divine energy. You gain access to the Sacred Conduit faith trait and the Sacred Touch faith trait.
97	<b>Progeny of Power:</b> You were born during a particularly powerful conjunction or in some other time of power. You gain access to the Magical Talent magic trait, the Charming social trait, and the Sacred Touch faith trait.
98	<b>Prophesied:</b> Your birth was foretold, as recently as during the last generation to as far back as thousands of years ago. You gain access to the Prophesied faith trait.
99	<b>Reincarnated:</b> You have been reborn in many cycles, and may be reborn in many more until you accomplish the ultimate task for which you are destined. You gain access to the Reincarnated faith trait, the Arisen story feat, and the Forgotten Past story feat.
100	<b>The Omen:</b> The sages, priests, or wizards of your society decreed your birth an omen of a coming age or event—perhaps you are an omen of promise, perhaps one of dark times ahead. You gain access to the Omen faith trait.

## PARENTS' PROFESSION

Most of the time, your parents both come from the same social stratum. It's uncommon, but not unheard of, for people to marry outside their caste. Roll on Table 1–26 to determine the principal profession of your parents.

**TABLE 1-26: PARENTS' PROFESSION**

d%	RESULT
01–05	<b>Slaves:</b> You gain access to the Life of Toil social trait.
06–25	<b>Serfs/Peasants:</b> You gain access to the Poverty-Stricken social trait.
26–30	<b>Entertainers:</b> You gain access to the Talented social trait.
31–34	<b>Soldiers:</b> You gain access to the Tactician combat trait.
35–37	<b>Sailors:</b> You gain access to the Worldly social trait.
38–40	<b>Thieves:</b> You gain access to the Child of the Streets social trait.

41–55	<b>Yeomen:</b> You gain access to the Savanna Child regional trait.
56–70	<b>Tradespeople:</b> You gain access to the Artisan social trait and the Life of Toil social trait.
71–85	<b>Artisans:</b> You gain access to the Artisan social trait.
86–95	<b>Merchants:</b> You gain access to the Merchant social trait.
96–100	<b>Clergy or Cultists:</b> You gain access to the Child of the Temple faith trait.

## ADOPTED OUTSIDE YOUR RACE

If you made a roll that determined your character was adopted outside your race, roll on Table 1–27 to determine the type of creature that raised you.

**TABLE 1-27: ADOPTED OUTSIDE YOUR RACE**

d%	RESULT
01–05	<b>Adopted by Dragons:</b> For its own purposes, a dragon raised you as its own. You have learned the language and history, wisdom, power, and might of dragonkind. You gain access to the Blood of Dragons bloodline race trait and the Magical Knack magic trait.
06–10	<b>Adopted by the Fey:</b> Your adoptive parents were fey creatures such as korreds, pixies, or a dryad. You gain access to the Charming social trait and the Magical Knack magic trait.
11–13	<b>Raised Among the Dead:</b> Your adoptive parent is a nonliving creature, such as a spectre, ghost, lich, or vampire. You were likely raised in empty ruined halls, among tombs and crypts, by a creature that feeds on life. What its purpose was for raising you, none can say. You gain access to the Deathtouched bloodline race trait, the Magical Knack magic trait, and the Glimpse Beyond story feat.
14–19	<b>Raised by Angels:</b> Angels attended your birth and took you to live with them in the heavens. These cosmic beings expanded your view to encompass not just the world but the larger universe. You know that wherever you go, your angelic parents watch over you. You gain access to the Blessed faith trait.
20–25	<b>Raised by Beasts:</b> When you were separated from your biological parents, you were found and raised by wild beasts. Your ways are the ways of the wild, and along with your advanced survival instincts you've adopted the natural habits of a specific beast. You gain access to the Resilient combat trait and the Feral Heart story feat.
26–70	<b>Raised by Civilized Humanoids:</b> You were raised by a community of civilized humanoids of a race different from your own (chosen by your GM). Your attitudes, beliefs, and values reflect that race, although characteristics of your true nature frequently emerge. You gain access to a race trait from the race that raised you.



71–95 **Raised by Savage Humanoids:** You were raised by savage humanoids such as orcs, kobolds, gnolls, troglodytes, or lizardfolk. As a result, your values, customs, and traditions are those of your adoptive parents, though characteristics of your true nature frequently emerge. You gain access to the Savage social trait.

96–100 **Fiend Raised:** You were separated from your natural parents and raised by a fiend who taught you the cruelty and malice of the gods and worked to fashion you into its own mortal instrument to corrupt innocent souls. You gain access to the Fiend Blood bloodline race trait and the Damned story feat.



## NOBILITY

As a person of noble rank, you have access to a degree of wealth, privilege, or influence beyond that of the common people. If your character is of noble birth (and comes from a society where the nobility uses a traditional structure of rank), roll on Table 1–28 to learn your parents' position among the ruling class.

**TABLE 1–28: NOBILITY**

d%	RESULT
01–60	<b>Gentry:</b> You are the child of a minor lord, lady, or noble with an income, hereditary land such as a manor, and titles. You likely grew up in a manor and your parents were paid tribute by peasants. Your parents serve a higher baron, count, or duke.
61–78	<b>Knight:</b> You are the child of a knight, a noble with estates, titles, and lands who serves a lord. Your family has sworn an oath of fealty to a liege—such as a baron, count, or duke—and commits to military service in his or her name. As the child of a knight, you may serve as a squire to another knight while pursuing your own path to knighthood.
79–85	<b>Baron:</b> You are the child of a baron or baroness, a noble responsible for a land encompassing several smaller manors that pay tribute. Your parents receive orders directly from the monarch, and you're expected to attend the royal court. You are entitled to hereditary estates, titles, and land.
86–91	<b>Count:</b> You are the noble child of a count or countess. Your family members receive hereditary titles, land, and estates, and are among the most wealthy nobles in your domain. Knights and minor lords pay tribute to your family, and your parents attend directly to the monarch. You're expected to attend the royal court.
92–96	<b>Duke:</b> You are the child of a duke or duchess, the most powerful noble in the realm apart from the royal family. Your parents attend directly to the monarch and have the highest place at court. Your lands, titles, and estates are significant, and many lords and knights serve under your parents' command.
97–99	<b>Minor Prince:</b> You are the child of a prince or princess, and part of the royal family. You aren't the next in succession, but your power and wealth are grand indeed.
100	<b>Regent:</b> You are a prince or princess, the son or daughter of the monarch. You owe fealty directly to your parents, and to no one else. Few command the power and wealth you do, and your presence inspires great respect, if not total awe, among those who kneel before the crown.

## MAJOR CHILDHOOD EVENT

During your childhood, you were influenced by a significant event that helped to shape the person you became. Roll on Table 1–29 to determine the type of event that shaped you in early childhood.

**TABLE 1-29: MAJOR CHILDHOOD EVENT**

d%	RESULT
01-05	<b>Academy Training:</b> You attended a private academy where you studied a number of skills and gained training in your current profession. Whether you were a brilliant student or a dropout, the university environment was your home for a good portion of your formative years. You gain access to the Focused Mind magic trait.
06-10	<b>Betrayal:</b> A friend or family member whom you trusted more than anyone else betrayed you. You have never fully trusted anyone since and prefer to rely on your own abilities rather than place your trust in others. You gain access to the Suspicious social trait.
11-15	<b>Bullied:</b> In your early life, you were a victim—easy prey for those stronger or cleverer than yourself. They beat you when they could, using you for their sport. This abuse nursed a powerful flame of vengeance. You gain access to the Bullied combat trait.
16-20	<b>Competition Champion:</b> You distinguished yourself at an early age when you won a competition. This might have been a martial contest of arms, a showing of apprentice magicians, high stakes gambling, or something mundane like an eating championship. You gain access to the Influence social trait and the Champion story feat.
21-25	<b>Death in the Family:</b> You were profoundly affected by the death of the relative closest to you—a parent, grandparent, favorite sibling, aunt, uncle, or cousin. This death affected you profoundly, and you’ve never been able to let go of it. You gain access to the Reactionary combat trait and the Deny the Reaper story feat.
26-30	<b>Died:</b> You died, or came so close to death that you walked the boundary between the realms of the living and the dead. Having passed from life’s domain once, you have a unique perspective on life, perhaps even a greater appreciation for it—or maybe your experience caused you to reject all trivial things, focusing only on matters of true import. You gain access to the Fearless Defiance faith trait and the Arisen story feat.
31-35	<b>Fall of a Major Power:</b> In your early years, an old power with far-reaching influence fell into decline. This could have been an empire, a major organization or gang, or a person such as a benevolent king or evil dictator. Your early

## CRIME AND PUNISHMENT

If you have the Criminal social trait, roll on Table 1–30 to determine the crime for which you were accused or convicted. After determining the crime, roll on Table 1–31 to learn the severity of the punishment you received—or have yet to receive—for having been judged guilty.

**TABLE 1-30: CRIME**

d%	CRIME
01-10	Adultery
11-20	Arson
21-30	Burglary
31-40	Heresy
41-50	Minor offense (sumptuary law)
51-60	Murder
61-70	Rebellion/treason
71-80	Robbery
81-90	Smuggling
91-100	Unlawful use of magic

**TABLE 1-31: PUNISHMENT**

d%	PUNISHMENT
01-10	Beating
11-20	Branding
21-30	Exile
31-40	Fine
41-50	Imprisonment
51-60	Stocks
61-70	Torture
71-80	Trial by combat
81-90	Trial by fire
91-100	Trial by water

memories were founded in a world where this great power affected your region for good or ill. You gain access to the Worldly social trait.

- |       |  |
|-------|--|
| 36-40 | <b>Fell in with a Bad Crowd:</b> In your youth, you ran with a brutal, evil, or sadistic crowd. You might have belonged to a gang, a thieves’ guild, or some other nefarious organization. It was easy to cave in to pressure and do whatever they told you to do, and your outlook is colored by moral ambiguity. You gain access to the Child of the Streets social trait. |
| 41-45 | <b>First Kill:</b> You’ve had blood on your hands since your youth, when you first took the life of another creature. Whether this act repulsed you or gave you pleasure, it was a formative experience. You gain access to the Killer combat trait and the Innocent Blood story feat.   |
| 46-50 | <b>Troubled First Love:</b> Your first love was everything you imagined it would be. That is, until you were separated from your beloved. This may have been the result of distance, changing perspectives, death, or differences in class or  |



family. Some have said this made you jaded—you think it has granted you insight on how the world really works. You gain access to the Worldly social trait and you roll a d12 instead of a d20 on Table 1-56: Romantic Relationships.

51-55 **Imprisoned:** Your criminal record began when you were young. You were imprisoned, punished, and possibly displayed in public as a criminal. Whether or not you committed the crime, the experience has stayed with you. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23. You also gain access to the Liberator story feat.

56-60 **Inheritance:** A great sum of wealth or property was bequeathed to you at an early age, providing you with extraordinary means. Daily costs of living have ceased to concern you, and you've learned that there is little that money cannot buy. You gain access to the Rich Parents social trait.

61-65 **Kidnapped:** You were kidnapped at some point in your childhood. The kidnappers might have been pirates, slavers, thieves looking for ransom, a powerful guild seeking to blackmail your parents, a cult, and so on else. Before you were released, were ransomed, or escaped, you picked up on various aspects of the criminal underworld.

You gain access to the Canter social trait and the Liberator story feat.

66-70 **Magical Gift:** When you were a child, you found, stole, or were given a magic item that gave you an extraordinary ability. You may have used this item for mischief, crime, or good. Since that time, magic items have always held a special fascination for you. You gain access to the Magical Talent magic trait.

71-75 **Major Disaster:** You witnessed—and survived—a major disaster in your childhood years, such as a great fire, flood, earthquake, volcano, or storm. It obliterated the settlement where you lived, whether a small village, large city, or entire island. You gain access to the Resilient combat trait and the Unforgotten story feat.

76-80 **Mentorship/Patronage:** A mentor or patron took an interest in your development and volunteered to train or sponsor you. This creature's motives might not be entirely clear, but without its influence you would not be who you are. You gain access to the Mentored social trait.

81-85 **Met a Fantastic Creature:** When you were only a child, you made contact with a magical creature, such as a dragon, unicorn, genie, pixie, or similar creature. You learned a powerful lesson or a magic trick from that creature. This meeting changed your life and made you different from the other children. You gain access to the Gifted Adept magic trait.

86-90 **Ordinary Childhood:** Your childhood was fairly ordinary, with no major blessing or catastrophe—a stark contrast to an adventuring life. You lived your life in anticipation of growing up so you could affect the dull backdrop upon which your mundane life was painted. Now that you've grown, it's easy to miss those tranquil days where nothing ever seemed to happen. You gain access to the Ordinary social trait.

91-95 **Raiders:** A horde of raiders attacked your settlement and killed several of your people. This could have been a tribe of brutal humanoids or the conquering army of a civilized nation. As a result, you harbor deep resentment toward a particular faction, race, or country. You gain access to the Axe to Grind combat trait, the Foeslayer story feat, and the Vengeance story feat.

96-100 **The War:** You grew up against the backdrop of a major military conflict that affected much of your childhood world. You became accustomed to a short food supply, living in occupied territory, and moving from place to place. Several of the people you knew in your childhood were lost in the war, including members of your family. You gain access to the Vagabond Child regional trait and the Deny the Reaper story feat.



## STEP 2—ADOLESCENCE AND TRAINING

The training you undertake during your youth decides the person you will become in adulthood. To determine these aspects of your background, do the following:

1. Roll on the class table corresponding to the class you've selected (Table 1–32 through Table 1–50).
2. Roll on Table 1–51 on page 44 to determine an influential associate.
3. Proceed to Step 3—Moral Conflict, Relationships, and Resolutions on page 46.

### ALCHEMIST

Instead of wielding magic as divine and arcane casters know it, alchemists master fiery concoctions and mutagens by studying formulae that unlock the secrets of reagent reactions. Though some alchemists use their discoveries and knowledge of rare and exotic components to benefit the world, others are not so scrupulous with their powerful potables. Roll on Table 1–32 to determine what event inspired you to study alchemy.

**TABLE 1–32: ALCHEMIST BACKGROUNDS**

d%	RESULT
01–10	<b>Accidental Discovery:</b> Your keen intellect has always been an asset in your studies of the alchemical arts, but along with your logic and rationale, you have a “sense” for alchemy. This intuition sometimes leads to discoveries through methods most of your peers would never have thought possible, but that you somehow know will work. You gain access to the Alchemical Intuition magic trait.
11–20	<b>Firebug:</b> Although you've studied all aspects of the alchemist's craft, you have a talent for fire. Fire has always been a seductive and powerful force that you have either embraced with glee or focused care. You are adept at exploiting a weakness to fire when you recognize it. You gain access to the Focused Burn magic trait.
21–30	<b>Wasn't Strong Enough:</b> You suffered something at an early age that made you feel powerless. Maybe a relative died from plague, a friend was crushed beneath rubble you were too weak to move, or some other horrible tragedy occurred. You turned to alchemy to transcend the limitations of your physical form. Your relentless dedication has made your bolstering abilities more persistent. You gain access to the Enduring Mutagen magic trait.
31–40	<b>Magic for the Uninclined:</b> You were always interested in the arcane, but lacked the innate magic of sorcerers or the single-minded dedication possessed by wizards. As a disciple of science, the magic of faith was also closed to you. You dedicated yourself to alchemy, focusing on extracts that mimic the magic you once hoped to wield.

That original interest in magic still grants you occasional rare insight into the workings of your formulae. You gain access to the Cross-Knowledge magic trait.

41–50	<b>Master Craftsman:</b> The first time you saw air mix with the shapeless goo of a tanglefoot bag or shielded your eyes at the heatless light of a sunrod, you became ensnared by the wonders of alchemy. You've since labored to learn the secrets to crafting such items. You gain access to the Alchemical Adept magic trait.
51–60	<b>Physician:</b> Alchemy was the natural outgrowth of your time spent learning the healer's craft. Your first extracts were the accidental byproduct of making poultices and elixirs. Continuing your studies, you found the natural compassion you had as a healer mixing with an alchemist's cold logic, forging you into a clinician unlike most others. You gain access to the Precise Treatment magic trait.
61–70	<b>Formulae Stickler:</b> To you, alchemy is a delicate and complex symphony requiring multiple different elements to work together to produce the perfect result. Though others in your craft come up with ways to substitute certain ingredients when making bombs or mutagens, you disdain such practices, deeming them pollutions. To you, there is always a perfect ingredient and its addition makes your alchemy more potent. You gain access to the Meticulous Concoction magic trait.
71–80	<b>Nature's Foe:</b> You lost something or someone important to you through the cruel indifference of nature. Perhaps you watched someone get swallowed by a storm-tossed sea or witnessed a summer forest fire destroy your home and all of your possessions. No matter the impetus, the unpredictability of nature made you feel small and helpless. Your subsequent devotion to alchemy has been in no small part due to a desire to exert control over nature itself, a domineering intent palpable to all creatures of nature. You gain access to the Unnatural Revenge social trait.
81–90	<b>To Recreate a Miracle:</b> Your life or the life of someone you loved was saved by a magical elixir. Witnessing this instilled a sense of awe for the art of alchemy. Although your research has not yet been able to recreate the sheer potency of that draught long ago, your years questing to duplicate it have made you adept at brewing potions. You gain access to the Perfectionist's Brew magic trait.
91–100	<b>Mad Alchemist:</b> Rampant curiosity and a near fearlessness of the unknown drove you to experiment with the rudiments of alchemy. That curiosity has uncovered interesting alchemical secrets, at the cost of alchemical instability. Some consider your experiments mad. You gain access to the Unstable Mutagen magic trait.





## BARBARIAN

Barbarians are fueled by an almost supernatural rage that helps them loose the volatile stores of adrenaline within their bodies. This rage stays with the barbarian throughout her life as an adventurer, and she learns to refine her fits of passionate anger only over time. Yet each barbarian's rage is different and personal. It comes from the primal depths of her soul, and cannot be manufactured. Only a select few can channel that purest, deepest rage into overpowering combat prowess. Roll on Table 1–33 to determine the event that caused you to first experience your rage.

**TABLE 1–33: BARBARIAN BACKGROUNDS**

d%	RESULT
01–10	<b>Vengeance:</b> When you were young, a great wrong was done to you, a loved one, your family, or your people. This experience tore you apart and reduced you to a being of primal emotions. Dreams of vengeance became your only promise of comfort. You gain access to the Axe to Grind combat trait, the Foeslayer story feat, and the Vengeance story feat.
11–20	<b>Champion of a God:</b> At your coming-of-age ritual, your deity, totem, or patron spirit sparked your soul with a religious zeal. This entity might be a beast spirit, a warmongering god, a demon lord, or some other supernatural entity. In the name of this otherworldly force you become an unstoppable warrior—the bane of all your tribe's foes. You gain access to the Inspired faith trait and the Champion story feat.
21–30	<b>Conquest:</b> Upon coming of age, you went on your first raid, where you learned the thrill of violence and chaos and the satisfaction that came with the spoils of your victory. When your enemies dare to stand against you, your rage rekindles until you have conquered and subdued them. You gain access to the Killer combat trait.
31–40	<b>Hated Foe:</b> In your formative years, you learned to despise a certain individual, tribe, kingdom, empire, race, or monster due to some slight it inflicted upon you or your people. This foe lurks ever close to your thoughts. So intense is your hatred that the mere thought of this foe can incite your rage. You gain access to the Reckless combat trait and the Foeslayer story feat.
41–50	<b>Personal Flaw:</b> There is a part of yourself that you hate more than anything else. In your adolescence, you first realized this imperfection—to your lasting shame. This might be a gentle part of yourself you wish to eliminate or a brutal, prideful, greedy, or monstrous side you can't control. Your rage is fueled by self-loathing, or
51–60	<b>Hatred of Civilization:</b> When you first encountered civilization in your youth, its weak and decadent people revolted you. Once, such people were free and strong, but rules and laws made them feeble. Your rage is the wild part—the pure part—of yourself that separates you from the craven ways of “civilized” people. You gain access to the Savage social trait.
61–70	<b>Persecution:</b> You grew up under the persecution of another power—perhaps a rival tribe, an expansionistic empire, or a tribe of violent monsters. Beaten and bloodied, your people barely survived the onslaught. But the beatings made you strong and taught you how to channel the pain into something useful. Since that time, the flame of rage has burned inside you, waiting to be released against your oppressors. You gain access to the Bullied combat trait.
71–80	<b>One of a Dying Breed:</b> You grew up knowing that your people were slowly dying out—that your extinction was inevitable in the face of the changing world. In youthful vigor, you declared that your fire would not be snuffed without a fight. Your rage stems from the desperate desire to be remembered, to make a mark upon the world before the sun sets on your dwindling kind. When you rage, a single thought permeates your burning mind: If you're going down, you're taking everyone with you. You gain access to the Reactionary combat trait.
81–90	<b>Chaos Embraced:</b> You grew up in wild lands where there were no laws except for those of nature—the laws of the predator and the prey. You searched for meaning in the world, in the gods, in the prayers of priests, in the patterns of the stars, but you found nothing. There is no true order to the natural universe except for that of raw and unbridled power. Chaos is the natural state of all things, and that's how you like it. You gain access to the Unpredictable social trait.
91–100	<b>Bloodthirsty:</b> The first time you spilled a deserving foe's blood and watched the thing's life ebb out onto the hard ground, you found yourself filled with a mad, euphoric ecstasy like none other. The memory of this visceral experience returns to you in every battle, like an insatiable addiction that can only be abated with further bloodshed. You gain access to the Bloodthirsty combat trait and the Innocent Blood story feat.

by projecting this part of yourself onto a foe you wish to destroy. You gain access to the Axe to Grind combat trait.

## BARD

Bards have a talent for song and story, and they come to their careers by developing this talent as they pick up on a smattering of other skills. Roll on Table 1–34 to determine the incident that brought you to that path.

**TABLE 1-34: BARD BACKGROUNDS**

d%	RESULT
01–10	<b>Celebrity:</b> In your formative years, you saw a player or troupe of players perform before an enthralled audience. That’s when you decided that you wanted to be up on that stage performing for the adulation of the crowd. As a minor celebrity, you gain access to either the Charming social trait or the Influence social trait.
11–20	<b>Cultural Mandate:</b> There has always been a revered storyteller in your culture. This could be an official skald, a royal minstrel, the washerman who spins parables and folk wisdom, or the old farmer who tells tall tales at the pub. Ever since you were young, your community has groomed you to fulfill this role. As a silver-tongued storyteller, you gain access to the Fast Talker social trait.
21–30	<b>Dabbler:</b> Whether you grew up rich or poor, you refused to accept the limits imposed by your social class or means. In your youth, you determined to learn a little bit of all there was to know. You may not be the master of any one career, but the breadth of your experience is wide, textured, and diverse. You gain access to the Worldly social trait.
31–40	<b>For Love:</b> When you were young, you tried to express yourself to your beloved using song or poetry. Driven by desire, you refined your skill and learned to articulate raw emotion in story and song. You gain access to the Ear for Music religion trait and the True Love story feat. You roll a d12 instead of a d20 on Table 1–56: Romantic Relationships.
41–50	<b>Gift:</b> Someone gave you a special instrument or a collection of songs and stories at a time in your life when you needed them most. You have treasured this object above all other possessions, and it started you on a path to new songs and stories. You gain access to the Seeker social trait.
51–60	<b>Ongoing Patron:</b> When you were young, a person with money or power took an interest in your art and sponsored you. Most of what you created was dictated by the patron’s tastes, and you probably still work for this patron, who maintains a strong influence over your life. You gain access to the Oathbound faith trait.
61–70	<b>Spy:</b> Someone once asked you to employ your artistic talents as an excuse to observe a person, steal an object, or retrieve a piece of information. Infiltrating various houses and estates in the guise of an actor, minstrel, or storyteller, you honed

your art while being paid better than most other performers. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.

71–80	<b>Troupe of Players:</b> You were born into, helped found, or fell in with a troupe of traveling players. You spent your early years rambling from one place to another—from tavern to tavern, town to town, or even between countries. Long hours traveling gave you plenty of time to practice and hone your skill. You gain access to the World Traveler human race trait (which you may take regardless of your race).
81–90	<b>Virtuoso:</b> One day, you picked up an instrument or told a tale, and your raw natural ability captivated everyone who saw you perform. Words and music have always come to you effortlessly, as naturally as breathing. You gain access to the Talented social trait and the Magnum Opus story feat.
91–100	<b>Worldshaker:</b> Since childhood, you’ve observed the world around you and translated those observations into story and song. Your unique, unabashed vision resonated with the audience, revealing new perspectives as well as simple truths. You’re used to people quoting your words and looking up to you, though some authority figures deem you a rabble-rouser and troublemaker. You gain access to the Natural-Born Leader social trait.



## CAVALIER

A cavalier is a mounted warrior who abides by some edict or code—even a personal code that may apply only to that cavalier. How exactly this pattern of moral judgments and personal beliefs came to be serves as the foundation of a cavalier’s call to duty. Roll on Table 1–35 to determine how you obtained the code that set you upon the cavalier’s path.

**TABLE 1–35: CAVALIER BACKGROUNDS**

d%	RESULT
01–10	<b>Tragedy and Loss:</b> In your formative years, you experienced a significant tragedy that forged you into the person you’ve become. You gain access to the Grief-Filled social trait.
11–20	<b>Faith:</b> You embraced a religious faith at an early age and devoted your life to its ideals. You soon learned that it was not enough to follow and worship. Faiths need champions—people capable of defending the virtues, tenets, and precepts of the

faith from those who would seek to corrupt, alter, or destroy it. You gain access to the Indomitable Faith faith trait.

21–30 **Champion of the People:** You grew up among common people. You were close to these people and you witnessed their oppression, their suffering, and their helplessness. Someone needed to stand up and protect them, and that someone would be you. You gain access to the Militia Veteran regional trait, the Champion story feat, and the Town Tamer story feat.

31–40 **Squired:** You were a young squire who served a very different kind of knight. This knight taught you more than the art of battle: she taught you to live by a strict code to guide your actions and your sword. You gain access to the Influence social trait and the Oathbound faith trait.

41–50 **Military Order:** At the beginning of your career, you served with a company of mercenaries, rogues, and professional soldiers. The experience taught you how to work strategically with diverse groups. You gain access to the Tactician combat trait and the Worldly social trait.

51–60 **Personal Code:** In your early years, you made sense of the chaotic, disorderly world you grew up in by formulating your own code of ethics and behavior. Though you are the ultimate arbiter and authority over this code, you do not break it, for without it your existence loses all meaning. You gain access to the Principled faith trait.

61–70 **Equestrian:** The first time you rode a horse, you discovered a kinship with it and knew you were born to ride, and the superior horsemanship you gained through your bond with the animal propelled you into the ranks of the cavaliers. You gain access to the Beast Bond social trait.

71–80 **Entitlement:** You became a cavalier early in your career, not by personal action or effort but by family favor, connections, or promotion. You were given fine weapons, tactical training, a mount, and the edicts of your order. Now you must learn how to follow them. You gain access to the Rich Parents social trait.

81–90 **Honor Bound:** Long ago, a promise was made that you are bound to fulfill. This could be a vow you made in your youth, or one made by an ancient forebear. Regardless, you must follow a cavalier’s code despite any personal doubts or misgivings until you have fulfilled the terms of the oath. You gain access to the Oathbound faith trait.

91–100 **Old Soldier:** When you were young, you discovered an ancient chivalric oath sworn by knights of yore. Though the beautiful edicts of this oath seem to have been forgotten by the world, this old way fulfills you and gives you purpose. You gain access to the Inspired faith trait.



## CLERIC

Clerics are not merely people of religious faith—they are devoted servants who wield true divine power from their deities. The particular path that steers a cleric toward her faith can mean the difference between a demon-worshipping cultist and a lawful harbinger of her deity's blessed faith. The following background events outline some of the ways clerics find their faith. Roll on Table 1–36 to determine how you came to your faith.

**TABLE 1–36: CLERIC BACKGROUNDS**

d%	RESULT
01–10	<b>Angelic Encounter:</b> A supernatural being, such as an angel or demon, appeared to you and proclaimed that you were destined to perform a great task in service to your god. You might have tried to deny it—and you even might still have doubts—but eventually you took up the mantle of a holy warrior and chose to meet this destiny head on, either to prove to yourself that you're worthy of such a destiny or to show your supernatural messenger that you cannot be pigeon-holed so easily. You gain access to the Prophesied faith trait.
11–20	<b>Atonement:</b> In your youth, you committed actions you are not proud of. Your deeds left dark stains upon your soul, ones so deep they might take a lifetime to wash away. When you hit rock-bottom—whether through greed, addiction, hedonism, or simply lack of good sense—you turned to faith, vowing to atone for all of the horrible acts you've committed. You gain access to the Oathbound faith trait.
21–30	<b>Converted:</b> In your early life, you followed a different faith, a different god or powerful entity, or perhaps no faith at all. A representative of your current faith showed you the error of your ways and converted you, and you couldn't be happier. You can only hope to do for others what this individual did for you. You gain access to the Inspired faith trait.
31–40	<b>Devoted:</b> From your earliest memory, you've had a close relationship with your deity. This entity has been a constant presence in your life: your greatest comfort, best companion, truest love, or some combination of the three. You've never had to see or speak with your deity to know that he watches over you, and the beliefs and criticisms of others do not faze you—your faith is enough. You gain access to the Blessed faith trait and the Fearless Zeal story feat.
41–50	<b>Healed:</b> As a child, you were afflicted with a terrible physical or mental illness or a debilitating wound that prevented you from functioning in society. A miracle worker touched your body and commanded you to be well,

and—for perhaps the first time in your life—you were whole. Now you live your life in tribute to the deity whose divine healer restored you, and perhaps hope to bestow similar gifts unto deserving nonbelievers. You gain access to the Sacred Touch faith trait and the Battlefield Healer story feat.

51–60	<b>Reborn:</b> You died or nearly died. In the midst of this experience, your mind came to a place of quiet where you witnessed your deity or its agents pulling your body and spirit back from the brink of death. Every day since has been a gift, and you strive to understand the reason you have been saved while countless others perish. You gain access to the Deathtouched bloodline race trait and the Arisen story feat.
61–70	<b>Religious Colony:</b> You grew up in a religious colony or settlement. This may have been a small village in the hinterlands or a kingdom-sized theocracy devoted to a single religion. When you came of age, you decided to serve your god and country as a cleric, a choice that garnered respect, dignity, and honor among your people. You gain access to the Natural-Born Leader social trait.
71–80	<b>Revelation:</b> In your youth, a deity granted you visions or dreams that revealed startling truths. These visions might have been prophetic, deeply insightful, or filled with extraordinary solutions to problems that plagued you, your family, or your community. So powerful and compelling were the visions that you devoted your life to the deity. You gain access to the Worldly social trait.
81–90	<b>Sanctuary:</b> When you were young, you did a very wicked deed—or were accused of one—and fled to the only place that could shelter you from the law. You found sanctuary among the worshipers of a deity, and they took you in and protected you. In time, you joined the faithful to serve their cause in the world, though the shadow of your past sin still lurks beyond the church's walls. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.
91–100	<b>Taken in by the Church:</b> You spent your youth in a church or monastery serving as an acolyte or doing menial work on the grounds, either taken in as an orphan, sent there by your equally devout parents, or by taking on the faith of your own volition. The traditions and rituals of the religion served as your way of life throughout your adolescence, and you left that pious community with the skills to champion your faith in the world. You gain access to the Child of the Temple faith trait.





## DRUID

Druids come by their primal power in various ways. One druid might receive her power from an elemental creature, and another might learn it from a beast or the fey. Roll on Table 1–37 to determine the event that caused you to come into your power.

**TABLE 1–37: DRUID BACKGROUNDS**

d%	RESULT
01–10	<b>Lost in the Wild:</b> You got lost in the wilderness and were forced to survive on your own. You may have wandered desert dunes, thick forest, or high mountains—or perhaps you were shipwrecked on a desert island. Young and vulnerable, you feared the natural dangers of the world at first, but acclimated to the natural way of life as you learned to tap into the primal power of the world. You gain access to the Resilient combat trait.
11–20	<b>Fey Meeting:</b> Walking in the woods, you met a fey creature, such as a brownie, elf, nymph, gnome, sprite, or treant. This magical being taught you how to tend the natural world in the gentle manner of the fey. You gain access to the Magical Knack magic trait.
21–30	<b>Spirit of Nature:</b> Through a ritual, vision, or dream, you communed with a primordial spirit of

nature. In the form of a majestic beast, this spirit charged you with preserving the natural world from those who would destroy it. You are instilled with the spirit of this creature—a small fragment of its power grows in you as you mature. You gain access to the Sacred Touch faith trait.

31–40	<b>Tree Tender:</b> You learned to care for plants in your youth by tending a small garden, orchard, grove, or field. These plants flourished like no others. You’ve always understood plants better than people. You gain access to the Devotee of the Green faith trait.
41–50	<b>Druid Circle:</b> You discovered, or were initiated into, a circle of druids that protects an expanse of wilderness. The druids taught you of their duty to nature and the powers that the natural world granted them. Soon you learned enough to join the circle as an initiate. You gain access to the Mentored social trait.
51–60	<b>Civilized Outcast:</b> For a time, you lived in an urban environment. But you soon discovered that social communities, bureaucracies, and laws made you feel constrained and unnatural. You left civilization and retreated into the wild at the first opportunity. You still retain the lessons, habits, and refinements of civilized behavior, but your heart belongs to nature. You gain access to the Civilized social trait.
61–70	<b>Savage:</b> You spent your formative years among a tribe or village far from civilization. The elders chose you as successor and taught you the lore of the elements and the animals. You gain access to the Savage social trait.
71–80	<b>Raised by Beasts:</b> You were reared in part by wild animals. Most of what you know you learned by observing these beasts, their natural instincts being unburdened by artifice or manipulation. Even though you possess a humanoid body, the beasts recognize you as one of their own. You gain access to the Animal Friend gnome race trait (which you may take regardless of your race) and the Feral Heart story feat.
81–90	<b>Avatar:</b> Once you were an ordinary youth. But when the natural world needed saving, the land chose you as its champion, lending you as much power as you were able to control. You might not understand the reasons for your power, but you are one with nature and your will is the will of the world. You gain access to the Child of Nature religion trait.
91–100	<b>Beastlord:</b> Natural birds and beasts have always obeyed you. From your earliest years, you’ve possessed a gentleness or a power that allows you to communicate with animals as though you shared a common language. Perhaps you have fey blood or traces of lycanthrope ancestry. You gain access to the Beast Bond social trait.



## FIGHTER

Those who become fighters take up the sword for many reasons. Some fight for coin, others for duty, and others for survival. Roll on Table 1–38 to determine the event that led you to this profession.

**TABLE 1–38: FIGHTER BACKGROUNDS**

d%	RESULT
01–10	<b>Adventure:</b> Since you can remember, you sought to become a great warrior. Inspired by legends of the past or personal heroes of your civilization, you longed to wield steel and carve your way in the world. You gain access to the Seeker social trait.
11–20	<b>Conscripted:</b> You didn't choose the military life so much as you were drafted into it. You have a non-military background and skill set. Who knows what course your life might have taken had you not been forced to take up arms? You gain access to the Worldly social trait.
21–30	<b>Duty:</b> You took up the sword because no one else would. When a great danger threatened your home, you stepped forth to meet the challenge, though you were only a youth with just the strength of your arm and steadfastness of your courage to see you through. You gain access to the Courageous combat trait.
31–40	<b>Gladiator:</b> As an adolescent, you learned to fight and kill because your master made you, and if you had not learned, you would be dead. Killing was a way of life—a means of survival. At first you did it because you had to, but that soon changed when you heard the chorus of the crowd. You gain access to the Killer combat trait, the Life of Toil social trait, and the Champion story feat.
41–50	<b>Joined the Watch:</b> Your village, town, city, or tribe needed new recruits for the volunteer watch patrol, and you joined up—whether for money, duty, peace, or power. This rudimentary training gave you an understanding of civilized justice and showed you how to wield a weapon with skill. You gain access to the Militia Veteran regional trait.
51–60	<b>Knighted:</b> Your military path began when you were knighted or made a squire to a knight. Your family's status could have influenced this event, or you might be a simple commoner rewarded with a title for a rare feat of courage. As a member of the nobility, you gain access to the Influence social trait.
61–70	<b>Mercenary:</b> Everyone needs to earn a living, and in your youth you were fast, strong, or tough enough to fight for pay. There are good causes and bad causes, but at the end of the day, it all comes down to money. Sometimes you got easy jobs, like guarding merchant caravans; other times the jobs are rough, like fighting in a rebel lord's private army. You gain access to the Mercenary social trait.

71–80 **On the Street:** You spent adolescence in a seedy part of town. You learned to fight dirty and fight mean. Turns out you were good at it. Your skills drew the interest of gang and guild leaders, tavern keepers, and anyone else who needed hired muscle. You gain access to the Child of the Streets social trait.

81–90 **Schooled:** You learned to fight in a structured environment where you were exposed to a variety of weapons, armor, strategies, and tactics. You learned to fight as part of a unit, how to follow orders and how to command a squad. You gain access to the Tactician combat trait.

91–100 **Survival:** You spent some part of your life in the wild—in places that abide by the laws of nature rather than those of civilization. You survived by being stronger, faster, and more cunning than the predators. That meant you fought not for coin, honor, or principle, but for your very life. You gain access to the Resilient combat trait.





## GUNSLINGER

Armed with dangerous, emergent technology and blessed with death-defying luck and skill, gunslingers are practically born to be legends. But for every gunslinger who rises to epic fame as a hero or villain, another has been left lifeless at the hands of the weapon she sought to master. Regardless of this destiny, however, no other class is so wedded and intrinsically linked to a single kind of weapon as the gunslinger. How she came to possess, learn, and master the unique power of firearms forms the backbone of every gunslinger's current motivations. Roll on Table 1–39 to determine what event caused you to choose the way of the gun.

**TABLE 1–39: GUNSLINGER BACKGROUNDS**

d%	RESULT
01–10	<b>Any Fool Can Swing a Sword:</b> Sometime during your youth, you came to the conclusion that most melee and ranged weapons are crude and primitive compared to firearms. It puzzles you that anyone with martial aptitude deigns to devote their skill to anything other than firearms. You disregard such “lesser” weapons and prefer the feel of your trusty firearm over any other tool of war. You gain access to the Reckless Contempt combat trait.
11–20	<b>Bucking Tradition:</b> You come from a proud tradition of ancient arms and august codes of conduct like those followed by paladins, cavaliers, and samurai. Instead of following in the vaunted steps of your predecessors, though, you chose to learn the art of firearms to the shock and perhaps even anger of your family and peers. Your break with tradition fostered in you a nearly insurmountable will that fuels your identity as a gunslinger. You gain access to the Resolve of the Rejected combat trait.
21–30	<b>Custodian of the Future:</b> Firearms are not just an effective implement for killing or a curious mechanical trinket; they are the next step in the technological development of your people. Your passion for the workings of your weapons has you constantly assembling and dismantling firearms to truly understand their mechanics. This ongoing dedication improves your ability to repair firearms and make them deadlier while in your skilled hands. You gain access to the Unblemished Barrel combat trait.
31–40	<b>Defining Moment:</b> Guns are inexorably linked to a moment where your life dramatically changed. Perhaps you were so sickly as a child that you couldn't turn a crossbow's winch or bend a bow, but firearms showed you that you could still hunt and fight. Perhaps you picked up a firearm in a desperate moment to help a wounded gunslinger and knew that you had just taken
	your first step along the same path. A firearm at your side instills in you a sense of purpose and destiny that no one can take away. You gain access to the Black Powder Fortune combat trait.
41–50	<b>Look at What I Can Do:</b> The lure of something new and showy drove you to first pick up a gun. Although several near mishaps taught you to respect the volatile weapon and the powder that powers it, you still enjoy doing trick shots and getting the oohs and aahs of a crowd. You gain access to the Black Powder Bravado combat trait.
51–60	<b>Mechanical Savant:</b> For you, the lure of firearms is not the effect they produce, but the science and mechanical process behind the effect. Your endless tinkering and perfectionism have made your own gun easier to upgrade. You gain access to the Just Like New combat trait.
61–70	<b>Black Powder Presence:</b> You grew up belittled and even beaten for not being the biggest or the strongest of your compatriots, family, or race. With no burgeoning aptitude for magic, you looked for some other way to exceed those who found superiority in brute strength—and you found it in gunslinging. You gain access to the Larger Than Life combat trait.
71–80	<b>Sacred Charge:</b> Your gunslinger training is more than just martial skill—it's a calling. Perhaps you are part of an elite group of guards serving and defending a temple or faith. Conversely, you might come from a land where firearms represent the pinnacle of your society's advancement or are the last vestige of those who came before. Your sense of higher purpose allows you to fight on and keep firing when winning seems impossible. You gain access to the Never Stop Shooting combat trait.
81–90	<b>Shock and Awe:</b> The sound and fury of gunfire is as potent a weapon as the pellets and bullets your weapon discharges. You live for the reflexive wince that others make when they jump at the sound of a firearm, and laugh heartily at the amazement you inspire in others with your cacophonous black-powder weapons. You gain access to the Startling Report combat trait.
91–100	<b>Some Things Are Stronger Than Magic:</b> You grew up either oppressed by magic cruelly wielded or loathing the elitism of those who possessed such arcane or divine power. Searching for something nonmagical that relies on skill and practice led you to the study and wielding of firearms. You relish trumping pompous spellcasters with a quick draw and a keen eye. You gain access to the Black Powder Interjection combat trait.



## INQUISITOR

Bolstering the ranks of both good and evil deities, inquisitors draw their power from unwavering convictions to the causes of their gods. Unlike clerics and oracles, however, inquisitors are less interested in the theological and metaphysical aspects of faith and belief than what they consider to be the harsh realities of defending that faith. Roll on Table 1–40 to determine what event made you temper your faith with stern judgment.

**TABLE 1–40: INQUISITOR BACKGROUNDS**

d%	RESULT
01–10	<b>Bureaucracy’s Bane:</b> You chose the inquisitor’s path because you have no taste for the petty rules and regulations that mire the leaders of your faith in inaction and inefficacy. You know that you are an instrument of your deity and that your directives do not require intercession by the less motivated. You gain access to the Focused Disciple faith trait.
11–20	<b>Chaplain:</b> You learned long ago that in the heat of battle and under the pall of war, even the most devout can waiver in faith. You subsequently dedicated yourself to stewarding the faith of soldiers and allies in times of great conflict. You gain access to the Battlefield Disciple combat trait and the Battlefield Healer story feat.
21–30	<b>Exemplar:</b> You found early on that you lacked the logic or the vocabulary to communicate the virtues of faith—more precisely, <i>your</i> faith—to others. You decided that the best way to foster respect and appreciation for your god was not with words, but with action. You gain access to the Beacon of Faith faith trait.
31–40	<b>Failed Cleric:</b> Your original training in divine magic was as a cleric, but your faith eventually distilled into you the ability to hear lies and see weaknesses in the “unfaithful.” You gain access to the Schooled Inquisitor faith trait.
41–50	<b>Faith-Bringer:</b> You know that in order to bring the light of your deity to others, you must traverse hostile territories and face even more hostile inhabitants. You gain access to the Weathered Emissary social trait and the Fearless Zeal story feat.
51–60	<b>False Witness:</b> You’ve seen innocent people suffer due to another’s lies. While these injustices made you feel powerless, they’ve also kindled a desire in you to punish those who regard truth so cheaply. You gain access to the Vigilant Battler combat trait.
61–70	<b>Few Left to Safeguard the Faith:</b> You are the vanguard of your faith. Perhaps you are a pilgrim for a good deity in an unholy land, or the secret enforcer of a sect that operates in the shadows of the world. You are accustomed to working alone and with little guidance from the superiors of your church, trusting your own moral judgment to act on behalf of your god. This certainty acts as a defense

against the magic of other, “lesser” deities. You gain access to the Disdainful Defender faith trait.

71–80 **Temple Detective:** Your ability to sniff out falsehood and see weakness in others made you uniquely suited to guard the religious houses of your order. You gain access to the Truth’s Agent social trait.

81–90 **The Path of Righteous Rage:** Your faith does not manifest in calm prayer or serene meditation. You achieve the transcendent feeling of the divine when you are in the throes of battle for your deity. You gain access to the Indelible Ire combat trait.

91–100 **Zealot:** Your devotion is fanatical and your powers are clearly proof of your connection with the divine. Although you know that other gods bestow similar powers upon their own disciples, you either revile or pity those of “lesser” faiths. You gain access to the Zealous Striker faith trait.





## MAGUS

The rare spellcasters known as magi dedicate themselves to the synthesis of two separate disciplines: sword and spell. This core of all magi can be embraced only with ambition and purpose. Roll on Table 1–41 to determine what event drove you to blend martial powers and magical ability.

**TABLE 1–41: MAGUS BACKGROUNDS**

d%	RESULT
01–10	<b>A Mage without Magic:</b> Early in your arcane training, you were exposed to antimagic. The powerlessness you felt from all of your magic being stripped away left you feeling desperate and helpless. You vowed to never be that helpless child again, to be strong in such moments, putting you on the path of the magus. You gain access to the Dispelled Battler combat trait.
11–20	<b>Conflicting Legacy:</b> You were born to a family or clan with two great pedigrees: one of magic and one of battle. Unable to choose either path for fear of alienating a mentor or parent, you sought to master both. Your dedication to the blending of martial and magical has been so intense that your martial prowess feeds your arcane power. You gain access to the Arcane Revitalization magic trait.
21–30	<b>Ready for Anything:</b> For you, the path of the magus is not about the fluid blend of disparate fields of study or conquering an insurmountable challenge, but the art of preparation for any obstacle that comes your way. A dedicated and logical person, you hone the magus affinity for operating all manner of magical devices from blind luck to a refined procedure. You gain access to the Pragmatic Activator magic trait.
31–40	<b>Lost Teacher:</b> Your magus training was interrupted when you lost your teacher through the displacement of your family, lack of funds to continue schooling, or the teacher’s unexpected death. Despite this hardship, the time you spent with your mentor had already sown the seeds of your training and you’ve been able to continue on your own in the time since—ceaselessly seeking, reading, and learning from any magical text you can find. You gain access to the Self-Taught Scholar magic trait.
41–50	<b>Promise Keeper:</b> Your dreams of becoming a wizard were cut short by unfortunate circumstances, such as the death of your family or clan’s matriarch or patriarch, hostile invading forces, conscription in the army, and so on. This forced you to become a protector and stunted the growth of your studies. Though you have successfully blended the two disciplines, you still
	long for the unfulfilled potential of your career as a wizard. You gain access to the Cross-Disciplined magic trait.
51–60	<b>Shameful Secret:</b> You come from either a proud military and martial background or a legacy of skilled wizards. When you developed an aptitude for two different powers viewed as incompatible by your family or teachers, it drove you to hide half of your abilities and to pretend full-blown competency with the other. Some of the tricks you used to perpetrate this deception have stayed with you to this day. You gain access to the Partial Protege magic trait.
61–70	<b>Spell Backfire:</b> At some point during your magical training, you attempted to cast a spell and failed. But rather than being wasted, the arcane energy reabsorbed itself into your body, waiting to be reused in some other way. When the arcane energy exploded outward through your staff or some other instrument you wielded, you received your first glimpse of the ways that magic could be repurposed—a versatility you retain today. You gain access to the Malleable Magic magic trait.
71–80	<b>Spell’s Edge:</b> The first time you held a magic weapon and felt the thrum of arcane energy within, you knew that magic and melee were meant to be joined. Since that moment, magic weaponry has become symbolic of the most potent syntheses of your magus training, and your ability to create magical weapons and imbue mundane arms with magic still resonates with this focus. You gain access to the Bladed Magic magic trait.
81–90	<b>Vindication:</b> You spent your formative years trying to convince combat instructors of the virtues of magic and arcane mentors of the importance of strength in arms, only to be mocked and exiled from both disciplines. Since then, you’ve wandered from master to master, honing your knowledge of both fields of study to show them all that not only have you achieved power, but you’ve also eclipsed all those who shunned you. You gain access to the Arcane Temper magic trait.
91–100	<b>What If:</b> You don’t know the meaning of impossible. Everyone around you thinks you have your head stuck in the clouds, but you continually strive to achieve things that have never been accomplished before—perhaps things that have never even been dreamed of. Bucking convention has brought numerous failures, but you’ve learned from your mistakes and are able to snatch victory over seemingly impossible odds. You gain access to the Inspired faith trait.



## MONK

Masters of the martial arts, monks are the pinnacle of discipline and perfection. Wielding strange arms and stranger fighting arts, monks are defined by their training. Whether brought up as the protege of a grand master or self-taught through stolen glimpses into the windows of a secret school, a monk's story is emblazoned in every step, cut, and strike he makes. Roll on Table 1–42 to determine the origin of your exotic training.

**TABLE 1–42: MONK BACKGROUNDS**

d%	RESULT
01–10	<b>Bellicose Historian:</b> What started as a scholar's curiosity in exotic fighting styles bloomed into a fanatical desire not just to learn about martial arts, but to master them. You gain access to the Style Sage social trait.
11–20	<b>Classically Schooled:</b> Training from dawn to dusk to hone every inch of your body into a fighting instrument, you studied with scores of other students in an academy or school dedicated to one specific martial art. You gain access to the Simple Disciple social trait.
21–30	<b>Elite Fighting Force:</b> You learned your fighting skills as one of a highly trained group dedicated to a special purpose, such as guarding a temple or protecting a noble. Your training emphasized unobtrusive teamwork and unquestioned dedication to some higher purpose. You gain access to the Veiled Disciple social trait.
31–40	<b>Tournament Champion:</b> A shining example of your style or order, you've honed martial prowess through spirited and exciting competition. You gain access to the Martial Performer combat trait.
41–50	<b>Lineage Holder:</b> You are the senior or sole student of a great master. You rose to prominence early and received secret training in an art that is rare and exotic. Having achieved a strong foundation in the physical and metaphysical elements of this martial art, you've been designated the lore keeper for its history and traditions, and must now find new student or students to train. You gain access to the Martial Manuscript faith trait.
51–60	<b>Nature's Disciple:</b> Just as many great masters learned and crafted styles from the beauty and majesty of nature, your fighting style comes from time spent in the wild rather than from formal training. You have seen firsthand how the mantis hunts, how the tiger swipes, and how the crane beats its wings. Your observance of the natural world gave you the ability to extrapolate combat forms without traditional training. You gain access to the Nature's Mimic combat trait.
61–70	<b>Secret Student:</b> Your teacher and fellow students grew up as part of a conquered people, forbidden to train at war and forced to conceal the

fighting style as seemingly harmless dances and your weapons as mundane tools... until the day you all you could rise up against tyranny. You gain access to the Hidden Hand combat trait.

71–80 **Spirit Teacher:** Your martial training is both physical and metaphysical in nature, allowing you to unlock a higher state of consciousness that allows you to draw on the wisdom and power of long-dead masters. You gain access to the Spirit Sense faith trait.

81–90 **Unsuspecting Master:** You were trained in martial arts through unorthodox methods such as seemingly menial tasks or training through conditioning exercises that promised the smallest scrap of food as a reward. Your nontraditional training makes you resourceful and clever. You gain access to the Surprise Weapon combat trait.

91–100 **Wandering Savant:** Although you've received some formal training in exotic combat, you decided to put your skills to the test and further your learning by wandering the wide world. You gain access to the Wanderer's Shroud faith trait.



## ORACLE

Oracles do not choose their path. Rather, the oracle's mystery chooses her in the midst of a climactic event that marks the oracle with an abiding curse. Roll on Table 1–43 to determine your mystery.

**TABLE 1–43: ORACLE BACKGROUNDS**

d%	RESULT
01–10	<b>Battle:</b> In your early years, a battle broke out near your home and you were embroiled in the fighting. At the end of the battle, you were the only one left standing, with scores of slain foes strewn at your feet. You gain access to the Veteran of Battle religion trait and the Battlefield Healer story feat.
11–20	<b>Bones:</b> In your formative years, you were entombed or buried alive in a graveyard. For days, you lay within the grave until your terror strangely turned to comfort. Since your return, you've been a different person: part mortal and part ghost, in possession of the powers of the dead. You gain access to the Fearless Defiance faith trait.
21–30	<b>Flame:</b> A great fire consumed you and laid waste to the environment around you. It might

have devoured your family, friends, or an entire settlement, but you survived unburned as if the fire did not dare to touch you. Since that day, you've tamed fire as though it were a savage animal bent to your will. You gain access to the Flame-Touched magic trait.

31–40 **Heavens:** The night sky's mysteries have always enthralled you. But one night, while you gazed upon the stars, the perfect order of the universe revealed itself and you nearly went mad from the revelation. Since that night, you've possessed strange powers over the heavens. You gain access to the Starchild religion trait.

41–50 **Life:** A terrible plague afflicted your homeland, killing thousands. You caught the disease, but instead of dying from it, you flourished. As you grew healthier, so did everyone you came into contact with. You gain access to the Sacred Touch faith trait.

51–60 **Lore:** You were able to speak before any other child your age. Rather than stumble through the rudimentary syllables of language, you spoke in full sentences, reciting the greatest literature of many languages in story, song, and poem. Sometimes you spoke of events that had not yet come to pass, and the wise came to seek your counsel. Your gift came at a cost, however—though your knowledge is vast, your body and mind carry a curse. You gain access to the Scholar of the Great Beyond faith trait.

61–70 **Nature:** You became separated from your family and lost in the untamed wilderness for many days, months, or years. The wilderness took its toll, but when you finally emerged from the wild, you were its master. You gain access to the Child of Nature religion trait.

71–80 **Stone:** You were buried beneath the earth, possibly after an avalanche or earthquake. For 3 days the earth covered you, until at the end of the third day you emerged from the mountain unharmed but not unchanged. You gain access to the Earth-Touched magic trait.

81–90 **Waves:** You were swept beneath the surface of the water once. You should have drowned, but instead you washed up on shore after a long interval. You emerged from the depths afflicted with a strange condition but otherwise unharmed. You gain access to the Water-Touched magic trait.

91–100 **Wind:** In your early years, you were caught in a powerful storm that ravaged the countryside, destroying everything in its path. Bolts of lightning struck your body and thunder deafened your ears, but when you came to the storm's tranquil center, the tempest ceased. Since then you've had power over storms, though you still bear the mark of the great storm you endured. You gain access to the Storm-Touched magic trait.



## PALADIN

Champions of virtue and the rule of law, many paladins are called to their path at a young age. Some hear the whispers of celestial beings in their minds, while others are drawn down the path of the paladin by tragedy and a sincere desire to strike a blow to the evil that stalks the world. Paladins sometimes take on younger charges such as orphans or runaways during their journeys, and the seeds of goodness can be sowed into these impressionable youths to grow another knight on the quest for righteousness. Roll on Table 1–44 to determine the formative events that led you to become a paladin.

**TABLE 1–44: PALADIN BACKGROUNDS**

d%	RESULT
01–10	<b>Divine Calling:</b> An otherworldly agent of law and good—such as an angel, empyreal lord, or perhaps some other celestial envoy of the gods—tasked you to be a divine champion. You accepted the calling (maybe grudgingly) because ultimately you realize that the laws of destiny and one’s divine calling cannot be denied. In return, that celestial agent watches over you and makes sure you can fully realize your destiny and meet the course that has been set for you by a higher power. You gain access to the Blessed faith trait.
11–20	<b>Dread Penance:</b> You, or perhaps your family, owe a debt for some past wrongdoing or vice. Maybe you made deals with some unscrupulous loan sharks during a gambling binge or your not-so-distant ancestors were responsible for the persecution of a marginalized group of people. Whatever the offense, your past action hangs over your head and fills you with guilt. You’ve taken a solemn oath to make good on this past misdeed. Only then will you feel like your life is truly worthwhile. You gain access to the Oathbound faith trait.
21–30	<b>Holy Epiphany:</b> Your faith and purpose came in a brilliant flash of insight. Maybe you suddenly realized that evil can be stopped only with vigilance and deliberate action, or maybe an epiphany showed you that the innocent need protection from corrupt forces for good to flourish in the world. Whatever the nature of your epiphany, it guides your actions and gives you insights others lack. You gain access to the Inspired faith trait.
31–40	<b>Zealous Devotion:</b> Maybe your faith was not popular among those around you during your youth. Maybe you have strange or controversial views regarding your religion, and the other members of your congregation find your practices bizarre or insulting. Whatever the case, your faith is constantly being questioned

regardless of your obviously pious nature, and such persecution only serves to embolden your zeal. You gain access to the Indomitable Faith faith trait.

41–50	<b>Moral Debt:</b> The world and all things material are intrinsically corrupt. All creatures are born with a moral debt, and only by fighting evil, upholding law, and championing the common good can one be truly free of that corruption. You work every day to pay off this debt and move those around you to do the same. You gain access to the Principled faith trait and the Fearless Zeal story feat.
51–60	<b>Mark of Faith:</b> You were born with the mark of your faith. Maybe at some point you rebelled against such branding, or it could be you’ve always accepted the mark as an indicator of your destiny. In either case, it was a harbinger of the paladin path. You gain access to the Birthmark faith trait.
61–70	<b>Righteous Mentor:</b> A paladin of note and great honor took you under her wing and taught you many things. She taught you how to adhere to your oath with grace and dignity, and how the simple act of doing so was enough to earn the respect and devotions of others. You gain access to the Natural-Born Leader social trait.
71–80	<b>Warrior of Truth:</b> Early in your life, you learned that the philosophies of law and good not only create the best society but also reveal truths that would otherwise remain obscured. You are rarely clouded by pure dogma; instead you’re unafraid to question and create your own path toward truth, justice, and righteousness. You gain access to the Skeptic magic trait.
81–90	<b>Knight-Errant:</b> You know that evil stalks the world, and only one who is dedicated to the spread of good can stop these vile forces. To make sure fiends and wrongdoers do not go unpunished, you adopted the code of the paladin in order to travel the land and eradicate the wicked. Your goal is the relentless pursuit to seek out evil and put it down. You gain access to the Seeker social trait.
91–100	<b>Terrible Secret:</b> You know a terrible secret about an ancient evil that threatens your homeland or perhaps even the entire world. You have sworn to keep this secret quiet lest it gain power in the retelling, but you also must work to thwart the evil whenever possible. This at times contradictory path has led you many places in your travels, and the knowledge you have gleaned from your adventures continues to serve you well in your fight against the wicked. You gain access to the Scholar of the Great Beyond faith trait.





## RANGER

Rangers are the hunters of legend. Although known for their ability to master varying environments and their dangers, rangers often achieve this expertise through the dedicated pursuit of their quarry. Though such a target could be a lost or kidnapped friend or a forgotten ruin, more often a ranger's target is a hated enemy, and no feature of the class lends itself better to the establishment of character than his favored enemy. While a professional headhunter might hone his skills to track down humans or other civilized folk, a ranger whose family was murdered by ravenous orcs likely has a different set of priorities while on the hunt. Roll on Table 1–45 to determine the formative events that led you to become a ranger.

**TABLE 1–45: RANGER BACKGROUNDS**

d%	RESULT
01–10	<b>An Eye for an Eye:</b> The choice of your favored enemy was nothing more than simple vengeance. Perhaps you lost a loved one, family, or even a whole community to the vicious rampaging of a ferocious beast, or saw your entire homeland swallowed up by monstrous hordes. No matter the reason, your drive to hunt down and destroy creatures of their kind won't be sated so long as even one lives. You gain access to the Tireless Avenger faith trait and the Foelayer story feat.
11–20	<b>Ancient Hatred:</b> The history of your people is a saga of struggle against another race. Though common among elves and orcs or dwarves and giants, many different races can have such longstanding animosity. Your choice of a favored enemy was a simple outgrowth of this racial antipathy. You gain access to the Knowing the Enemy social trait.
21–30	<b>Big Game Hunter:</b> Whether you sought out the thrill of hunting large prey or merely grew up in the shadows of creatures large enough to crush an entire village with a careless step, you have learned how to be quick and to size up weaknesses in those behemoths who seem to have none. You gain access to the Evasive Sting combat trait.
31–40	<b>Blood Cleansing:</b> Either you have forsaken your kinsfolk or they have forsaken you. Maybe you grew up among a wicked or corrupt people who you needed to escape, or maybe they exiled you for being different. Whatever the case, your own kind are now your favored enemy, much to your continued chagrin or morbid amusement. You gain access to the Scarred Descendant combat trait.
41–50	<b>Bounty Hunter:</b> You have always been good at finding and extracting people from their

hidey-holes. Most likely you hunt humanoids of either your own subtype or of one common to your region. You gain access to the Easy Way or the Hard Way combat trait and the Town Tamer story feat.

51–60	<b>Detached Observer:</b> You set yourself apart with a pall of cold logic that allows you to see weaknesses in members of your own race that you strive not to succumb to yourself. Most likely, you pick your own race as your dominant favored enemy, and you excel as a spy or assassin paid to capture enemies of your organization. You gain access to the Cold and Calculating combat trait.
61–70	<b>Divine Purpose:</b> Not all those who hear the voices of the gods can distill that echo into magical power like clerics or oracles. These whispers of belief encouraged you to track and hunt those creatures who pose the greatest threat to your faith. Perhaps you're a good ranger who hunts the undead or devotes effort to slaying fiends, or you could choose to target good fey and celestials, emboldened by divine invective. You gain access to the Faith's Hunter combat trait.
71–80	<b>Nightmare Slayer:</b> From an early age, you stood up against some of the most terrifying creatures imaginable, facing off against creatures most mortals only dream of in their wildest nightmares. Possibly hailing from lands besieged by dragons or plagued by the living dead, you are not only resistant to the fear such creatures normally engender, but you live to show your enemies the face of the unafraid. You gain access to the Fearless Defiance faith trait.
81–90	<b>Opportunist:</b> You are an expert in creatures both common and exotic, particularly in terms of what valuable items you can harvest from their remains. The natural world exists for the benefit of those who know what to take, and you have learned how to scavenge pelts, toxins, and even rare spell components from your defeated foes. You might pick animals, magical beasts, or dragons as your dominant favored enemy—or humanoids if you're a particularly grisly trophy collector. You gain access to the Harvester social trait.
91–100	<b>Survivalist:</b> You were orphaned at a young age and left to fend for yourself in the wilds, or simply lived a life at the edge of society that required a constant scuffle for basic existence. You probably have animals or magical beasts (the edible ones) as your dominant favored enemy, and are adept at lying in wait and springing into action. You gain access to the Hunter's Knack combat trait.



## ROGUE

The rogue's path is one of cunning, quickness, skill, and stealth. One of the broadest character archetypes, the rogue is found among all walks of life—from highborn spies infiltrating the courts of kings to common criminals making their livings preying on passersby in the alleys and streets. Roll on Table 1–46 to determine how you came to the profession.

**TABLE 1-46: ROGUE BACKGROUNDS**

d%	RESULT
01-10	<b>Gang War:</b> Growing up in the backstreets of an urban jungle, you were forced to choose between surviving as a predator or suffering as prey. You affiliated with a guild, gang, or group of thieves and thugs, carrying out illicit missions to further their interests and sabotage those of rival gangs. You gain access to the Dirty Fighter combat trait.
11-20	<b>Greed:</b> No matter how much or little you had growing up, it was never enough. You discovered a talent for lifting items and coin purses from others' belts. The world always provided for you, and when you saw something you wanted, you learned to take it. You gain access to the Ambitious social trait and the Thief of Legend story feat.
21-30	<b>Poverty:</b> In your youth, you rarely had enough food to keep from starving. Poverty and hunger forced you to steal to survive, or to help your loved ones survive. You gain access to the Poverty-Stricken social trait.
31-40	<b>Spy:</b> You've always had an innocent expression and a silver tongue, so naturally you were recruited as a spy during your childhood. You could have come from any social class; you might have gathered information as an urchin on the streets or acted as servant to one lord while you reported to another. You gain access to the Fast Talker social trait.
41-50	<b>The Kill:</b> You killed someone when you were relatively young. You might have done it in self-defense, in anger, or as part of an initiation ritual. And it was easier than you suspected. Afterward, some individuals or groups started paying you to kill for them, and you made a lucrative career of assassination. You gain access to the Killer combat trait and the Innocent Blood story feat.
51-60	<b>The Trained:</b> Your early talent for feats of agility and acrobatics garnered you an experienced mentor. Impressed by your natural ability, this mentor taught you how to fight, dodge, and throw. He may have been a master thief, circus performer, fencing master, or swashbuckling pirate. You gain access to the Mentored social trait.
61-70	<b>Outlawed:</b> For reasons just or unjust, you became a fugitive at an early age. You have lived outside the light of society for some time, risking capture or punishment whenever you need to break the law

again. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.

71-80	<b>Thrill Seeker:</b> As an adolescent, you and your friends took turns daring one another to take risks, each new challenge inspiring greater excitement. Since then, you've become an adrenaline junkie, performing dangerous tasks in order to chase that high. You gain access to the Acrobat social trait.
81-90	<b>Henchman:</b> You've always worked for someone else. You do what you are told and in return you are appreciated by the boss, rewarded, and paid. You gain access to either the Oathbound faith trait or the Child of the Streets social trait.
91-100	<b>Scout:</b> Your natural ability turned into employment in an elite squad of stealthy infiltrators. You penetrate enemy lines, gather information, deliver coded messages, and sabotage enemy supplies. You likely work for a private individual or military order. You gain access to the Canter social trait.



## SORCERER

Wielders of power on a seemingly impossible scale, sorcerers are conduits of the arcane energies inside them. These powers stem universally from the sorcerers' distinctive bloodlines. Either linked to powerful scions of mystical power like angels, devils, or dragons or touched by the forces of destiny themselves, sorcerers prove that sometimes when magic is involved, either you have it or you don't. Roll on Table 1–47 to determine the event that made you aware of the forces at work within your own blood.

**TABLE 1–47: SORCERER BACKGROUNDS**

d%	RESULT
01–10	<b>Awakened Moment:</b> At some point, the dormant power within you awakened with a fright. It might have been the first time you came close to a dragon, celestial, or genie. Or the moment could have come at the grave of a great ancestor or in a lush and verdant glen. What slumbered in your blood has never quieted, and you frequently draw upon the inspiration of your awakening. You gain access to the Ascendant Recollection magic trait.
11–20	<b>Dreams of Something Different:</b> The first hints of your exceptional nature came to you as fragments of remembered dreams or split-second visions. As these episodes increased in both frequency and clarity, they unlocked a power in your blood you didn't know you had. You gain access to the Strength Foretold magic trait.

21–30	<b>Failed Wizard:</b> Although your arcane aptitude was evident at an early age, you were pushed toward wizardry as the conduit for your magic. While you never mastered magic in this fashion, your time spent studying arcane tomes gave you obscure but often pertinent knowledge. You gain access to the Reluctant Apprentice magic trait.
31–40	<b>One of a Kind:</b> You know that sorcerous power comes from the blood, but as far as you know, none of your ancestors possessed your gift. You keep searching for the reason for your magical powers, which has led you to greater proficiency with divinations and a keen interest in the workings of your bloodline. You gain access to the Knowledgeable Caster magic trait.
41–50	<b>Outcast:</b> Driven away by your family and people, your arcane gifts have always inspired both fear and revulsion. You've become adept at spotting hostility in others who would despise you for your power. You gain access to the Outcast's Intuition magic trait.
51–60	<b>Proud Heritage:</b> You hail from a long line of prominent sorcerers with even more prominent ancestral features. Your acceptance of your bloodline brings with it a pride and imposing mien that becomes amplified among others. You gain access to the Imposing Scion social trait.
61–70	<b>Shameful Heritage:</b> The obvious hints of your heritage were a source of shame to your family. No matter the manifestation of your differences, being a pariah taught you to practice your arts in secret. You gain access to the Unseen But Not Undone magic trait.
71–80	<b>Too Lucky:</b> You've always had a knack for getting out of trouble. This sense of preternatural good fortune led to your inquiries into magic and the discovery of your own sorcerous powers. You gain access to the Fate's Favored faith trait.
81–90	<b>Unharmd:</b> At some point in your early life, you were exposed to something dangerous like a fall into stormy waters or a spell cast your way. But instead of dying, you survived entirely unscathed. This experience either first hinted at or confirmed that you were different, marking the first step on your path to sorcery. You gain access to the Unscathed magic trait.
91–100	<b>Wild Talent:</b> The magic in your blood was always as uncontrollable as it has powerful. You were forced to learn control at an early age, either out of fear that your powers might hurt someone or out of remorse once they had. This relentless vigilance and self-control gave you tremendous focus and arm you with strategic methods to redirect those wild energies coursing through you. You gain access to the Volatile Conduit magic trait.



## SUMMONER

Most, if not all, spellcasters can call to otherworldly creatures for aid. And though many learn to call increasingly powerful minions to assist them, none boast the same connection to these outsiders as summoners do. A summoner is defined by the bond formed with the single creature that acts as his eidolon. Protectors, steeds, and links to other worlds, eidolons are lifelong companions for their mortal masters. The choice to tie oneself to an eidolon and the circumstances leading to that choice form the foundation of any summoner's character. Roll on Table 1-48 to determine what caused you to forge your otherworldly bond with your trusted companion.

**TABLE 1-48: SUMMONER BACKGROUND**

d%	RESULT
01-10	<b>Abandoned:</b> At some point early on, you were abandoned. This sense of loss always made you feel as though something were missing. The discovery of your eidolon and your subsequent mutual bond fostered in you the sense of companionship you've always longed for. You gain access to the Greater Link magic trait.
11-20	<b>Caretaker:</b> You met your eidolon or another outsider in a moment of danger. Wounded or lost, the creature crashed between worlds and ended up at your feet. In helping this panicked, otherworldly creature, you felt a link to it. You can still draw on the inspiration from that moment when dealing with others, outsider or not. You gain access to the Destined Diplomat social trait.
21-30	<b>Forced to Confront Your Own Limits:</b> The bond with your eidolon first manifested when you saw someone in danger and were unable to help. Your feeling of desperation and frustration at the limits of your own form attracted your eidolon—whether or not it was able to help you in that moment. This need to exceed your own limitations continues to manifest in the evolution of your eidolon. You gain access to the Desperate Speed magic trait.
31-40	<b>Imaginary Friends:</b> As a child, you created imaginary playmates that you felt truly spoke to and heard you. These whispers were actually the wandering thoughts of outsiders trying to make contact, knowing that someday you would have an affinity with their kind. By the time you learned to summon your eidolon and other outsiders, these whispered fragments had turned themselves into an understanding of the language of outsiders. You gain access to the Unintentional Linguist social trait.
41-50	<b>Monophobic:</b> You were always terrified of being alone when you were younger, so you surrounded yourself with others. But it was establishing this link to your eidolon that ultimately allowed you to overcome this debilitating fear. Now, even when your eidolon is not with you, you know it's never

far away; conversely, when you have your true friend and companion with you, you are far better for it. You gain access to the Perpetual Companion faith trait.

51-60	<b>Outsider's Lineage:</b> You have the blood of outsiders in your veins. This lineage either laid dormant until your powers manifested or was a storied part of your family heritage. Regardless, your connection to the planes has always been potent. No matter what other subjects you studied, your understanding of planar matters has always seemed instinctive or innate rather than the product of memorization and study. You gain access to the Planar Savant faith trait.
61-70	<b>Pick On Someone Your Own Size:</b> When you were young, you or others you cared for were bullied by agents of an oppressive power. At some point, you stood up against one or many of the tyrants, feeling that somehow you were bigger, stronger and more resilient than you actually were. You later realized that this support was the first trace of your eidolon trying to make contact with you. You can still draw on that power today, making your aura strong and your presence powerful. You gain access to the Twinned Presence magic trait.
71-80	<b>Raising Gone Wrong:</b> You lost someone important to you. Through means, luck, or simple pity, you had the chance to raise that person from the dead, but something went wrong with the spell and the raising did not occur... at least not as planned. Your lost friend or kin's soul bonded with a powerful outsider on the other side of the veil and returned to you as your eidolon. Possessed of some of the memories and experiences of the life you spent together, your companion feels a stronger devotion than even most others of its kind. You gain access to the Loyalty across Lifetimes faith trait.
81-90	<b>Saved by Another:</b> Someone or something saved you from great danger. It might have been a family member who saved you from a precipitous fall or adventurers who saved you from a marauding monster. Your sense of gratitude fostered a strong sense of protectiveness, particularly when defending your allies or your eidolon. You gain access to the Dedicated Defender combat trait.
91-100	<b>Stranger in Your Own Skin:</b> You have felt awkward and uncomfortable your entire life, as if you were born into a body that wasn't truly yours. Your quest to become what you've always felt you should be led you to your eidolon, in which you found what you see as your own idealized form. The link that you and your eidolon share allows you to escape some of the inherent limits of your form from time to time. You gain access to the Linked Surge magic trait.

## WITCH

Some witches make pacts for their power by choice. Many more discover it by accident or circumstance. Roll on Table 1–49 to determine which of the following events shaped your early life and sent you down the witch's path.

**TABLE 1–49: WITCH BACKGROUNDS**

d%	RESULT
01–10	<b>Apprenticed:</b> Your development was guided by a mortal or magical creature, such as a wisewoman, hag, dryad, elf, or pixie, who instructed you in the arts of spellcasting, potions, charms, and hexes. You gain access to the Hedge Magician magic trait.
11–20	<b>Desperate Accident:</b> You lived an ordinary life until one day catastrophe struck and you called out desperately to any power that would come



to your aid. The entity that gave you this power might be benevolent or sinister in nature, but ever since you called it, the being remains close to you. You gain access to the Reckless combat trait.

21–30	<b>Forbidden Lore:</b> In your youth, there was something you fervently desired—perhaps love, wealth, or revenge. But no matter how hard you tried, you couldn't obtain that which you coveted. Only when you turned your eye to ancient tomes and ruins and experimented with strange powers beyond your comprehension were you able to get what you wanted. You gain access to the Dangerously Curious magic trait.
31–40	<b>Found Familiar:</b> When you were young, you happened upon a strange animal with whom you forged an instant bond. It instructed you in casting spells and became your closest, most trusted companion. You gain access to the Animal Friend gnome race trait (which you may take regardless of your race).
41–50	<b>Gifted:</b> You received your magical ability as a gift from a supernatural being, such as an angel, devil, god, ancient dragon, or powerful fey. This creature expects you to act on its behalf in exchange for the power it loaned you. You gain access to the Magical Knack magic trait.
51–60	<b>Inborn Power:</b> Many fey creatures are born with the innate ability to cast spells, and either because of having fey blood in your lineage or being born near fey lands you too were gifted this talent. You gain access to the Magical Lineage magic trait.
61–70	<b>Initiated:</b> When you came of age, a coven of witches initiated you into their circle because you showed great promise. After your initiation ritual, you changed on a fundamental level. You gain access to the Mentored social trait.
71–80	<b>Invocation:</b> When you reached adolescence, you wanted power and you wanted it immediately. You didn't have the patience or tolerance to endure endless years of boring theory and formal magical training, so you offered up your body and soul in an invocation to an entity that would grant your desire. You gain access to the Oathbound faith trait.
81–90	<b>Possessed:</b> For reasons you may never understand, an otherworldly entity took possession of you in your formative years. Since then, your mortal body has been the vessel for this mysterious power. You gain access to the Possessed magic trait.
91–100	<b>Unknown:</b> The circumstances by which you gained your powers are confusing, even to you. You may have received them when you stepped into an enchanted land or touched a strange artifact, or perhaps you simply awoke one day with them. You strive to find the meaning of your powers, as they drive your life in unforeseen directions. You gain access to the Seeker social trait.

## WIZARD

Perhaps no other class exemplifies the acquisition of power through sheer focus and determination as well as the wizard. Neither touched by divine purpose nor blessed with magic in their blood, wizards must spend their entire lives studying the same texts, tomes, scrolls, and recitations to master the magical arts. Such a craft can be self-taught or instilled through instruction, learned in an academy or at the fringes of the world, but it can be mastered only through the most rigorous and regimented of study. Roll on Table 1–50 to determine how you came to study wizardry, and how that study forever shaped you.

**TABLE 1–50: WIZARD BACKGROUNDS**

d%	RESULT
01–10	<b>Brains over Brawn:</b> You were bullied or excluded throughout your life because you lacked physical power and fighting prowess. To compensate, you turned to transmutation magic. Your practice and perseverance has granted you skill with spells of that school. You gain access to the Tenacious Shifting magic trait.
11–20	<b>Dangerous Intellect:</b> At a young age, those around you, whether family or friends, realized that your intellect was more than mere precociousness. As your sense of curiosity became dangerous, those responsible for you pushed you into studying magic in the hopes that you would find infinite puzzles to solve. You gain access to the Tireless Logic social trait.
21–30	<b>Fitting In:</b> You hail from a long line of sorcerers or from a community known for its natural affinity for magic. Your manifestation of wizardly talent, as opposed to blood-based sorcery, caused you to hide those talents at a young age, and then to disguise them as sorcery to the best of your ability later. You still retain some tricks from this early misdirection. You gain access to the Shrouded Casting magic trait.
31–40	<b>Gifted Pride:</b> Your affinity for magic has made you somewhat crass and arrogant, though some find your blunt disposition charming or worthy of respect. The air of superiority surrounding you is palpable and allows you to use your intellect to cow others at times when lesser individuals might barely get a word in. You gain access to the Bruising Intellect social trait.
41–50	<b>Mortality's Mirror:</b> Your childhood innocence ended the moment you realized that someday you would die. This revelation may have come to you at the deathbed of a beloved relative, during a bloody siege against your homeland, or via some other eye-opening event. You have spent the rest of your life trying to master magic in order to change this most universal fate

from stealing your last breaths away. You now have a keen eye for the magic of death and for discerning answers to ancient riddles. You gain access to the Greater Purpose magic trait.

51–60	<b>Righting a Wrong:</b> In your youth, you witnessed an event that changed the fate of many or of a tragic few, such as a natural disaster (like a flood, hurricane, or fire) or simply a friend's unfortunate accident during a childish game. You were burdened by the knowledge that magic—perhaps even a spell as simple as <i>feather fall</i> —could have changed the course of lives. You've dedicated yourself to magic in an effort to make sure that you are never subject to the capricious whims of fate again. You gain access to the Desperate Resolve magic trait.
61–70	<b>Storied Lineage:</b> Your family name is synonymous with wizardry of the highest caliber. Magic was your destined path before you were even born, and both your family and those who know of your lineage have supported this notion your entire life, granting you an unwavering confidence in your talents. While the pursuit of arcane mastery is never easy, you are driven to live up to the expectations set forth for you. You gain access to the Resilient Caster magic trait.
71–80	<b>The Way Things Work:</b> Magic came alive the first time you held a magic item. The notion of extraordinary magic resting within something as seemingly ordinary as a ring, amulet, or stoppered vial changed the way you viewed the world, and ever since you've possessed a sense of curiosity and awe for all magic items. You gain access to the Magic Crafter magic trait and the Eldritch Researcher story feat.
81–90	<b>Unpaid Debt:</b> Someone saved your life at great cost. Whether through healing magic or basic heroism, your savior gave her life that you might live. Striving to repay this debt has led you to study magic, the only thing capable of making enough of a difference in the world to make you feel that you have earned the gift given to you. This sense of purpose has engendered an unshakable resolve in you. You gain access to the Principled faith trait.
91–100	<b>Unquenchable Hunger for Knowledge:</b> For most wizards, magic is an end to which all studies strive, but not for you. For you, magic is a means to an end—and that end is knowledge. Your desire to know all of the secrets of the world requires the ability to cross continents in a blink, ride the winds, breathe water like a fish, and survive any kind of trap. Your unquenching quest for knowledge has made you ever ready for danger. You gain access to the Eldritch Delver magic trait.





## INFLUENTIAL ASSOCIATES

Influential associates are people who had (or continue to have) a strong influence upon your development. They are archetypes and templates for NPCs that you can customize to fit your background. Roll on Table 1–51 to determine an associate or ally who had a major influence on your life. Then flesh out the details to show how this person fits within your story. You might also wish to use other tables in this chapter to randomly fill in this person’s details.

**TABLE 1-51: INFLUENTIAL ASSOCIATES**

d%	RESULT
01–05	<b>The Hunter:</b> This person was a lone wolf who nonetheless cautiously allowed you to become a member of her solitary pack. She taught you how to thrive on your own in spite of the many perils and natural dangers of your native environment. You gain access to the Child of Nature religion trait.
06–10	<b>The Pariah:</b> You met a disgraced exile, and found in his words and attitudes something that spoke to you. What once seemed true in your religion, society, or family began to appear false the more time you spent with this person, and you quickly learned not to trust everyone you meet—especially among those who would claim to be most deserving of it. You gain access to the Suspicious social trait.
11–15	<b>The Confidante:</b> There was a person in your life to whom you could tell anything. She knows your deepest secrets and your emotional weaknesses and vulnerabilities just as you know hers. This person could be a valuable friend and a frightening enemy, so you make sure to never divulge her secrets or give her a reason to do so with yours. You gain access to the Trustworthy social trait.
16–20	<b>The Mentor:</b> You had a mentor who taught you everything worth knowing about life. This could have been the person who taught you the heroic abilities you possess, or simply a kindred spirit who helped form your worldview. You gain access to the Mentored social trait.
21–25	<b>The Mercenary:</b> With this person, there was always a cost. No deed was done making a trade for something of equal or greater value. Whether this individual’s actions tended toward good, evil, or pure balance, he was always fair in his dealings. You respected this trait and it influenced your own philosophy. You gain access to the Mercenary social trait.
26–30	<b>The Lover:</b> You had a romantic connection in your adolescent years, and this person deeply influenced your personality. Perhaps this was a first love, a casual partner you grew close to, or

the one who got away. The experience bolstered your confidence in romantic interactions even though you often find your thoughts still straying toward that special someone from so long ago. You gain access to the Charming social trait and the True Love story feat. Roll a d12 instead of a d20 on Table 1–56: Romantic Relationships.

31–35	<b>The Fool:</b> One of your close associates was a clown who mocked propriety and custom, instead engaging in wild and somewhat random actions from time to time. After a while, you learned that there was simple wisdom to this foolery—a careless worldview that taught you how to cast off concern. You gain access to the Unpredictable social trait.
36–40	<b>The Liege Lord:</b> You became close with someone you were bound to serve, be it a minor lord or lady, master (in the case of a slave), prince or princess, king or queen. Though this person held power over you, she held you closer than a subject or servant. As a result, you’re used to dealing with and being close to power, and your name is known among the ranks of the privileged. You gain access to the Influence social trait.
41–45	<b>The Relative:</b> There is a relative you were especially close to. To you, this person was the meaning of family. He helped shepherd you into adulthood, teaching you everything you know about the world. You are bound to this person or his memory, and you strive to keep a promise, vow, or oath that you made to him. You gain access to the Oathbound faith trait.
46–50	<b>The Boss:</b> You once gained employment under an organized and powerful individual with far-reaching influence. When the boss was present, everyone listened. This could have been a military commander, tribal chieftain, guild leader, or gang leader. From the boss, you learned how to make people listen, make them see reason, and keep them in line. You gain access to the Natural-Born Leader social trait.
51–55	<b>The Academic:</b> One of your associates had such a lust for knowledge that she could never be satisfied with simple answers or obvious solutions. This desire for knowledge frequently exceeded her need for companionship, but you were the single exception. Through this association you developed a keen appreciation for numbers, geometry, logic, hard study, and problem solving. You gain access to the Mathematical Prodigy magic trait.
56–60	<b>The Criminal:</b> One of your associates committed crimes regularly. He regaled you with many stories of daring robberies and break-ins—and perhaps even murders. You learned most of what you know of the criminal element from him, and



- he trusted you as a friend. You gain access to the Canter social trait.
- 
- 61-65 **The Seer:** You were close to a person who claimed to see the future—perhaps an oracle, seer, prophet, or merely some festival charlatan. Whether they're true or a trick, you've seen visions of distant places and of times that may come to pass. The seer's influence either made you into an optimist with a drive to change the future or a fatalist resigned to accept it. You gain access to the Scholar of the Great Beyond faith trait.
- 
- 66-70 **The Mystic:** You were especially close to a holy person in your community who fundamentally changed your life by opening your eyes to the incredible powers that exist beyond the natural world. Regardless of whether you follow a faith, certain religious artifacts, rituals, and texts played a large part in making you the person you are. You gain access to the Child of the Temple faith trait.
- 
- 71-75 **The Dead One:** One of your greatest influences was a sentient undead creature, such as a ghost, lich, grave knight, wraith, or vampire. You encountered it on several occasions and survived... mostly unscathed. Through this strange relationship you learned of its mortal life, giving you perspective on your own life. You gain access to the Deathtouched bloodline race trait and the Glimpse Beyond story feat.
- 
- 76-80 **The Fiend:** In your adolescent years, you dealt with or were possessed by a fiend who lent you raw power at a time of great need. This experience tainted your body and mind and changed your life. Some part of the demon remains inside you like an old friend, influencing you toward destructive ends. You gain access to the Possessed magic trait and the Damned story feat.
- 
- 81-85 **The Wanderer:** You knew someone who traveled from place to place with the changing of the wind, such as a minstrel, convict, merchant, outcast, soldier, or sailor. This person brought you wondrous mementos and told you of all the places he had traveled and the people who lived there, inspiring a wanderlust within you. You gain access to the Worldly social trait.
- 
- 86-90 **The Champion:** You were close to someone who excelled at athletic endeavors and tests of strength or skill. Through your friendship or rivalry, you developed the competitive spirit that continues to drive you in everything you do. You gain access to the Ambitious social trait.
- 
- 91-95 **The Craftsperson:** One of your major influences cherished perfection in every form of art. This person might have followed any path in life, from craftsperson to artist to assassin. From

this person you developed a disciplined mind, a solitary focus, and the ability to create something useful and beautiful. You gain access to the Artisan social trait.

- 
- 96-100 **Well-Connected Friend:** In your circle of disparate associates, there was someone everyone knew. This person collected friends like trophies, and she had contacts in every social or professional circle. Through this connection, you continue to meet and associate with a wide variety of people in every walk of life. You gain access to the Well-Informed halfling race trait (which you may take regardless of your race).
- 



*Quintus*





### STEP 3—MORAL CONFLICTS, RELATIONSHIPS, AND DRAWBACKS

With age come the events and relationships that leave a definitive mark on your personality. You face and resolve moral challenges, your romantic relationships blossom and sometimes wilt, you meet those who become adventuring companions, and you face your vulnerabilities either in the form of personal challenges or adversaries who represent some side of yourself.

To determine a major conflict you had in the past, as well as your romantic relationships and personality drawbacks, do the following:

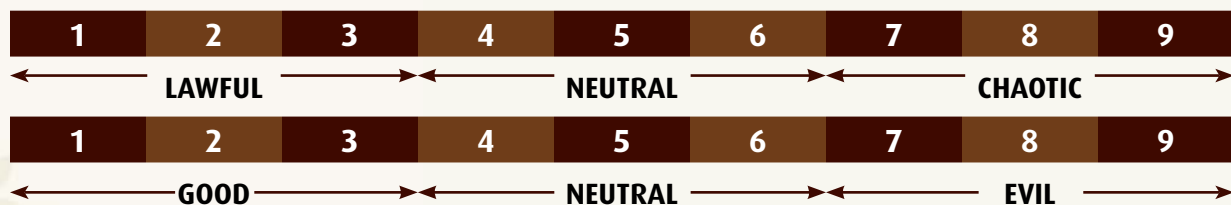
1. Roll on Table 1–52 through Table 1–55 to determine a major conflict you had, whom you had the conflict with, the motivation for the conflict, and how you resolved it. Then adjust your alignment using the alignment track.
2. Choose the deity or religious philosophy you follow, which grants access to a trait (page 48).
3. Roll on Table 1–56 to determine what your romantic relationships have been like (page 49).
4. Roll on Table 1–57, likely multiple times, to determine the various relationships with your fellow adventurers (page 49).
5. Roll on Table 1–58 to determine your character’s drawbacks. You can take this drawback to gain another trait (page 49).

#### Major Conflict and Alignment

The following tables provide a means of determining your alignment by introducing a pivotal moral conflict in your early life—one moment during your ethical development that determined the kind of person you grew up to be.

When determining your conflict, you accumulate a number of Conflict Points (CP). The conflict and your motivation are each worth a number of CP; you can adjust the number of CP based on the resolution of the conflict. When you determine the total CP, you then must add your CP on one alignment track or distribute the points on both of them—the good-evil track and the lawful-chaotic track, as detailed on Table 1–53: Determining Alignment. Position 1 on the track represents the first CP added. Each point on the first track represents you turning away from what is good and heading down a path of evil. Each point on the second track represents a disregard for law as you grow more chaotic.

TABLE 1-53: DETERMINING ALIGNMENT



This determines how the conflict ultimately affected your alignment and to what extent. If you are using the rules for changing your alignment in Chapter 3 (see page 134), this also determines your starting place on the alignment track. If you start with 0 CP on either track, assume you start at 1 on the track for those rules.

#### Conflicts

Begin by rolling on Table 1–52: Conflicts. This table lists 20 conflicts, ranging from minor indiscretions to grievous sins. The type of die you roll on this table is based on the needs of the campaign as well as your character’s starting class. First, consult with your GM; if you can play any alignment in the campaign, roll a d20. If your campaign allows only nonevil characters, roll a d12. If you are playing a paladin or some other character who must be good, roll a d6. Once you are done, proceed to Table 1–54: Conflict Subject and to the tables and sections subsequent to it.

TABLE 1-52: CONFLICTS

d20	RESULT	CP
1	<b>Minor Failure:</b> You failed a friend, family member, or loved one who depended on you to fulfill an important task.	1
2	<b>Petty Crime:</b> You committed a minor crime, like vandalism, trespassing, or mischief.	1
3	<b>Told a Lie:</b> You deliberately made someone believe something that was not true to further your own goals.	1
4	<b>Broke a Promise:</b> You swore an oath or vow that was important to someone else, but you did not keep your promise.	1
5	<b>Humiliation:</b> You publicly humiliated or scandalized someone with either true or slanderous information.	2
6	<b>Negligence:</b> You caused someone else to suffer by your own inaction, disregard, or excessive recklessness.	2
7	<b>Minor Theft:</b> You stole several small or inexpensive items that belonged to someone else.	2
8	<b>Seducer:</b> You tempted or manipulated someone to act in accordance with your whim, careless of whether it was in their own best interests.	3

9	<b>Cheater:</b> You broke a rule, law, contract, or agreement for your own gain.	3
10	<b>Betrayal:</b> You betrayed someone who trusted you.	4
11	<b>Malign Associates:</b> You allied with a destructive creature, organization, or individual.	4
12	<b>Destroyed a Reputation:</b> You deliberately ruined the honor, reputation, or fortunes of another individual or group.	5
13	<b>Major Theft:</b> You stole expensive items.	5
14	<b>Corrupted an Innocent:</b> You counseled an otherwise innocent person who trusted you, toward adverse choices.	6
15	<b>Blackmailed:</b> You used sensitive knowledge or threats to force someone's cooperation.	6
16	<b>Destruction:</b> You destroyed someone else's property.	6
17	<b>Armed Robbery:</b> You robbed someone with the threat of violence.	6
18	<b>Violent Crime:</b> You beat, assaulted, or mutilated someone.	7
19	<b>Murder:</b> You killed someone.	8
20	<b>Mass Murder:</b> You killed several sentient beings.	12

### Conflict Subject

To determine the key person (or people) involved in the conflict, roll on Table 1–54. Only on the rare occasion that the subject was a child or a young person does the subject affect the accumulation of CP.

**TABLE 1-54: CONFLICT SUBJECT**

d20	RESULT
1	Commoner
2	Merchant
3	Tradesperson
4	Artisan
5	Civic or military official
6	Noble
7	Leader
8	Clergy
9	Soldier or warrior
10	Spellcaster
11	Scoundrel
12	Child or young person (increase your CP by 1)
13	Family member
14	Close friend
15	Lover or former lover (roll a d12 instead of a d20 on Table 1-56: Romantic Relationships)
16	Enemy or rival
17	Gangster or underworld figure
18	Adventurer
19	Humanoid monster
20	Non-humanoid monster

### Conflict Motivation

To determine the source of your motivation for the conflict, roll on Table 1–55. If the campaign allows the full spectrum of alignments, roll a d10 on this table. If the campaign allows only nonevil alignments, roll a d8. If you're a paladin, roll a d4. The motivation affects the CP gained from the conflict.

**TABLE 1-55: MOTIVATION**

d10	RESULT	CP
1	Justice	1
2	Love	1
3	Pressured or Manipulated	2
4	Religion	2
5	Family	3
6	Money	3
7	Jealousy	4
8	Hatred or Malice	4
9	Pleasure	5
10	Amusement or Entertainment	5

### Resolution

Once you determine the nature and CP for the event, the next step is to determine the resolution. Instead of rolling for the conflict's resolution, you choose how you dealt with it, and your choice can affect the number of CP the conflict is worth. In games that do not allow evil characters, you cannot take a resolution that would adjust your character to an evil alignment.

**Regret and Penance (–3 CP):** Not only do you regret your action, but you have publicly admitted to it and did your best to make amends for the wrongdoing. Most know of the conflict's details and those who don't can easily find them out if they know where to look or whom to ask.

**Sincere Regret (–2 CP):** Though you feel sincere regret for the event and its memory affects your behavior, it's still a secret. Only your trusted companions know of the conflict, and they have promised a degree of discretion.

**Secret Regret (–1 CP):** You regret the conflict, but go to great lengths to keep it secret and try desperately to forget it ever happened. Only you and maybe a select few people know of your involvement in the conflict.

**Mixed Feelings (0 CP):** Sometimes you regret the conflict, but other times you feel as if you didn't have a choice in the matter or that you made the right decision. Most of the time, you just avoid thinking about the conflict. Only you and maybe a select few people know of your involvement.

**Denial (+1 CP):** You feel little if any regret, and deny the event mostly so others won't judge you. Few if any know of your part in the conflict, and your constant denials are meant to keep it that way.

**No Guilt (+2 CP):** Either guilt is for the weak, or you know you made the right decision. You might not openly brag about your part in the conflict, but you don't deny it when confronted either.



**You Enjoyed It (+3 CP):** Those who cling to petty morals have no understanding of what true freedom and power is. The fact is, you enjoyed your part in the conflict and would do it all over again if the opportunity presented itself. Many people know of your misdeed, and they also realize your complete lack of remorse.

### Deity and Religious Philosophy

Once you have determined your alignment, choose a deity or religious philosophy. Association with a specific deity gives you access to a related religion trait (found starting on page 64). Even if you are not interested in your character being associated with a deity, you can choose “No Deity” or “Undecided” granting you access to abilities outside the realm of faith.

- Abadar:** Eyes and Ears
- Asmodeus:** Asmodean Demon Hunter
- Cayden Cailean:** Fortified Drinker
- Calistria:** Calistrian Courtesan
- Desna:** Starchild
- Erastil:** Patient Optimist
- Gorum:** Veteran of Battle
- Gozreh:** Child of Nature
- Iomedae:** Divine Warrior
- Irori:** Wisdom in the Flesh
- Lamashtu:** Voice of Monsters

- Nethys:** Magic Is Life
- Norgorber:** Shadow Whispers
- Pharasma:** Undead Slayer
- Rovagug:** Wrecking Wrath
- Sarenrae:** Flame of the Dawnflower
- Shelyn:** Ear for Music
- Torag:** Guardian of the Forge
- Urgathoa:** Corpse Cannibal
- Zon-Kuthon:** Pain Is Pleasure

**No Deity:** Even in a world filled with the powers of the divine, you have decided to follow reason, put your faith in the potential of mortals, or otherwise invest in the ways of the material world instead of embracing the teachings of deities. You gain access to the Tireless Logic social trait.

**Undecided:** You have remained undecided when it comes to your faith, but are accepting of others’ faiths and are at least somewhat open to the idea of joining an organized faith should you find one that strikes your fancy. You gain access to the Ease of Faith faith trait.

### Romantic Relationships

Roll on Table 1–56 to determine the kinds of romantic relationships you have had in the past. You might have a background that requires you to roll a d12 on this table instead of a d20.



**TABLE 1-56: ROMANTIC RELATIONSHIPS**

d20	RESULT
1-2	<b>One Significant Relationship:</b> You had a true love once, but that time has passed.
3-6	<b>A Few Significant Relationships:</b> You've tried to make deep connections with individuals on several occasions, but it's never worked out.
7-9	<b>Several Significant Relationships:</b> You've engaged in a number of partnerships, but for some reason or another your relationships always fail.
10-12	<b>Current Lover:</b> You are currently involved in a romantic relationship. You gain access to the True Love story feat.
13-16	<b>Several Inconsequential Relationships:</b> You have had many lovers but no long-lasting, meaningful relationships.
17-18	<b>Experience but No Substantial Relationships:</b> You've had a fling or two, but have so far shied away from any ties or commitments.
19-20	<b>No Experience:</b> You have never experienced any kind of romantic connection whatsoever.

**Relationship with Fellow Adventurers**

This table is best used by the adventuring party as a whole to determine starting relationships between the characters. One player begins the process by choosing someone in the group and rolling to learn the relationship between her and the second character. Then the next player chooses a different character and rolls to determine their relationship, and so on, until finally the last player rolls to determine his relationship with the first character. It is easiest to do this sitting around a table, with each player passing the dice clockwise until the dice have completed a full turn around the table.

You can also use this table free-form if you wish, rolling for your relationship for as many or as few of the other characters as you care to define; however, the first method guarantees that every character has connections to two other characters to improve group cohesion.

If you end up with a result that makes no sense or isn't possible, reroll or just chose another option.

**TABLE 1-57: RELATIONSHIP WITH FELLOW ADVENTURER**

d%	RESULT
01-05	Family or close as family—close friends, close/distant relatives, relatives by marriage/adoption
06-10	Friend of a friend
11-15	Tavern buddies
16-20	Hunting companions
21-25	Business associates, current or former
26-30	Contractor and employer
31-35	Former allies
36-40	Former enemies
41-45	Friendly competitors
46-50	Romantic competitors, current or former

51-55	Know each other by reputation only
56-60	Former inmates (prison, asylum, or captivity) or former inmate and captor
61-65	Criminal connections
66-70	Servants or apprentices to the same master
71-75	Met on a pilgrimage, caravan, or journey
76-80	Veterans of a skirmish or war
81-85	Follow (or followed) the same faith or cult
86-90	Best friends
91-95	Gaming or gambling associates
96-100	From the same hometown or region

**Character Drawback**

Character drawbacks are emotional weak points—chinks your armor. A drawback gives you a small mechanical penalty and a roleplaying hook. Drawbacks also serve as loopholes in the alignment system. When roleplaying your drawback, you might act well outside the bounds of your alignment within certain situations. Each of the following grants a drawback you may choose to take. If you take a drawback option, you may take three traits you have access to instead of two. Roll on the following table to determine your character's drawback. The drawback options begin on page 64.

Discuss with the GM the details of this drawback, such as what the attachment is or who the person involved might be.

**TABLE 1-58: CHARACTER DRAWBACK**

d%	RESULT
01-05	<b>Attachment (Object):</b> You are attached to a precious possession with immense sentimental value and significance. Without it, you are no longer yourself and are prone to suffer from depression, moodiness, or aggressive behavior. You gain access to the Attached drawback.
06-10	<b>Attachment (Person):</b> You are attached to a particular person—a friend, family member, or loved one—who means more than anything or anyone in the world. Your thoughts always return to this person. You gain access to the Attached drawback.
11-15	<b>Family:</b> Your family means everything to you, and there is nothing you wouldn't do for them. Maybe your ties extend to your entire clan or bloodline, or perhaps there is one specific member of your family you hold closer than any other. You gain access to the Family Ties drawback.
16-20	<b>Justice:</b> Unfairness and injustice are intolerable. Whenever you witness them, you feel compelled to act or speak out. When you're personally wronged, you require appeasement—or revenge if you don't receive it. You gain access to the Headstrong drawback.
21-25	<b>Love:</b> Your love for someone motivates you. When this person is in danger, you're prone to





feel weak, powerless, or angry. You gain access to the Lovesick drawback.

26–30

**Loyalty:** You value loyalty over all things. You treasure the friends, associates, and lovers you have earned throughout the years, and when someone breaks your trust or betrays you in some way, you become utterly unhinged. You gain access to the Pride drawback.

31–35

**Material Wealth:** You have a weakness for material things—money, fine jewelry, exquisite foods, expensive or rare items, and so on. When such riches are within your reach, you’re driven to possess them, and you claim them either as an honest collector or a cunning thief. You gain access to the Avarice drawback.

36–40

**Pleasure:** You crave luxury, entertainment, and pleasure. You might indulge in every passing fancy or hold strong against a temptation that constantly eats at you. You gain access to the Hedonistic drawback.

41–45

**Power:** You long for the ability to influence the world around you, whether that’s as small as a village or as large as a plane of reality. You gain access to the Power-Hungry drawback.

46–50

**Pride:** You present an image to the world that can’t be tarnished. When someone

questions your motives, criticizes your actions, or insults your honor or pride, you question his friendship or count him among your enemies until he makes amends. You gain access to the Pride drawback.

51–55

**Race:** You are truly comfortable only around others of your race, and you have a hard time putting faith or trust in those of races different from your own. You gain access to the Xenophobic drawback.

56–60

**Religion:** Your beliefs are of paramount importance in your life, whether you belong to a temple, follow a cult, or practice a religious philosophy independently. When others question or attack the beliefs, principles, relics, or structures of your faith, you respond with fury. You gain access to the Zealous drawback.

61–65

**Reputation or Fame:** You’ve worked hard to establish your identity and reputation, and someone who slanders or insults you must answer for it. You strive to promote your identity to the point where everyone knows your reputation. You gain access to the Vain drawback.

66–70

**Safety or Security:** You are cautious and guarded—wary of others who might harm you, steal from you, or betray your trust. As such,



you sleep lightly, always suspecting someone or something to sneak in upon you in the dark. Even when in relationships with people who trust you, there's always the fear that they harbor hidden agendas or will change and turn against you. You gain access to the Paranoid drawback.

71-75 **Self-Doubt:** No matter what you do, it's never good enough. You cannot help but see in your victories many little defeats and failures. If you were stronger, smarter, faster, or more powerful, maybe you could be better. However, stuck in the body and mind you have, you feel you're destined to fail. You gain access to the Doubt drawback.

76-80 **Social Acceptance:** You want others to accept you, to believe you're special and worthy of merit. You are self-conscious about your social flaws and breaches of etiquette. Rejection is among your greatest fears. You might go to extraordinary lengths to be accepted by or seek favor from your peers. You gain access to the Dependent drawback.

81-85 **The Future:** Your concerns lie not with the present, but with preparation for the future. You may be an avid and organized planner, or perhaps you see the signs of a coming dark age or troubled time. You behave cautiously, conservatively, and methodically as you plan for events that might one day occur. You gain access to the Meticulous drawback.

86-90 **The Past:** You long for the world to return to a past age. You've adopted the manners and style of this age, and are fascinated by its customs, relics, and artifacts, and by the historical figures of that time. Perhaps you live so much in this past age that your connection to the present is tenuous. Or your pretentiousness annoys others. You gain access to the Sentimental drawback.

91-95 **Worldview:** In your eyes, your moral philosophy—your alignment—is the only correct and true way of the world. Perhaps you gently pity, argue with, or brawl with those misguided souls who don't see the world your way or by your light of reason. You gain access to the Provincial drawback.

96-100 **Youth:** You reflect upon your youth as a golden time, one ever present in your mind and that refuses to fade into the background. Every day, you feel yourself growing older and closer to your inevitable end. You seek ways to make yourself look and feel young in attempt to rekindle that fire of your adolescence, but despite your attempts, you realize that your time still draws ever nearer. You gain access to the Vain drawback.

## TRAITS

Character traits are abilities that are not tied to your race or class. They can enhance your skills, racial abilities, class abilities, or other statistics, allowing you further customization. Traits first appeared in the *Pathfinder RPG Advanced Player's Guide*. The following is a list of those original traits as well as the new ones that are featured in the Background Generator.

### BASIC TRAITS

Basic traits are broken down into four categories. Combat traits focus on martial and physical aspects of your background. Faith traits focus on your religious and philosophical leanings. Magic traits focus on any magical events or training you have had. Social traits focus on your social class or upbringing.

### Combat Traits

These traits are associated with combat, battle, and physical prowess. They give minor bonuses in battle and represent conflicts and physical struggles in your backstory.

**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. You gain a +1 trait bonus on all rolls made to confirm critical hits.

**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.

**Axe to Grind:** There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.

**Battlefield Disciple:** You 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.

**Black Powder Bravado:** You are particularly successful when using deeds. Once per day, when you perform a deed that requires an attack roll and you miss with that roll, you can reroll it. You must take the second result even if it is worse.

**Black Powder Fortune:** You have little to fear when there's a gun in your hand. As long as you are wielding a firearm, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.

**Black Powder Interjection:** Your confidence rises when you foil spellcasting. Once per day, when you interrupt



the casting of a spell with a firearm attack, you may regain 1 grit point.

**Bloodthirsty:** You have a vicious streak, and nothing satisfies you more than warm blood on your hands and blade. Whenever you make an attack that reduces a foe to 0 hit points or fewer or you confirm a critical hit, your attack deals 1 additional point of damage. The additional damage is a trait bonus, and is multiplied by your weapon's critical hit multiplier.

**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 attack 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 must have a level in 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 simply cannot make use of it until a later point if you do.

**Cold and Calculating:** You are adept at tricking favored enemies of your race or those related to your race. You gain a +1 trait bonus on all Bluff checks against favored enemies that share one of your subtypes. You also gain a +1 trait bonus on attack rolls made against such favored enemies during the surprise round.

**Courageous:** Your childhood was brutal, but you persevered through force of will and faith. No matter how hard things got, you knew you'd make it through as long as you kept a level head. You gain a +2 trait bonus on saving throws against fear effects.

**Dedicated Defender:** When a companion is 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.

**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 you could always count on to distract your enemies long enough for you 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 1 additional 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.

**Dispelled Battler:** When deprived of magic, you fight harder. You gain a +1 trait bonus on weapon attack and damage rolls while within an area of antimagic such as that created by an *antimagic field*. You also gain this bonus for 1 round after you are subject to an area or targeted *dispel magic* spell, regardless of the effect's success or failure in dispelling your spells and magical effects.

**Easy Way or the Hard Way:** You are skilled at subduing your enemies. Whenever you attack one of your favored enemies with a weapon that deals lethal damage and choose to deal nonlethal damage, you take only a -2 penalty on the attack roll instead of the normal -4.





**Evasive Sting:** Larger enemies have a hard time striking you. You gain a +1 dodge bonus to AC against enemies that are both your favored enemy and at least two size categories larger than you.

**Faith's Hunter:** Divine powers smile upon you each time you grievously wound a favored enemy. When you confirm a critical hit against a favored enemy, you may extend the duration of any divine spell affecting you by 1 round. The benefits from multiple critical hits stack. Divine spells with an instantaneous duration can't be extended in this manner.

**Fencer:** You trained with blades for long hours as a youth, either taking lessons in the genteel art of fencing from tutors paid for by your parents or 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 attack of opportunity attack rolls made with daggers, swords, and similar bladed weapons.

**Hidden Hand:** Your concealed weapons strike fast and true. You gain a +1 trait bonus on Sleight of Hand checks made to conceal light weapons and a +1 trait bonus on attack rolls when making an attack with a light weapon during a surprise round.

**Hunter's Knack:** When you watch and wait before attacking, your strike is true. You gain a +1 trait bonus on attack rolls against your favored enemies when you make such attacks as part of a readied action.

**Indelible Ire:** When you are gravely wounded, you're stirred to greater combat focus. Each time a critical hit is confirmed against you, you gain a +1 trait bonus on attack rolls for 1 round.

**Just Like New:** Broken firearms are not problems—they are challenges. Your first attempt to remove the broken condition from your starting firearm and to upgrade it to a masterwork weapon costs 150 gp instead of 300 gp. In addition, when wielding a firearm that has the broken condition or is treated as if it had the broken condition, you take a –1 penalty on attack rolls made with it instead of the normal –2.

**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 find vile pleasure in twisting the blade to maximize your target's pain. You deal an amount of 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.

**Kin Guardian:** You are dedicated to defending members of your family. When you use the aid another action to give a member of your family a bonus to AC, increase the bonus by 2. This increase is a trait bonus (and therefore doesn't stack with increases granted by other family members using this trait). This trait has no effect when using the aid another action to increase a family member's next attack roll.

**Larger Than Life:** You wield firearms with truly terrifying menace. When you use the Intimidate skill on a creature while wielding a firearm, you are considered one size category larger than your actual size.

**Martial Performer:** Your training has made you a martial performer. When you gain a monk bonus feat, you may instead take a performance feat for which you meet the prerequisites.

**Nature's Mimic:** Your knowledge of nature informs your fighting style, and that style gives you insight into related aspects of the natural world. You gain a +1 trait bonus on all Knowledge (nature) checks, and Knowledge (nature) is always a class skill for you. You can make Knowledge (nature) checks pertaining to animals that correspond to your style feats untrained.

**Never Stop Shooting:** Even when the chips are down, you keep on shooting. If your hit point total drops to 0 or lower but you are not dead, you may act as if disabled rather than dying (as if you possessed the Diehard feat). However, you can use your actions only to draw a firearm, reload a firearm, or attack with a firearm. If you have the Diehard feat, this trait also allows you to substitute your Wisdom score for your Constitution score for the purpose of determining the negative hit point total at which you die.

**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 on initiative checks.

**Reckless:** You have a tendency for rash behavior, often disregarding your own safety as you move across the battlefield. You gain a +1 bonus on Acrobatics checks, and Acrobatics is always a class skill for you.

**Reckless Contempt:** You do not fear the threat of lesser weapons. Whenever you provoke an attack of opportunity by firing a firearm, you gain a +1 trait bonus on the attack roll that provoked the attack of opportunity.

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

**Resolve of the Rejected:** Some disagree with your choice to wield a firearm, and their scorn has only hardened your resolve in battle. You gain a +1 trait bonus on all saving throws against charm and compulsion effects. Also, once per day when you succeed at a saving throw against such an effect, you regain 1 grit point.

**Scarred Descendant:** Your own people are your favored enemy. You gain a +1 trait bonus on rolls to confirm critical hits against favored enemies of your own subtype and on Survival checks made to track such creatures.

**Startling Report:** Through either perfect timing or the determination of your action, the sound of your firearm going off sets your enemies on edge. When you shoot a





firearm, you gain a +2 trait bonus on Intimidate checks for 1 round against those who heard the shot.

**Surprise Weapon:** You are skilled at fighting with objects not traditionally considered weapons. You gain a +2 trait bonus on attack rolls with improvised weapons.

**Tactician:** You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.

**Unblemished Barrel:** Your skill with firearms speeds your repair of such weapons. You gain a +1 trait bonus on Craft (alchemy) and Craft (weapons) checks, and it takes

you only 30 minutes to remove the broken condition from a firearm.

**Vigilant Battler:** You are hard to fool and harder to trick with a feint. You gain a +1 trait bonus on all Sense Motive checks. This trait bonus increases to +2 when used to counter a feint in combat.

## 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 yourself or your philosophy just as easily as they can represent dedication to a deity.

**Beacon of Faith:** You wield the might of your faith with power and clarity. Once per day as a free action, you may treat your caster level as if it were 2 levels higher when using one of the granted powers of your domain or inquisition, or when casting one of your domain spells.

**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, and it increases your devotion to your god. You gain a +2 trait bonus on all saving throws against charm and compulsion effects.

**Blessed:** Some divine agent watches over you and heeds your call. Once per day as a swift action, you gain a +1 trait bonus on all saving throws for 1 round.

**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, where you picked up on many of the nobility's customs in addition to spending much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

**Devotee of the Green:** Your faith in the natural world or 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.

**Disdainful Defender:** You are resistant to the magic of other faiths. You gain a +2 trait bonus on all Will saves you attempt against divine spells. This bonus does not apply against divine spells cast by a caster who worships the same deity you do.

**Ease of Faith:** Your mentor, the person who invested your faith in you from an early age, took steps to ensure you understood that what powers your divine magic is no different





from 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.

**Fate's Favored:** The fates watch over you. Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.

**Fearless Defiance:** Upon overcoming your fear, you become a scourge to your enemies. You gain a +1 trait bonus on all saving throws against fear effects. In addition, if you successfully save against such an effect, you receive a +1 trait bonus on attack rolls against your favored enemies for 1 round.

**Focused Disciple:** When weaker wills falter, you keep a clear mind. You gain a +2 trait bonus on saving throws against charm and compulsion effects.

**History of Heresy:** You were raised with heretical views that have made it difficult for you to accept most religious beliefs and often caused you or those you love to be treated as pariahs. As a result, you have turned your back on religious teachings. 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 against divine spells.

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

**Inspired:** A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

**Loyalty across Lifetimes:** You and your eidolon share a link that seems to span multiple lifetimes. Your eidolon treats its Constitution score as if it were 2 points higher for the purposes of determining when its negative hit point total sends it back to its home plane. In addition, your eidolon gains a +1 trait bonus on Will saves against enchantment spells and effects.

**Martial Manuscript:** You either carry or have memorized a sacred text from your school, temple, or monastery, and its wisdom gives you insight that makes your attacks more devastating. You gain a +2 trait bonus on rolls to confirm critical hits when you're using an unarmed strike or monk weapon.

**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.



**Omen:** You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

**Perpetual Companion:** You are bolstered against fear when your eidolon is near. You gain a +2 trait bonus on all saving throws against fear effects whenever your eidolon is within 30 feet.

**Planar Savant:** You have always had an innate sense of the workings of the planes and their denizens. You may use your Charisma modifier when making Knowledge (planes) checks instead of your Intelligence modifier.

**Principled:** You hold yourself to a strict code of behavior that guides all of your decisions and actions. You take a –2 penalty on Bluff checks and gain a +2 trait bonus on saving throws against charm, compulsion, and emotion effects.

**Prophesied:** Your coming was foretold in prophecy, and people familiar with your legend regard you with awe and fear. You gain a +1 trait bonus on Diplomacy checks and Intimidate checks when interacting with anyone familiar with you or your reputation.

**Reincarnated:** You lived a previous life as someone—or something—else. For you, life and death are a cycle, and you have no fear of death. You gain a +2 trait bonus on saving throws against fear and death effects.

**Sacred Conduit:** Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure that you survived (your mother may or may not have survived). In any event, that magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

**Sacred Touch:** 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 a dying creature merely by touching it.

**Scholar of the Great Beyond:** Your greatest 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 (planes) checks, and one of these skills (your choice) is always a class skill for you.

**Schooled Inquisitor:** Your additional training aids in identifying the wiles of your faith's enemies. You gain a +2 trait bonus on all Knowledge (planes) and Knowledge (religion) checks made to identify the abilities and weaknesses of creatures.

**Spirit Sense:** You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

**Tireless Avenger:** You restlessly pursue your enemies. When you're in pursuit of one of your favored enemies, the DC for the Constitution check to avoid taking lethal damage during a forced march is 10 + 1 per extra hour, instead of 10 + 2 per extra hour.

**Wanderer's Shroud:** Your wanderings often go unnoticed. Efforts to use the Diplomacy skill to gather information about you take a -1 penalty, and you gain a +1 trait bonus on all saving throws against scrying and mind-reading effects that allow saving throws.

**Zealous Striker:** Your zeal is a danger to those of "lesser" faiths. While you have the destruction judgment active, you gain a +1 trait bonus on damage rolls when attacking a foe who can cast divine spells and worships a different deity than you.

## Magic Traits

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

**Air-Touched:** You share an affinity with elemental air. You gain DR 1/— against creatures and attacks with the air type.

**Alchemical Adept:** You are skilled in creating alchemical items. You gain a +2 trait bonus on all Craft (alchemy) checks made to craft alchemical items. Furthermore, when you fail a Craft (alchemy) check by 5 or more but don't roll a natural 1, you don't ruin any raw materials or have to pay that cost again.

**Alchemical Intuition:** You are often struck with epiphanies about alchemical processes and substances. Once per day as a free action, you may gain a trait bonus equal to your Charisma modifier (minimum 0) on a Craft (alchemy) check you make. You can apply this bonus after you roll the check, possibly turning a failure into a success.

**Arcane Revitalization:** Your martial prowess can feed your arcane power. Once per day, when you confirm a

critical hit with a weapon attack, you regain 1 arcane pool point. You can't exceed your maximum number of arcane pool points.

**Arcane Temper:** You have quick reactions and fierce concentration. You gain a +1 trait bonus on concentration and initiative checks.

**Ascendant Recollection:** Your first bloodline power is particularly strong. Your sorcerer level is considered to be 1 level higher when determining the effects of your 1st-level bloodline power.

**Bladed Magic:** You have an innate talent for using magical weaponry and those weapons capable of becoming magical. You gain a +1 trait bonus on Craft checks made to craft magic or masterwork weapons. In addition, when you use your arcane pool class ability to grant a weapon an enhancement bonus, that bonus lasts for 2 minutes instead of 1.

**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.

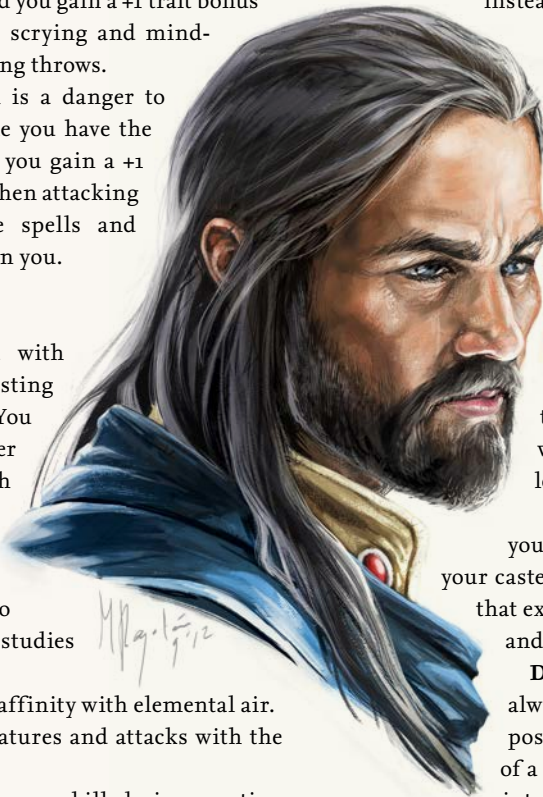
**Cross-Disciplined:** Your dabbling has granted you greater insight into the proper casting of certain spells. Once per day, you may cast a spell you have prepared that appears on both the magus and wizard spell lists as if your caster level were 1 level higher.

**Cross-Knowledge:** Once per day, you may treat an extract you drink as if your caster level were 1 level higher as long as that extract appears on the wizard spell list and the alchemist list of formulae.

**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 frequently 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.

**Desperate Resolve:** You are adept at casting spells even in the most precarious situations. You gain a +1 trait bonus on concentration checks. This trait bonus increases to +4 when you are grappled, pinned, in violent weather, or entangled.

**Desperate Speed:** Your eidolon excels at a movement type you do not possess. Your eidolon receives a +5-foot enhancement bonus to one type of speed it has that you do not, such as a climb or swim speed. If your eidolon





doesn't already possess such a mode of movement, you may apply this trait bonus later if it gains an evolution that grants it such a mode. Once this bonus is applied to a mode of movement, it can't be switched to another mode.

**Earth-Touched:** You share an affinity with elemental earth. You gain DR 1/— against creatures and attacks with the earth type.

**Eldritch Delver:** You have an unquenchable thirst for knowledge about the world and desire to obtain it firsthand. You gain a +1 trait bonus on all Knowledge (dungeoneering) and Knowledge (history) checks, and you may treat your caster level as 1 level higher for all conjuration spells of the teleportation subschool.

**Enduring Mutagen:** Because of special training, your unique body chemistry, or the uncovering of an alchemical secret, your mutagens last longer. The bonuses and penalties granted by your mutagens last for 1 additional minute per alchemist level.

**Flame-Touched:** You share an affinity with elemental fire. You gain DR 1/— against creatures and attacks with the fire type.

**Focused Burn:** You know the secret of making punishing fire bombs. Any bombs you have that deal fire damage deal 1 additional point of fire damage on a direct hit per 2d6 of fire damage normally dealt (minimum 1 point). This additional damage does not apply to the bomb's splash damage.

**Focused Mind:** Your childhood was dominated either by lessons of some sort (whether musical, academic, or other) or by a horrible home life that encouraged your ability to block out distractions and focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

**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.

**Greater Link:** The link between you and your eidolon is stronger than most. Your eidolon's current and maximum hit point totals are not reduced by 50% until you are separated by 110 feet or more. Your eidolon's current and maximum hit point totals are not reduced by 75% until you are separated by 1,100 feet or more. All other aspects of your life link class feature are unaffected.

**Greater Purpose:** You are convinced you're alive to achieve a great purpose. You gain a +1 trait bonus on all saving throws to resist death effects and a +1 trait bonus on Constitution checks made to stabilize while dying.

**Hedge Magician:** You apprenticed for a time to an artisan 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 required gp cost to make the item by 5%.

**Kin Bond:** 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 the sibling are twins or otherwise part of a multiple birth, 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.

**Knowledgeable Caster:** Once per day when you cast a divination spell, you can cast that spell as if your caster level were 1 level higher in the appropriate class. You also gain a +1 trait bonus on any Knowledge checks associated with your sorcerer bloodline, if any.

**Linked Surge:** Once per day, you may make a Strength- or Constitution-based ability check or skill check using your eidolon's ability score in place of your own. Your eidolon must be summoned and within 30 feet for you to use this trait.

**Magic Crafter:** Your early magical training involved study of the properties and creation of magic items. You gain a +1 trait bonus on Appraise checks and a +1 bonus on any Craft checks attempted while making magic items.

**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, 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.

**Magical Lineage:** One of your parents was a gifted spellcaster who not only used metamagic often, but also 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 that add at least 1 level to the spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

**Magical Talent:** Either from inborn talent, the 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.

**Malleable Magic:** Once per day as a swift action, you can lose a single 1st-, 2nd- or 3rd-level magus spell to regain 1 arcane pool point. You can't exceed the maximum number of arcane pool points in your arcane pool by using this trait.

**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 (engineering) checks, and one of these skills (your choice) is always a class skill for you.

**Meticulous Concoction:** Your meticulous carefulness makes your bombs and extracts more potent. Once per day, you can either add a +2 trait bonus to the save DC for one bomb you throw or extend the duration of one extract you imbibe by 2 rounds. Extracts with an instantaneous duration are not affected by this trait.

**Outcast’s Intuition:** You are able to sense the motives of others and use that sense to bolster your magic against dispelling. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you. In addition, your caster level is treated as 1 level higher for the purposes of any attempts to dispel your magic.

**Partial Protege:** You are adept at disguising your true talents. You gain a +1 trait bonus on Bluff checks and on Use Magic Device checks made to emulate a class feature.

**Perfectionist’s Brew:** You know that potion recipes should be followed with exact precision. You gain a +2 trait bonus on all Craft (alchemy) checks and on Spellcraft checks made to brew potions.

**Possessed:** You were, or are, possessed in some way by another entity that grants you occasional access to its knowledge. Once per day, you can attempt a Knowledge check of your choice even if you are not trained in that skill and it is not usually possible to use that skill untrained. If you can normally use that skill untrained, you gain a +2 trait bonus on the check.

**Pragmatic Activator:** While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

**Precise Treatment:** You treat others with a clear and calculating intellect. You gain a +1 trait bonus on all Heal checks, and you may use your Intelligence modifier when making Heal checks instead of your Wisdom modifier.

**Reluctant Apprentice:** Your early training grants you knowledge of the arcane. You gain a +1 trait bonus on Knowledge (arcana) checks, and are considered trained in that skill even if you have no ranks in it.

**Resilient Caster:** Your great force of will makes your magic harder to dispel. Your caster level is treated as 1 level higher whenever someone attempts to dispel one of your spells.

**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 +1 trait bonus on Linguistics checks to decipher unfamiliar languages, and Linguistics is always a class skill for you. In addition, you gain a +1 trait bonus on Spellcraft checks made to decipher the writing on a scroll.

**Shrouded Casting:** You have learned the secret to casting some spells without lesser material components.

Choose one school of magic when you pick this trait. You can cast spells from that school as if you had the Eschew Materials feat.

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

**Storm-Touched:** You share an affinity with elemental lightning. You gain DR 1/— against creatures and attacks with the electricity type.

**Strength Foretold:** You can channel extra power into one of your bloodline spells. Once per day as a free action, you gain a +1 trait bonus to the DC of the saving throw of one of your bonus bloodline spells.

**Tenacious Shifting:** You’ve discovered the secret of stable transmutations. Any transmutation spell you cast upon yourself has its duration increased by 2 rounds. Transmutation spells with an instantaneous duration are not affected by this trait.

**Twinned Presence:** Your eidolon—and your connection to it—makes others ill at ease. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. In addition, if your eidolon is summoned and within 30 feet, and its size exceeds your own, use its size modifier on any Intimidate checks you make.

**Unscathed:** You are amazingly resistant to energy attacks because of either your upbringing or magical experimentation. Each type of energy resistance you have (if any) increases by 2 points.

**Unseen but Not Undone:** Without a single gesture, you can unleash a bloodline spell. Once per day, you can cast a bloodline spell as if you had the Still Spell feat. Using this trait does not modify the spell’s level.

**Unstable Mutagen:** You discovered or were given a secret to make your mutagens more unstable—but also more potent. Once per day, you can create an unstable mutagen. It is like a normal mutagen in most ways, but also gains a single benefit or hindrance due to its instability. Roll 1d6 to determine the result of the instability.

d6	RESULT
1	The unstable mutagen lasts for 5 minutes per alchemist level.
2	The unstable mutagen lasts for 20 minutes per alchemist level.
3	The unstable mutagen does not grant a natural armor bonus.
4	The natural armor bonus granted by the mutagen increases by 2.
5	The penalty that the mutagen applies to the corresponding mental ability score increases by 2.
6	The unstable mutagen does not apply a penalty to the corresponding mental ability score.

**Volatile Conduit:** You discovered a secret that enhances the energy of some spells. Once per day as a free action,



when you cast a spell that deals acid, cold, electricity, or fire damage, you can enhance that spell with volatile energy. When you do, it deals 1d4 points of extra damage of the same energy type.

**Water-Touched:** You share an affinity with elemental water. You gain DR 1/— against creatures and attacks with the water type.

## Social Traits

Social traits reflect your upbringing; your background in high society or lack thereof; and your history with respect to your parents, siblings, friends, competitors, and enemies.

**Acrobat:** Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a –2 penalty instead of the normal –5 penalty when using the Climb skill to attempt an accelerated climb.

**Adopted:** You were adopted and raised by someone not of your race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race.

**Ambitious:** You exude confidence in the presence of those more powerful than you—sometimes unreasonably so. You gain a +4 trait bonus on Diplomacy checks made to influence creatures with at least 5 Hit Dice more than you possess.

**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).

**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 +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

**Beast Bond:** You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.

**Bruising Intellect:** Your sharp intellect and rapier-like wit bruise egos. Intimidate is always a class skill for you, and you may use your Intelligence modifier when making Intimidate checks instead of your Charisma modifier.

**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 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 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 for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

**Civilized:** You are well versed in the local laws, customs, and politics. You gain a +1 trait bonus on Knowledge (nobility) checks and Knowledge (local) checks. Knowledge (local) is always a class skill for you.



**Criminal:** You spent your early life robbing and stealing to get by. Select one of the following skills: Disable Device, Intimidate, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Destined Diplomat:** Your relationship with your eidolon gives you some clout with other outsiders. You gain a +2 trait bonus on Diplomacy checks toward outsiders, and Diplomacy is always a class skill for you.

**Fast Talker:** You had a knack for 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.

**Friend in Every Town:** You have no problem making friends and learning information from them wherever you go. You gain a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks. One of these skills (your choice) is always a class skill for you.

**Grief-Filled:** You are no stranger to loss and intense emotions. You gain a +2 trait bonus on all saving throws against emotion spells and effects.

**Harvester:** You were trained to harvest all parts of an animal with care and precision. You gain a +1 trait bonus on Profession (tanner) or Profession (trapper) checks, and you may make these checks as if you were trained in the skill even if you have no ranks. Additionally, you do not risk poisoning yourself whenever you handle or apply poison taken from a venomous creature.

**Imposing Scion:** The reputation of your bloodline grants you a degree of fearful respect. You gain a +1 trait bonus on Intimidate checks. If your bloodline is keyed to a specific creature type, your trait bonus increases to +2 when interacting with creatures of that type.

**Influence:** Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Knowing the Enemy:** You know a good deal about your most dire enemies. You gain a +1 trait bonus on checks with the Knowledge skill corresponding to your first favored enemy choice, and that Knowledge skill is always a class skill for you.

**Life of Toil:** You have lived a physically taxing life, working long hours for a master or to support a trade. Hard physical labor has toughened your body and mind. You gain a +1 trait bonus on Fortitude saves.

**Mentored:** A tutor or private instructor guided you in learning your art, profession, or trade, and through your education, you became capable of teaching and guiding others. Choose a single Craft, Perform, or Profession skill. You gain a +1 trait bonus on checks with that skill. You also gain a +1 trait bonus when you aid another's skill check with any skill.

**Mercenary:** For everything there is a price, and you are a negotiator at heart. You gain a +2 trait bonus on Diplomacy, Intimidate, and Sense Motive checks made while negotiating payment for a quest or a service that you provide.

**Merchant:** You lived your life as a merchant, buying and selling goods. You gain a +1 trait bonus on any Appraise and Sense Motive checks you attempt while bargaining for the price of goods. Appraise is always a class skill for you.

**Natural-Born Leader:** You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not.





All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

**Ordinary:** The only thing extraordinary about your appearance is its ordinariness. You carry yourself in an understated way, and many people who see your face soon forget it. You gain a +4 trait bonus on Stealth checks whenever you attempt to hide in a crowd.

**Orphaned:** You grew up separated from your birth parents, and had to learn to watch out for yourself. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.

**Poverty-Stricken:** Your childhood was tough, and your parents always 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 on 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, you enjoy a one-time benefit to your initial finances—your starting wealth increases to 900 gp.

**Savage:** You were born and raised in untamed lands far from civilization. You learned to survive in the elements among brutal humanoids and beasts. You gain a +1 trait bonus on Knowledge (nature) checks and a +1 trait bonus on Survival checks to get along in the wild. Knowledge (nature) is always a class skill for you.

**Seeker:** You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

**Simple Disciple:** You picked up skill in a craft or a profession during your time at a monastery. You gain a +1 trait bonus on checks with a Profession or Craft skill of your choice.

**Style Sage:** You have a passion for history and news concerning monastic disciplines. You gain a +1 trait bonus on checks with your choice of either Knowledge (local) or Knowledge (history), and the one you choose is always a class skill for you. In addition, you gain a +1 trait bonus on Diplomacy checks made to gather information about any person with levels in monk.

**Suspicious:** You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and lied 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.

**Talented:** You are a virtuoso musician, actor, or storyteller. You gain a +1 trait bonus on checks with a single Perform skill (your choice), and all Perform skills are always class skills for you.

**Tireless Logic:** Your curious mind figures out even the most complex problems. Once per day when you make an Intelligence-based skill check or ability check, you can roll twice and take the better result.

**Trustworthy:** People find it easy to put their faith in you. You gain a +1 trait bonus on Bluff checks made to fool someone. You also gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

**Truth's Agent:** You are skilled at weeding out information. You gain a +1 trait bonus on all Diplomacy checks made to gather information and all Knowledge (local) checks. Knowledge (local) is always a class skill for you.

**Unintentional Linguist:** You can speak with outsiders. You gain a +1 trait bonus on all Linguistics checks, and you begin play knowing one of the following languages (in addition to those granted by your race and Intelligence modifier): Abyssal, Aquan, Celestial, Ignan, Infernal, Protean, or Terran.

**Unnatural Revenge:** You gain a +2 trait bonus on all Intimidate checks against creatures of the animal, fey, or plant type, and Intimidate is always a class skill for you.

**Unpredictable:** Your actions often seem random and chaotic to others, but there is a method to your madness. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

**Veiled Disciple:** Trained in espionage, you're skilled at passing messages and staying on task. You gain a +1 trait bonus on Bluff checks made to pass secret messages and a +1 trait bonus on saving throws against charm and compulsion effects.

**Weathered Emissary:** Your travels in the wildlands gave you insight into how to survive their dangers and communicate with their inhabitants. You gain a +1 trait bonus on all Linguistics and Survival checks, and Linguistics is always a class skill for you.

**Worldly:** You have acquired an unusual breadth of life experience—more than others of your age, race, or culture. Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.

## RACE TRAITS

Race traits are tied to specific races. Your character must be of the specified race to select a race trait. However, the background generator draws from all lists, letting you ignore these restrictions. If using the background generator, you can take any trait you gain access to through it.

### Dwarf Race Traits

Only dwarves can select these traits.

**Brewmaster:** Your family brought the secrets of dwarven brewing to non-dwarven lands. Though this has given you skill in the brewer's craft, it's also earned you distrust among dwarven purists. You gain a +1 trait bonus on Profession (brewer) and Craft (alchemy) checks, but you take a –1 penalty on Diplomacy checks made to change the attitude of dwarves who know that your family has shared brewing secrets with non-dwarves.

**Goldsniffer:** Your keen senses lead you to hidden treasures. You gain a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.



**Tunnel Fighter:** Caves and tunnels are a second home to you. While underground, you receive a +2 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls for critical hits (this damage is multiplied on a critical hit).

## Elf Race Traits

Only elves can select these traits.

**Forlorn:** Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

**Warrior of Old:** As a child, you put in long hours on combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on initiative checks.

## Gnome Race Traits

Only gnomes can select these traits.

**Animal Friend:** You've long been a friend to animals, and feel safer when animals are nearby. You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Handle Animal is always a class skill for you.

**Rapscallion:** You've spent your entire life thumbing your nose at the establishment and take pride in your run-ins with the law. Somehow, despite all your mischievous behavior, you've never been caught. You gain a +1 trait bonus on Escape Artist checks and a +1 trait bonus on initiative checks.

## Half-Elf Race Traits

Only half-elves can select these traits.

**Elven Reflexes:** One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on initiative checks.

**Failed Apprentice:** As a child, your parents sent you to a distant wizard's tower as an apprentice so that you could learn the arcane arts. Unfortunately, you had no arcane talent whatsoever, though you did learn a great deal about the workings of spells and how to resist them. You gain a +1 trait bonus on saves against arcane spells.

## Halfling Race Traits

Only halflings can select these traits.

**Freedom Fighter:** Your parents allowed escaping slaves to hide in your home, and the stories you've heard from them instilled into you a deep loathing of slavery. You gain a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage, and Escape Artist is always a class skill for you.

**Well-Informed:** You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it. Because of this, you gain a +1 trait bonus on Diplomacy checks to gather

information and Knowledge (local) checks. One of these skills (your choice) is always a class skill for you.

## Half-Orc Race Traits

Only half-orcs can select these traits.

**Almost Human:** You have enough human features that it's easy for you to pass for a pureblooded human. You gain a +4 trait bonus on Disguise checks to pass as human, and Disguise is always a class skill for you.

**Brute:** You have worked for a crime lord, either as a low-level enforcer or as a guard, and are adept at frightening away people. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

**Outcast:** Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.

**Scrapper:** A childhood spent scrabbling for every possession and scrap of food has made you fierce and wary. You receive a +1 trait bonus on all Intimidate checks made to demoralize opponents and a +1 trait bonus on all Perception checks to avoid being surprised.

## Human Race Traits

Only humans can select these traits.

**Scholar of Ruins:** From the moment you could walk and talk, the ruins of ancient civilizations have fascinated you. Because of this, you have special insight into geography as well as expertise in exploring lost places. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (dungeoneering) checks. One of these skills (your choice) is always a class skill for you.

**World Traveler:** Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. Select one of the following skills: Diplomacy, Knowledge (local), or Sense Motive. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

## Bloodline Race Traits

Members of any race can select one of these traits, as they represent distant bloodlines intermixed with or corrupting those your race.

**Blood of Dragons:** Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

**Deathtouched:** At some point you were tainted with the corruption of the undead, and you have gained some of their defenses. You gain either a +1 trait bonus on Fortitude saving throws or a +2 trait bonus on saving throws against mind-affecting effects (your choice).

**Fiend Blood:** The blood of fiends taints your line, manifesting physically, though it may be barely noticeable.



Choose one of the following skills: Bluff, Intimidate, or Knowledge (planes). You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

## REGIONAL TRAITS

Regional traits are tied to particular regions, often specific nations, territories, or cities in a campaign. The following regional traits represent several generic regions that can be used in most campaign settings.

**Desert Child (Desert):** You were born and raised in rocky deserts, and are accustomed to high temperatures. You gain a +4 trait bonus on saving throws made to resist the effects of being in hot conditions and a +1 trait bonus on saving throws against fire effects.

**Frontier-Forged (Any Frontier Area):** A hard life on the edge of civilization has made you resourceful but has also given you a streak of self-preservation bordering on paranoia. You receive a +1 trait bonus on Perception checks and a +1 bonus on Survival checks made to get along in the wild.

**Highlander (Hills or Mountain):** You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

**Log Roller (Forest):** The time you spent leaping between slippery logs as they whirled down the river to market taught you how to keep your footing. You gain a +1 trait bonus on Acrobatics checks and a +1 trait bonus to your CMB when attempting to resist trip attacks.

**Militia Veteran (Any Town or Village):** Your first job was serving in a civilian militia in your hometown. The skills you learned through daily drilling and protecting your fellow townsfolk gave you special insight into military life. Select one of the following skills: Profession (soldier), Ride, or Survival. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

**River Rat (Marsh or River):** You learned to swim right after you learned to walk. When you were a youth, a gang of river pirates put you to work swimming in nighttime rivers and canals with a dagger between your teeth so you could sever the anchor ropes of merchant vessels. You gain a +1 trait bonus on damage rolls with a dagger and a +1 trait bonus on Swim checks. Swim is always a class skill for you.

**Savanna Child (Plains):** You were born and raised on the rolling plains or savannas. You spent much of your youth exploring these vast reaches and know many of the region's secrets. Pick one of the following skills: Handle Animal, Knowledge (nature), or Ride. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

**Sea-Souled (Coastline or Island):** You are at home at sea. You receive a +1 trait bonus on Swim checks, and you can always take 10 while Swimming.

**Surface Stranger (Underground):** You were born and raised in a subterranean home with little or no bright light. Your miss chance for concealment or total concealment due to either mundane or magical darkness decreases by 10%. You are dazzled for 1 round when you are suddenly exposed to bright light.

**Tundra Child (Tundra or Cold Regions):** You were born and raised in the cold wastes of the far north or far south, and are accustomed to low temperatures. You gain a +4 trait bonus on saving throws made to resist the effects of being in cold conditions and a +1 trait bonus on saving throws against cold effects.

**Vagabond Child (Urban):** You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment.

Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

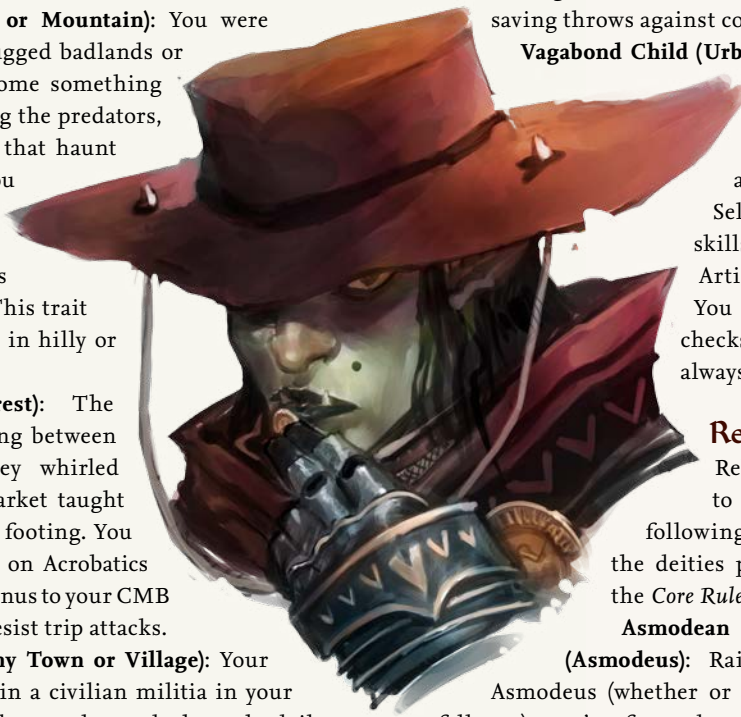
## Religion Traits

Religion traits are tied to specific deities. The following religion traits reference the deities presented on page 43 of the *Core Rulebook*.

**Asmodean Demon Hunter (Asmodeus):** Raised in the church of Asmodeus (whether or not you are currently a follower), you've focused your indoctrinated fervor primarily on the elimination of demons. You gain a +3 trait bonus on Knowledge (planes) checks about demons and a +2 trait bonus on Will saves against mind-affecting spells and effects from demons.

**Calistrian Courtesan (Calistria):** You worked in one of Calistria's temples as a sacred courtesan, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Sense Motive checks and Diplomacy checks to gather information, and one of these skills (your choice) is always a class skill for you.

**Child of Nature (Gozreh):** You have been blessed by Gozreh to be as comfortable in the wilderness as you are at home. You gain a +2 trait bonus on Survival checks to



find food and water, and a +1 trait bonus on Knowledge (nature) checks. One of these skills (your choice) is always a class skill for you.

**Corpse Cannibal (Urgathoa):** Your faith encourages you to indulge a variety of perverse hungers, leading you to shrug at even some of the darkest taboos. You gain a +2 trait bonus on Fortitude saves against diseases and can gain sustenance from rotting flesh with no negative side effects.

**Divine Warrior (Iomedae):** From an early age, you were trained by a militaristic order of clerics. You are devoted to the teachings of Iomedae and to spreading those teachings by force. Whenever you cast a divine spell that affects any melee weapons, choose one of those weapons; it gains a +1 trait bonus on damage rolls for the duration of the spell.

**Ear for Music (Shelyn):** You spent countless hours of your youth in one of Shelyn's temples, listening to wonderful musicians and singers. You gain a +1 trait bonus on one category of Perform checks and a +2 trait bonus on Knowledge (local) checks that deal with the local art or music scene.

**Eyes and Ears of the City (Abadar):** Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

**Flame of the Dawnflower (Sarenrae):** You have been raised to view yourself as a blade in Sarenrae's service, or you have taken on that duty for yourself. Whenever you score a critical hit with a scimitar, you deal 2 additional points of fire damage to your target.

**Fortified Drinker (Cayden Cailean):** Cayden Cailean's holy brews invigorate your mind, making you less susceptible to mental attacks. Whenever you imbibe any alcoholic beverage, you gain a +2 trait bonus on saves against mind-affecting effects for 1 hour.

**Guardian of the Forge (Torag):** Torag's sacred duties are to protect the faithful, take lessons from the great craftsmen and strategists of the past, and prepare against dark times. You receive a +1 trait bonus on Knowledge (engineering) and Knowledge (history) checks. One of these skills (your choice) is a class skill for you.

**Magic Is Life (Nethys):** Your faith in magic allows you to reflexively use the energy of any spell effect currently on you to save you from death. As long as you are under the effects of a spell, you gain a +2 trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.

**Pain Is Pleasure (Zon-Kuthon):** You have discovered a hint of the dark truths that lay hidden within blood and flesh. You gain a +1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.

**Patient Optimist (Erastil):** You know that all things pass in time, and are used to having to repeat arguments multiple times to convince stubborn believers. You gain a

+2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt, you may retry it once.

**Shadow Whispers (Norgorber):** You have a penchant for just knowing others' secrets. You gain a +1 trait bonus on Knowledge (local) checks and a +2 trait bonus on Intimidate checks made to demoralize opponents.

**Starchild (Desna):** Desna sensed your love of travel and promised you would always be able to find your way home. You can automatically determine where true north is. You gain a +4 trait bonus on Survival checks to avoid becoming lost.

**Undead Slayer (Pharasma):** Instructed at a young age in the tenets of the faith of Pharasma, you view the undead as abominations that must be destroyed so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage rolls against undead.

**Veteran of Battle (Gorum):** You have fought in several battles, and each time felt the presence of Gorum guiding your sword-arm, making you ready to act at a moment's notice. You gain a +1 trait bonus on initiative checks, and 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.

**Voice of Monsters (Lamashtu):** Your faith leads you to see the power and wonder in even the most horrible abominations. Once per day, you can cast *Speak with Animals*. When you cast this spell, it can affect animals (as normal) as well as aberrations and magical beasts with an Intelligence of 2 or lower.

**Wisdom in the Flesh (Irori):** Your hours of meditation on inner perfection and the nature of strength and speed allow you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select any Strength-, Constitution-, or Dexterity-based skill. You may make checks with that skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.

**Wrecking Wrath (Rovagug):** Your ferocity is devastating, sometimes even to your own weapons. Once per day, after successfully hitting a foe with a melee weapon, you can add your Strength modifier to the damage roll a second time (your Strength Modifier is not doubled if you are using a two-handed weapon). Doing so has a 25% chance of giving your weapon the broken condition.

## DRAWBACKS

Drawbacks are traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. If you choose to take a drawback, you can take a third trait that you have access to. You don't have to take a drawback.

**Attached:** You have a strong emotional attachment to a person or object that you're terrified of losing. The GM chooses the object of your attachment. Whenever the object of your attachment is either threatened, in danger,



or in someone else's possession, you take a -1 penalty on Will saves and a -2 penalty on saves against fear effects. If the person or object to which you're attached is ever lost, killed, or destroyed, exchange this drawback for the Doubt drawback.

**Avarice:** Deep, compulsive greed gnaws at you. Whenever monetary treasure is divided, you must end up with a greater share of that treasure than your companions or you're wracked with feelings of jealousy and ill will. When treasure is divided, if you do not end up with at least 10% more treasure than any other individual companion does, you have a hard time being helpful to your allies. You become irritable, and can't take the aid another action for the next week.

**Dependent:** You are dependent upon the acceptance of others. Whenever you fail a Diplomacy check, you become shaken for 1 hour.

**Doubt:** You lack confidence in your abilities or confidence in the universe at large. Whenever you fail a skill or ability check, you take a -4 penalty on that type of skill or ability check for the next hour.

**Family Ties:** Your family is extremely important to you, and you feel disheartened when you can't do what they ask. When a family member makes a request of you, you must fulfill that request or take a -2 penalty on all Wisdom- and Charisma-based ability checks and skill checks until you either do what was requested or succeed at a DC 20 Will saving throw, which you can attempt once per day at the start of each day. You can't take this drawback if you have no family. If you ever lose your family or lose contact with your family, exchange this drawback for the Doubt drawback.

**Headstrong:** You feel compelled to correct every action and argument that contradicts your worldview. Whenever you witness an action or hear an argument that contradicts your alignment, you must attempt to stop or correct that action or argument. If you either don't try to stop it or fail in your attempt to stop it (as adjudicated by the GM), you are shaken for 1 hour.

**Hedonistic:** You are a creature of pleasure and comfort. Whenever you spend a day without gaining reward or treasure (at least 10 or more gold pieces) or spending an hour on entertainment or pleasure, attempt a DC 20 Fortitude save at the end of that day. If you fail, you begin the next day fatigued. This fatigue lasts 4 hours, or until you receive a reward or sufficient entertainment or pleasure.

**Lovesick:** Your love for another occupies your every thought, and you become despondent when you are away from that person. The person is chosen by your GM (with consideration to your roll on Table 1-56: Romantic Relationships if you used the background generator). At the start of each day, if you are away from this person you take a -2 penalty on initiative checks and Perception checks. If you ever lose or fall out of love with this person, exchange this drawback for the Doubt drawback.

**Meticulous:** You plan and prepare everything in detail, and aren't good at improvising when things don't go as planned. You take a -2 penalty on skill checks for skills with which you're untrained.

**Paranoid:** You believe that someone or something is always out to get you, so you have a hard time truly trusting anyone. Anyone who attempts an aid another action of any type to assist you must succeed at a DC 15 check instead of the normal DC 10 check.

**Power-Hungry:** You're addicted to power. You take a -2 penalty on Will saving throws against charm and compulsion effects if the creature creating the effect

promises wealth or power.

**Pride:** You can't abide challenges to your dignity, authority, or honor. When someone threatens, accuses, or challenges you, you take a -2 penalty on Diplomacy checks and Sense Motive checks involving that creature until the creature apologizes to you.

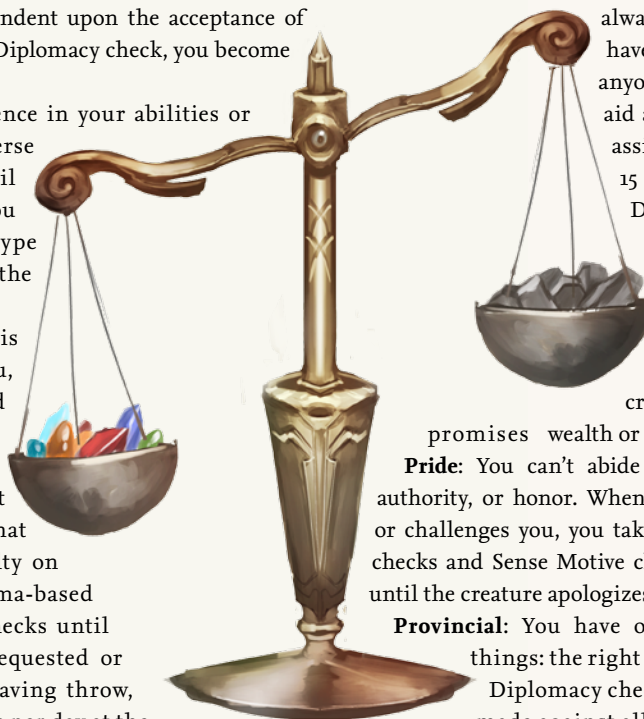
**Provincial:** You have only one way of looking at things: the right way. You take a -2 penalty on Diplomacy checks and Sense Motive checks made against all creatures whose religion or alignment differs from your own.

**Sentimental:** You are sentimental, and your thoughts often stray to the past at inappropriate times. You take a -2 penalty on Perception checks to avoid being surprised and on Reflex saving throws to avoid traps or hazards.

**Vain:** You are sensitive about the way others perceive you. Whenever you fail an opposed Charisma-based check, you take a -2 penalty on all Charisma-based checks for the next 24 hours.

**Xenophobic:** You have a hard time understanding and trusting those with unfamiliar ways and appearances. You take a -2 penalty on Diplomacy and Sense Motive checks made against creatures of a different race or from a different culture.

**Zealous:** You are fanatical in your beliefs, ruled by emotion over reason. When you attack a creature that you know worships a different religion than you do, you take a -5 penalty on the attack roll and a +2 trait bonus on the damage roll with your first attack.



## STORY FEATS

A story feat reflects a goal—often an all-consuming one—that shapes your life. Each story feat incorporates a trigger event (which comes from either a campaign occurrence or your background), an immediate benefit, a goal, and a further benefit for achieving that goal.

Story feats are marked with the story keyword. Each feat has at least two possible prerequisites, representing conditions most likely met during play or a background that fits the feat (see Backgrounds listed on pages 16–51). You need to meet only one of these prerequisites. Anytime you gain a new feat, you may take a story feat, but you can have only one uncompleted story feat at a time. Story feats are designed for PCs, but can be taken by NPCs and monsters as well.

Unlike typical feats, story feats have nebulous prerequisites, and you should choose one only after talking with the GM. The GM should weave a story feat into the greater story of the campaign and even adjust it as needed to fit the campaign's long-term goals and the specifics of your background. Story feats should work organically within the story of the campaign, rather than be chosen purely for their mechanical benefits.

Like the prerequisites, the completion conditions for a story feat might require GM adjudication. If the events of the campaign are not likely to resolve the story implied by the story feat, the GM should consider shifting the goal to something you can achieve. Establishing a meaningful story arc is more important than adhering to the letter of the feat.

Because a story feat represents both your motivation and character development, the GM should make an effort to incorporate elements related to the feat into the ongoing campaign. These can be direct elements, like the appearance of a villain or hated creature, or indirect elements, such as rumors of the fate of a lost relative or NPCs who are impressed by a PC's artistic endeavors. A good rule of thumb is to work in a reference to each PC's story feat once every three to five sessions.

In most cases, allies can assist in completing a story feat. At the GM's discretion, if you do not take a leadership role in tasks or conflicts related to your own story feat, you might need to complete additional goals to resolve the story feat, or might even be denied completion altogether.

## Common Rules

Many story feats share similar terminology in their prerequisites and completion conditions. The following terms have special meanings when used in story feats.

**Appropriate Number:** These are either creatures whose individual CRs add up to 20, or creatures whose individual CRs add up to 5 times your character level, whichever is greater. For example, if you're at 6th level, an appropriate number of creatures have CRs that add up to 30. This calculation is based on your current character level, not the level at which you selected the story feat. Overly easy challenges (encounters with CRs of 3 or more below your character level) don't count unless circumstances make them much more difficult to handle.

**Challenging Foe:** This is a foe or group of foes with a total CR of 10 or a CR of 3 plus your character level, whichever is higher. If this refers to a distinct individual, the foe's CR is set when the feat is taken, but the foe advances in power as you do. Otherwise, it refers to your current level. A typical recurring foe advances in CR by 1 for every 1–2 levels you gain.

**Character's Level:** Normally, this is your actual character level. If you're a creature best represented by CR rather than character level (such as most monsters with more than 1 HD), use your calculated CR instead of your character level.

**Decisively Defeat:** You overcome a foe in some way, such as by killing the creature, knocking it unconscious, or causing it to be taken prisoner. You must be a significant participant in the conflict to defeat the opponent, even if another strikes the final blow. Whether or not merely causing the enemy to flee qualifies is up to the GM. Generally, driving off an enemy while causing little actual harm does not qualify as a decisive defeat.

**Slay:** Slaying a foe includes killing it, destroying it, turning it to stone, banishing it to the Abyss, or otherwise eliminating it in a fashion reversible only by powerful magic. Unless otherwise noted, you must deal the final blow yourself to slay a creature.

**Thwart:** Distinct from defeating a foe, thwarting a foe involves disrupting its plans in a substantial and essentially permanent fashion. Deposing a lord, bringing down a priest's temple, or banishing a sorcerer to the depths of Hell all qualify as thwarting. You keep any benefits gained by thwarting a foe even if it survives defeat and returns more powerful than before. You must be a significant participant in the events that lead to your foe being thwarted for your actions to count toward fulfilling a story requirement.





## Story Feats and Stacking

Most story feat bonuses are untyped, and stack with almost any other bonus. However, if you have multiple story feats, their untyped bonuses do not stack with each other. For example, if two story feats gave you a bonus on saving throws, you would add only the higher bonus.

## Accursed (Story)

Your curse weighs down your soul like a millstone around your neck.

**Prerequisite:** You must carry a curse that can be lifted only by a quest or similar great undertaking, or have the Cursed Birth background.

**Benefit:** You gain spell resistance equal to 5 + your character level, as the curse interferes with all magic. Unlike most spell resistance, it can't voluntarily be lowered, though your own spells and magic items still automatically affect you.

**Goal:** Your curse is lifted or you are able to purge the corruption of your fiendish blood (the circumstances of either vary widely based on the nature of the curse, and are up to the GM).

**Completion Benefit:** You lose the spell resistance described above. You gain spell resistance equal to 11 + your character level, but only against harmful enchantment, necromancy, and transmutation spells and spell-like abilities—your aura resists further attempts to curse you. Harmless spells automatically bypass this spell resistance whether you desire it or not. This spell resistance can be voluntarily lowered.

## Arisen (Story)

Escaping death strengthened your bond to life, but fills you with a need for answers.

**Prerequisite:** You must have been slain and brought back from the dead, or have the Left to Die or Cursed Birth background.

**Benefit:** You don't die until your negative hit point total is equal to or greater than 4 + your Constitution score. Once per day as a standard action, you can force yourself to carry on by strength of will alone, gaining 1 temporary hit point per hit die. These temporary hit points last for 10 minutes.

**Normal:** You die when your negative hit point total is equal to or greater than your Constitution score.

**Goal:** You meet in person and hear the words of your deity or your deity's chosen herald. If you worship a pantheon of deities, you must meet and hear a member of that pantheon—a herald does not suffice in this case. If you worship no specific deity, you must hear the words of an appropriate entity of the GM's choice.

**Completion Benefit:** You gain a +2 bonus on saving throws against death effects and fear effects. In addition, the caster level of any conjuration (healing) spell that is cast on you increases by 1 for the purposes of its effects on you alone.

## Battlefield Healer (Story)

In even the fiercest battles, you risk life and limb to save your allies.

**Prerequisite:** You must successfully cast a conjuration (healing) spell on an ally after being hit by an attack of opportunity, or have the Battle, Chaplain, or Healed background.

**Benefit:** When attempting a concentration check caused by receiving damage (including ongoing damage), you reduce the damage taken by 50% for the purposes of determining the concentration check DC.

**Goal:** Over time, provoke at least 20 attacks of opportunity for casting conjuration (healing) spells on allies. These spells don't have to succeed to count.

**Completion Benefit:** You automatically succeed at concentration checks for conjuration (healing) spells caused by taking damage.

## Champion (Story)

You must prove yourself through single combat.

**Prerequisite:** You must have defeated a single challenging foe without any aid from another, or have the Champion of a God, Champion of the People, Competition Champion, or Gladiator background.

**Benefit:** As a swift action, you can declare a single combat challenge to one foe within 50 feet and in line of sight. Upon doing so, you gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against that foe as long as no one else threatens that opponent or until the single combat challenge ends. If another combatant attacks you or your foe, the challenge ends and you take a –2 penalty on attack rolls and to AC for 1 round. Though you can declare a single combat challenge at will, once you declare it on a foe you can't declare it on the same foe for another 24 hours.

**Goal:** Defeat an appropriate number of challenging foes in single combat. These combats must not be interrupted by other creatures, and the foes must not have already been substantially injured or impaired prior to combat with you.

**Completion Benefit:** Your bonuses for single combat increase to +2. In addition, any confirmed critical hits you make against such a foe deal an additional 1d6 points of damage.

## Damned (Story)

From your earliest days, you were destined to sacrifice everything in your quest for power.

**Prerequisite:** You must have had friendly contact with an evil-aligned outsider that would qualify as a challenging foe, have a fiend-related sorcerous bloodline such as abyssal or infernal, have direct fiendish ancestry (such as being a tiefling or half-fiend), or have the Fiend Raised or The Fiend background.

**Benefit:** You gain a +2 bonus on Charisma-based checks involving evil-aligned outsiders and +1 bonus to

the DC of spells and spell-like abilities you use against such creatures. You take a –2 penalty on Charisma-based checks involving good-aligned outsiders.

**Goal:** Successfully trade your soul to an evil outsider.

**Completion Benefit:** You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on

the arrangement by which you traded your soul, though you keep the feat's basic benefits.

## Deny the Reaper (Story)

The lives you could not save stay with you to your final breath.

**Prerequisite:** You must have witnessed the death of a close companion in battle—a death that could have been prevented, such as from bleeding, failure to stabilize, or ongoing poison damage—or have the Death in the Family or The War background.

**Benefit:** You gain a +2 bonus on Heal checks. If you have 10 or more ranks in Heal, this bonus increases to +4. You can apply first aid as a move action and don't take a penalty when treating deadly wounds without a healing kit.

**Goal:** Bring an ally back from the dead, including by using *breath of life* or *reincarnate*.

**Completion Benefit:** You and each ally within 10 feet of you gain a +2 bonus on saves against death effects. In addition, once per day you can spontaneously convert any 5th-level or higher conjuration (healing) spell into *breath of life*.

## Eldritch Researcher (Story)

You seek new applications for magical energy.

**Prerequisite:** You must have created a new spell, or have The Way Things Work background.

**Benefit:** When casting a spell you've created, add 1 to your caster level. In addition, you gain a +2 bonus on Spellcraft checks. If you have 10 or more ranks in Spellcraft, this bonus increases to +4.

**Goal:** Create a new spell of at least 6th level.

**Completion Benefit:** The save DCs for any spells you create increase by 1 when you cast them. In addition, when applying metamagic feats to self-created spells, reduce the total level adjustment by 1. You can't reduce metamagic costs to lower than the spell's original level in this manner.

**Special:** For a self-created spell to benefit from this feat, it must be a truly novel spell. Spells slightly altered from the original (for example, *delayed blast fireball* as compared to *fireball*) gain no benefit. Alchemists can benefit from this feat as though their formulae and extracts were spells.

## Fearless Zeal (Story)

You're willing to lay down your life for your faith.

**Prerequisite:** You must be ordained as a sacred (or profane) champion of your faith by a high-ranking member of its clergy, or have the Devoted, Faith-Bringer, or Moral Debt background. Such an honor goes above and beyond the normal oaths required of a cleric or paladin.

**Benefit:** Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before





any results (such as damage) are rolled and applied. If you have 10 or more levels or hit dice, this bonus increases to +4.

**Goal:** Die in pursuit of your faith's goals and be brought back to life. If you die in circumstances that don't involve your faith, you gain no benefit. If your GM permits, you can instead remain dead and create a new PC inspired by your heroic sacrifice.

**Completion Benefit:** If you died and came back, you become a living symbol of faith. Once per day as a standard action, you can inspire those who share your faith to great effort, granting them a +2 morale bonus on attack rolls and saving throws for 1 minute. This is a mind-affecting, language-dependent effect. If you create a new character inspired by your previous character, the new PC receives a +2 bonus to a single ability score. This ability score can't be one that already has a racial bonus. The new PC can later take this feat if he meets the prerequisite.

### Feral Heart (Story)

In your chest beats the heart of a wild beast.

**Prerequisite:** You must have reverted to savage behavior through a traumatic event or extended period in the wilderness, or have the Raised by Beasts background.

**Benefit:** Whenever you receive a morale bonus on Strength or attack rolls (such as from *heroism* or the barbarian rage class feature), you receive a +2 bonus on Dexterity- and Strength-based ability and skill checks and a +1 bonus on Reflex saves until the morale bonus effect ends.

**Goal:** Woo and then marry or otherwise enter into a committed relationship with a person from a civilized culture. This relationship must be forged in love, not bought or coerced.

**Completion Benefit:** Delay the penalties for the exhausted, fatigued, shaken, and sickened conditions for 1 round after first receiving them. If you already have the condition in question and it is applied again, this feat provides no benefit. Despite ignoring the penalties you do still have the condition. For example, if you become shaken again while benefiting from this feat, you become frightened as normal.

### Foeslayer (Story)

Your bitter feud with your enemies can be quenched only with blood.

**Prerequisite:** You must have been defeated and robbed of at least half your possessions by a particular group of humanoids or monstrous humanoids, or have the An Eye for an Eye, Hated Foe, Raiders, or Vengeance background. You may choose a specific race, such as duergar, or a broader group, such as goblinoids. At the GM's option, you may instead choose residents of a particular country, settlement, or tribe.

**Benefit:** The save DCs for your spells or abilities increase by 1 when you use them against the chosen group, and you gain a +1 dodge bonus to AC against their attacks.

**Goal:** Slay an appropriate number of challenging foes.

**Completion Benefit:** You gain the benefits of the Improved Critical feat on attacks made against members of your chosen race. Your dodge bonus to AC against such foes increases to +2.

### Forgotten Past (Story)

A pivotal event from your past eludes your memory.

**Prerequisite:** You must have suffered permanent memory loss or have the Reincarnated background.

**Benefit:** The duration of mind-affecting spells (even beneficial ones) is halved for you, to a minimum of 1 round. Your inquisitive nature gives you a +2 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +4.

**Goal:** Regain a major portion of your lost memories. The exact means varies, possibly requiring a *wish*, assistance from a divine being, reliving a past life, or confronting the situation that led to your memory loss. This process must involve encountering a challenging foe, though possibly in ways other than direct confrontation.

**Completion Benefit:** You roll twice whenever you attempt a saving throw against a mind-affecting effect, keeping the better result.

**Special:** Restoration of memories by means less significant than *miracle* or *wish* does not qualify for the prerequisite.

### Glimpse Beyond (Story)

You have glimpsed the madness at the edges of reality.

**Prerequisite:** You must have faced an undead, evil outsider, or aberration with a CR greater than your level +4, or have the Raised Among the Dead or The Dead One background.

**Benefit:** You gain a +2 bonus on Knowledge (dungeoneering) checks to identify the vulnerabilities and powers of aberrations, Knowledge (planes) checks to identify the vulnerabilities and powers of evil outsiders, and Knowledge (religion) checks to identify the vulnerabilities and powers of undead, and you can make such checks untrained. If you have 10 or more ranks in any of these Knowledge skills, the bonus increases to +4 for the appropriate skill. In addition, you gain a +2 bonus on saves against fear effects.

**Goal:** Be killed or driven insane (as determined by the GM) by an aberration, evil outsider, or undead. This leaves your mind permanently marked.

**Completion Benefit:** Any sane creature that attempts to read your thoughts takes 1d6 points of Wisdom damage (Will DC 10 + 1/2 your level + your Charisma modified negates). In addition, the effect of any ability damage, ability drain, or penalty to your Intelligence, Wisdom, or Charisma is halved (minimum 1). You take a -2 penalty on Will saving throws. Whenever you roll a save against a mind-affecting effect, roll twice and keep the better result.

### Innocent Blood (Story)

With their deaths, the pitiful wretches that inhabit this world open your path to greatness.



**Prerequisite:** You must slay at least 50 intelligent noncombatants for either your own personal gain or for no cause at all, or have the Bloodthirsty, First Kill, or The Kill background.

**Benefit:** You gain a +2 bonus on Intimidate checks. If you have 10 or more ranks in Intimidate, this bonus increases to +4. Each time you slay an intelligent creature, you gain a +1 bonus on attack rolls and caster level checks for 1 minute (this bonus does not stack with itself).

**Goal:** Slay at least 200 more intelligent noncombatants, then slay a challenging foe that seeks to either bring you to justice for your crimes or usurp your position.

**Completion Benefit:** Any shaken creature takes double the normal penalties when attacking you, making saves against your abilities, or resolving skill checks with you as a target.



### Liberator (Story)

Your time in shackles has forever marked your soul.

**Prerequisite:** You must have been enslaved for at least 6 months, or have the Imprisoned or Kidnapped background.

**Benefit:** You gain a +1 bonus on attack rolls, weapon damage rolls, and skill checks when your actions would directly lead to freeing prisoners or slaves.

**Goal:** Free at least 200 slaves through perilous rescues (not merely buying them at market).

**Completion Benefit:** You gain the ability to inspire others through your dedication to your cause. Allies within 20 feet receive your Liberator feat bonuses when working with you to free prisoners or slaves. In addition, as a standard action you can inspire slaves and former slaves within 120 feet, giving them temporary hit points equal to 1/2 your character level and a +1 bonus on saving throws. These benefits last for 1 hour, and a given creature can receive this benefit only once per day. These are mind-affecting effects, and the inspiring bonus is language-dependent.

### Lost Legacy (Story)

What once belonged to your family shall be yours again.

**Prerequisite:** Your family must have claim to an inherited title or position that no longer belongs to them, or have the Dishonored Family background. You can take this feat even if you have no knowledge of this lost family title.

**Benefit:** You gain a +1 bonus on Charisma-based ability checks and skill checks.

**Goal:** Regain your family's lost claim, either for yourself or another in your family. In the process of completing this claim, you must decisively defeat a challenging foe that seeks to deny your birthright.

**Completion Benefit:** You gain a +1 bonus on Wisdom ability checks, Wisdom-based skill checks, and Will saving throws.

**Special:** If you manage to regain your position without defeating a challenging foe, you may still complete this story feat at a later date if a suitable challenging foe attempts to steal your birthright again.

### Magnum Opus (Story)

You seek to create a true masterpiece.

**Prerequisite:** You must either have sold five or more self-created works of art worth a total of at least 5,000 gp, have performed at least five performances for audiences of 50 or more while achieving a great performance result or better on your Perform check, or have the Virtuoso background.

**Benefit:** Choose a single Craft or Perform skill. Whenever you take 10 with this skill, treat your die result as a 15 instead.

**Goal:** Either sell a single self-created work of art for at least 25,000 gp, perform at least 10 performances for audiences of 100 or more while achieving an extraordinary result or better, or win the artistic



patronage of the ruler of a country or city of at least 100,000 people. In each case, you must achieve this using the skill chosen above.

**Completion Benefit:** You gain a +5 bonus on skill checks made with your chosen skill, and a +2 bonus on all other Craft and Perform checks for which you have at least 1 rank.

### Monument Builder (Story)

Your inspired architecture shall make your name immortal.

**Prerequisites:** Knowledge (engineering) 1 rank, and you must have built a structure worth at least 5,000 gp.

**Benefit:** When you supervise a construction project or do the construction yourself, reduce your raw material costs by 10%. You gain a +2 bonus on Knowledge (engineering) checks. If you have 10 or more ranks in Knowledge (engineering), this bonus increases to +4.

**Goal:** Design and construct a building worth at least 100,000 gp with great personal significance to you. For example, you might construct a new temple for your god on the site where an old temple was destroyed, or an academy for students to unlock the secrets of the universe.

**Completion Benefit:** The value of any past and future buildings you construct (including the building constructed to achieve your goal) increases by 10% as your reputation spreads. In addition, you and your workers complete double the normal amount of work in a given time interval when you supervise a construction project.

### Nation Builder (Story)

The land calls to you to conquer it and forge a realm all your own.

**Prerequisite:** You must have explored and claimed an area of at least 100 square miles.

**Benefit:** When in either unclaimed wilderness or land under your own control, you receive a +2 bonus on Perception checks, Stealth checks, and Survival checks. If you have 10 or more ranks in one of these skills, the bonus on that skill increases to +4.

**Goal:** Explore and conquer an area of at least 1,000 square miles, in the process decisively defeating a challenging foe. You must also lay claim to the land either in your own name or in the name of a leader you directly report to, and establish a stronghold or other fortification to defend it.

**Completion Benefit:** You gain a +2 bonus on initiative checks, attack rolls, and saving throws while in the area you have claimed.

### Nemesis (Story)

A past enemy seeks your ruin.

**Prerequisite:** You must have at least one enemy who wishes to cause you great harm. If you have multiple enemies, the GM may keep the specific nemesis secret, or have many of your enemies work together against you. If your nemesis is not already a challenging foe, it either

advances in strength to become a challenging foe or allies with others to achieve a higher challenge rating.

**Benefit:** Having a nemesis drives you to excel in training. For each new level you gain in a favored class, including the level you gained when you chose this feat, you can choose two benefits instead of one. One of these benefits must be either a bonus hit point or a bonus skill point, even if other options are available.

**Goal:** Slay your nemesis. Causing your nemesis's death through your direct actions qualifies even if you do not strike the fatal blow, but another killing your nemesis without your involvement doesn't count.

**Completion Benefit:** You gain a +2 inherent bonus to an ability score of your choice. In addition, you may retroactively apply your extra favored class benefit to the favored class levels you gained before taking this feat.

**Special:** Thwarting your plans becomes an all-consuming goal for your nemesis. Your nemesis gains a +2 bonus on attack rolls and damage rolls against you. Whatever you try to achieve, your nemesis seeks to tear down.

### Prophet (Story)

The truth has been revealed, and you have been chosen to deliver it.

**Prerequisites:** Ability to cast divine spells, and you must either have received a vision from your god (or another appropriate supernatural entity) or have the Marked by the Gods background.

**Benefit:** If you are nonevil and worship a nonevil deity, whenever you cast a beneficial spell on an ally you gain a +1 sacred bonus to AC for 1 round per spell level. If you are evil or worship an evil deity, whenever you cast a harmful spell on an enemy you gain a +1 profane bonus to AC for 1 round per spell level. Casting a spell on yourself does not count unless it also affects an ally.

**Goal:** Convert an appropriate number of creatures to the worship of your deity.

**Completion Benefit:** Your bonus to AC for casting beneficial or harmful spells on allies increases to +2, and the bonus also applies on saving throws for the same duration.

### Redemption (Story)

Your past failure haunts you and drives you on.

**Prerequisite:** You must have lost class features by violating the code of conduct of a class that possesses such a code, or have the Dishonored Family background.

**Benefit:** As an immediate action, you can add a +1 bonus to the result of an ability check, attack roll, saving throw, or skill check you have just rolled by becoming shaken for 1 minute. You must choose before the result is revealed.

**Goal:** Regain any lost class features and complete a quest to prove your worth. In the course of completing this quest, you must decisively defeat a challenging foe. The quest should relate in some fashion to the transgression that removed your class abilities or led to you being disgraced.





**Completion Benefit:** You gain the ability to reroll a failed saving throw once per day. You must keep the result of the second roll, even if it is lower.

## Shamed (Story)

A past humiliation haunts you to this day.

**Prerequisite:** You must have been publicly embarrassed, or must have the Bastard Born background. If the embarrassment didn't cause significant harm to your personal honor or social standing, it does not qualify for the feat prerequisites. The humiliation doesn't need to have been unjustified.

**Benefit:** Being observed drives you to excel. When you're in a conflict that is being observed by others not involved in the conflict, you gain a +1 bonus on attack rolls and skill checks.

**Goal:** You can complete this goal in one of two fashions. First, thwart a chosen foe in a fashion that clearly establishes your superiority to the general public. Second, prove your worth another way, like gaining a title or becoming the chosen hero of a region.

**Completion Benefit:** Your newfound confidence gives you temporary hit points equal to your character level. These temporary hit points last until lost and refresh any time you rest long enough for natural healing to occur (*Core Rulebook* 191), whether or not any healing actually occurs.

## Stronghold (Story)

You seek to build a bastion against which your enemies shall break like water against the rocks.

**Prerequisites:** You must have the Leadership feat and must lead at least 10 combat-capable followers (such as fighters or rangers).

**Benefit:** You can spend a move action to give battle orders to your troops, granting creatures under your command within 60 feet your choice of a +1 morale bonus on attack rolls, a +1 dodge bonus to AC, or a +1 bonus on a single type of saving throw. All creatures must receive the same benefit. You can't use this benefit on allies not under your command. This is a language-dependent, mind-affecting effect.

**Goal:** Build or capture a stronghold capable of housing a force of at least 200 troops, and staff it with at least 100 combat-capable soldiers (or the equivalent) under your command. You must also provide food and water sufficient to survive at least a 6-month siege and a gold reserve sufficient for at least 6 months of wages if your troops require pay.

**Completion Benefit:** Your battle order bonuses improve to +2, and the range of your orders increases to 120 feet. In addition, you can give two different orders to your troops. For example, you could grant your archers +2 on attack rolls while your front line gains a +2 bonus to AC.



### Thief of Legend (Story)

More than just a burglar, you aspire to commit crimes of legendary stature.

**Prerequisites:** You must have stolen at least 1,000 gp worth of treasure without being caught and kept mementos of these thefts worth at least 500 gp, or have the Greed background.

**Benefit:** Once per day when you attempt a Disable Device check to open a lock or Sleight of Hand check to pick a pocket, you can roll twice and take the better result.

**Goal:** Steal a famous and well-guarded treasure worth at least 50,000 gp while leaving no evidence of your involvement behind. The treasure must be protected by a mix of at least 8 traps or challenging foes. Any guardians need not be defeated, merely bypassed. You don't need to keep the treasure, and you can boast of the theft afterward.

**Completion Benefit:** You gain the ability to reactively disarm a trap. When you trigger a trap, you can attempt a Disable Device check with a -5 penalty to interrupt the trap's function, leaving it still armed but effectively preventing it from activating. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. Since the trap is still armed, it might activate again if you don't immediately back away or otherwise avoid repeating the act that set it off the first time.

### Town Tamer (Story)

This town needs cleaning up, and you're just the one to do it.

**Prerequisites:** You must have 5 ranks in Intimidate and a personal motivation to clean up a particular town (such as an old friend calling in a favor, or seeking a place to settle down), or you must have the Bounty Hunter or Champion of the People background.

**Benefit:** Choose a particular settlement. When you're in your chosen settlement, the DC of Intimidate checks made against you increases by 10. You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against undesirable elements like criminals or ruffians in your chosen settlement. This bonus increases to +2 for combat maneuver checks.

**Goal:** Defeat 10 more troublemakers in your chosen settlement with a CR equal to your character level or higher, and in the process eliminate a serious criminal threat or otherwise clean up the streets.

**Completion Benefit:** You gain the ability to designate a new chosen settlement as often as you wish. You must first live in a settlement for 1 week to make it your chosen settlement. In addition, you gain a +2 bonus on initiative checks and a +1 bonus on saving throws when in your chosen settlement.

### True Love (Story)

You found love, only to have it denied by the cruelty of fate.

**Prerequisite:** You must have found love with a person you can't be with, have a current lover, or have the Current Lover, For Love, or The Lover background.

Possible complications include distance, your love being with another, your feelings being unrequited, or your relationship being forbidden.

**Benefit:** You add 1 to the save DC and caster level of your spells and spell-like abilities with the emotion descriptor. In addition, you gain a +2 bonus on Sense Motive checks. If you have 10 or more ranks in Sense Motive, this bonus increases to +4.

**Goal:** Find a way to be with your true love (even if you can't formally wed).

**Completion Benefit:** The inspiration of knowing your love waits for your return gives you a +2 bonus on attack rolls, saving throws, and skill checks whenever you are below a quarter of your total hit points (not counting any temporary hit points). You lose this completion benefit if your relationship with your true love comes to an end for any reason, including death.

**Special:** At the GM's discretion, you can find true love with a person other than the one you designated when you chose this feat. In this case, the love you initially chose was wrong for you, but this became obvious only when you found the one truly meant for you.

### Unforgotten (Story)

You search for a person dear to you—lost, but you pray not dead.

**Prerequisite:** You must have a close relative, spouse, or other person dear to your heart who never returned from a journey, was captured, or otherwise vanished with little trace, or you have the Major Disaster background.

**Benefit:** Your dogged determination reduces any nonlethal damage you take by 1 point, to a minimum of 1 point of nonlethal damage. You also gain a +1 bonus on Will saves.

**Goal:** Find your lost loved one alive, and in the process, decisively defeat a challenging foe who kept you apart.

**Completion Benefit:** You gain a +1 bonus on all saving throws, replacing the +1 bonus on Will saves. If you find your loved one dead, you lose all benefits from this feat until you put the body and possibly soul to proper rest. Putting the body to rest restores the completion benefit, but you don't regain the ability to reduce nonlethal damage.

### Vengeance (Story)

The need to avenge those you loved drives you to great deeds.

**Prerequisite:** You must have a close family member or other loved one slain by a specific challenging foe or that foe's minions, or have the Raiders or Vengeance background.

**Benefit:** You gain a +1 bonus on saving throws, attack rolls, and weapon damage rolls against your chosen foe and known minions of that foe.

**Goal:** Thwart your chosen foe.

**Completion Benefit:** You gain a +1 bonus on all saving throws. This bonus stacks with this feat's bonus against your foe and its minions, should they survive.