

Gaining Traits

When you create your character for a campaign, ask your GM how many traits you can select. In most cases, a new PC should gain two traits, effectively gaining what amounts to a bonus feat at character creation. Some GMs may wish to limit this somewhat, depending upon their style of play; you may only be able to pick one trait, or your GM might allow three or more. Even if your GM doesn't allow bonus traits, you should still be able to pick up some with the [Additional Traits](#) feat. For Pathfinder Adventure Paths, there are two categories of traits to choose from. One of your traits must be a campaign trait chosen from the list given in that Adventure Path's Player's Guide—this trait ties your character into the campaign's storyline and gives you a built-in reason to begin the first adventure. Your other trait can be chosen from one of the other types of traits:

- basic traits
- campaign traits
- race traits
- regional traits
- religion traits

Restrictions on Trait Selection

There are a few rules governing trait selections. To begin with, your GM controls how many bonus traits a PC begins with; the default assumption is two traits. When selecting traits, you may not select more than one from the same list of traits. Certain types of traits may have additional requirements, as detailed in the section above. Remember also that traits are intended to model events that were formative in your character's development, either before he became an adventurer, or (in the case of additional traits gained via the Additional Traits feat) events that happened while adventuring. Even if you become a hermit and abandon society, you'll still retain your legacy of growing up an aristocrat if you took a social trait. The one exception to this is religion traits—since these traits require continued faith in a specific deity, you can indeed lose the benefits of these traits if you switch religions. In this case, consult your GM for your options. He may simply rule that you lose that trait, or he might allow you to pick a new religion trait tied to your new deity. Another option is that if you abandon a religion, you lose the associated religion traits until you gain an experience level, at which point you may replace lost religion traits with basic faith traits.

Types of Traits

There are five types of character traits to choose from, basic, Campaign,

Basic Traits

There are a total of 40 basic traits—ten each, split among the categories of *Combat*, *Faith*, *Magic*, and *Social*. Note that each of these four categories roughly equates to the

four modes of adventuring, but aren't tied to specific classes. It's perfectly possible to have a religious rogue, for example, or a magic-obsessed fighter. Basic traits are "generic," and should be able to fit into any campaign setting with a minimum of customization.

Basic traits are broken down into four categories:

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

Combat Traits

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

Accelerated Drinker

You know how to drink a potion efficiently, such as by not using your hands, tossing it in the air and catching it in your mouth, or opening it with your teeth. You may drink a potion as a move action instead of a standard as long as you start your turn with the potion in your hand.

Threatening Defender

You know how to avoid a blow while still maintaining your offensive posture. When you use [Combat Expertise](#), reduce the number you subtract from your melee attack rolls by 1.

Magic Traits

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

Desperate Focus

You've often found yourself in situations where a lack of focus can lead to worse than a lost spell. You gain a +2 trait bonus on concentration checks.

Diabolical Dabbler

Each fiendish animal you conjure with any summon spell gains +1 hit point per hit die for the duration of the spell that summoned it.

Theoretical Magician

You've studied more magic than what you can actually perform. You gain a +2 trait bonus on Spellcraft checks, or a +3 bonus if you aren't a spellcaster.

Social Traits

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

Hellknight Ancestry

At least one of your parents was a Hellknight, and you see the orders as the embodiment of civic virtue. You gain a +2 trait bonus on [Diplomacy](#) checks to influence Hellknights and a +2 trait bonus on [Intimidate](#) checks to influence enemies of the Hellknights. *Source: [Cheliox, Empire of Devils](#).*

Nonchalant Thuggery

You are adept at keeping witnesses from noticing that anything is wrong. You gain a +4 trait bonus on [Bluff](#) checks to keep others from noticing your aggressive actions.

Campaign Traits

These traits are specifically tailored to give new characters an instant hook into a new Adventure Path. Campaign traits tailored to a specific Adventure Path can always be found in that Adventure Path's Player's Guide.

Race Traits

Race traits are keyed to specific races or ethnicities. In order to select a race trait, your character must be of the trait's race or ethnicity. If your race or ethnicity changes at some later point (as could be possible due to the result of polymorph magic or a reincarnation spell), the benefits gained by your racial trait persist— only if your mind and memories change as well do you lose the benefits of a race trait. Of course, in such an event, you're also likely to lose skills, feats, and a whole lot more!

These race traits are available to all characters of the appropriate race.

Aspiring Bard (Human)

You spent countless hours of your youth wandering the open campuses of the Music Academy and the Choir College, listening to wonderful musicians and singers and daydreaming of your life as a bard. You gain a +1 trait bonus to one category of [Perform](#) checks and a +2 trait bonus to any [Knowledge](#) (local) checks that deal with the local music scene.

Brute (Half-Orc)

You have spent long hours working for a crime lord, either as a low-level enforcer or as a guard or bouncer. You're adept at frightening away people and gain a +2 trait bonus on Intimidate checks.

Dilettante Artist (Elf)

Art for you is a social gateway and you use it to influence and penetrate high society. You gain a +1 trait bonus to one category of [Perform](#) checks and a +1 trait bonus to [Diplomacy](#) checks. One of these skills (your choice) is always a class skill for you.

Failed Apprentice (Half-Elf)

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

Fanatic (Human)

Your years spent in libraries reading every musty tome you could find about ancient lost civilizations has given you insight into the subjects of history and the arcane. You gain a +1 trait bonus to [Knowledge](#) (arcana) and [Knowledge](#) (history) checks. One of these skills (your choice) is always a class skill for you.

Infernal Influence (Human)

Your family boasts secret diabolical ties that may go back many generations. You gain fire [resistance](#) 1 and a +1 trait bonus on [Fortitude](#) saves against poison.

Masterful Demeanor (Human)

As a proud overlord, you are confident that members of other, inferior races will obey you, and quickly. You gain a +3 trait bonus on [Intimidate](#) checks against members of non-human humanoid races..

Scholar of Ruins (Human)

From the moment you could walk and talk, the nearby ruins fascinated you. You joined every expedition you could find, volunteered as a porter for the Explorer Society, and sometimes just set out on your own to explore as many of the ruins as you could. Because of this, you have special insight into the geography of the local area as well as expertise at exploring lost places. You gain a +1 trait bonus to [Knowledge](#) (geography) and [Knowledge](#) (dungeoneering) checks. One of these skills (your choice) is always a class skill for you.

Regional Traits

Regional traits are keyed to specific regions, be they large (such as a nation or geographic region) or small (such as a city or a specific mountain). In order to select a regional trait, your PC must have spent at least a year living in that region. At first level, you can only select one regional trait (typically the one tied to your character's place of birth or homeland), despite the number of regions you might wish to write into your character's background.

Dump Salvager

You grew up in or around your city's rubbish heaps and spent your spare time digging through trash looking for things worth selling. You gain a +3 trait bonus on [Perception](#) checks to search for concealed items.

Precocious Spellcaster

Before you even began your training as a spellcaster, you spent a great deal of time studying [cantrips](#) and simple spells on your own. Because of this, you developed some innate magical abilities without any outside guidance. Select one [cantrip](#) and one 1st-level spell; when you cast these spells, they function at one caster level higher than your actual caster level.

Survivor

Years of living in violent squalor have sharpened your senses and given you an ardent distrust of humanity. You gain a +1 trait bonus to [initiative](#) and [Sense Motive](#) checks. [Sense Motive](#) is always a class skill for you.

Vagabond Child

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](#)

or [Sleight of Hand](#). You gain a +1 trait bonus on that skill, and it is always a class skill for you. *Source:* [Taldor, Echoes of Glory](#)

Wealthy Dabbler

You study magic at a social club, wowing your friends with your recent discoveries and showing off your expertise in the simplest of magical exploits. Select two non-harmful arcane [cantrips](#). You can cast these two [cantrips](#) once per day each (caster level 1st). If you have levels in a class that can cast these [cantrips](#), your caster level for these [cantrips](#) is equal to that class level.

Wharf Rat

You may never have been on a ship larger than a garbage scow, but you've been helping them dock all your life. You gain a +2 trait bonus on skill checks involving [climbing](#) and rope use, and a +4 trait bonus on [Appraise](#) checks to determine the value of large quantities of bulk goods without opening their containers.

Whisper Hunter

Your family prepared you for a life of evading or destroying fiendish creatures. You gain a +2 trait bonus on [Survival](#) checks to track evil outsiders and a +2 trait bonus on [initiative](#) checks when you know your opponent is an evil [outsider](#).

Religion Traits

Religion traits indicate that your character has an established faith in a specific deity; you need not be a member of a class that can wield divine magic to pick a religion trait, but you do have to have a patron deity and have some amount of religion in your background to justify this trait. Unlike the other categories of traits, religion traits can go away if you abandon your religion, as detailed below under Restrictions.

These religion traits are available to all characters of the listed religion.

Ambassador (Sun Goddess)

Your natural abilities at mediation and compromise manifested at a young age. For as long as you can remember, you were always more able to solve disputes and carefully settle violent disagreements than others. You gain a +2 trait bonus to [Diplomacy](#) checks.

Demon Hunter

Raised in the church of Hell (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.

Devotee of a Dead God (A Fallen God)

You simply cannot and will not accept that your god is dead. Your faith in his teachings and religion are stronger than ever. You gain a +1 trait bonus on [Diplomacy](#) checks and [Knowledge](#) (religion) checks. One of these skills (your choice) is always a class skill for you.

Patient Optimist (Goddess of Travel)

As a worshiper of a good and kindly god, you know that Hell's dominion will pass in time, and are used to having to repeat arguments multiple times to convince even the most stubborn believer. 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.

Under Siege (Sun Goddess)

In order to maintain your devotion to sun goddess in a hostile kingdom and stay alive, you and your fellow worshipers developed a complex system of hand signs and facial gestures to identify yourselves as faithful in the Cult of the Sun Goddess. You gain a +1 trait bonus on [Bluff](#) and [Sense Motive](#) checks. One of these skills (your choice) is always a class skill for you.