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Character Traits

Table: Character Traits

d%	Trait
01-03	Abrasive
04-06	Absent-minded
07-09	Aggressive
10-11	Brawler ¹
12-13	Cautious ¹
14-16	Detached
17-19	Dishonest
20-21	Distinctive ¹
22-24	Easygoing
25-27	Farsighted
28-30	Focused
31-33	Hard of Hearing
34-36	Hardy
37-39	Honest
40-41	Illiterate)
42-43	Inattentive ¹
44-46	Musclebound
47-49	Nearsighted
50-51	Nightsighted ¹
52-54	Passionate
55-57	Plucky
58-60	Polite
61-62	Quick ¹
63-65	Reckless
66-68	Relentless
69-70	Saddleborn
71-73	Skinny
74-76	Slippery
77-78	Slow ¹
79-81	Specialized
82-84	Spellgifted
85-87	Stout
88-90	Suspicious
91-93	Torpid
94-96	Uncivilized
97-100	Roll again twice ²

1. Trait has special restrictions (see the text). If you don't qualify, roll again.
2. No starting character may have more than two traits. If a player rolls this result two or more times, the player may choose which two traits to keep.

Traits are aspects of a character's personality, background, or physique that make him better at some activities and worse at others. In many ways, traits resemble feats: A character can have only a limited number of traits, and each trait provides some benefit. Unlike feats, however, traits always carry a corresponding drawback. In addition to their game effects, traits suggest characteristics about the character's personality that might lead to interesting roleplaying opportunities. Together with a character's class and feat selection, traits offer a way for game mechanics to encourage deeper character backgrounds and consistent roleplaying.

Traits serve as an interesting starting point for roleplaying, reminding players of their characters' most prominent strengths and weaknesses. However, roleplaying a certain aspect of a character's personality does not require possessing the trait. For example, a paladin can be honest and forthright without the Honest trait. The player should roleplay the character consistently even though the character's honesty has no effect on his skill checks.

A character can begin play with up to two traits, chosen by the player at the time of character creation. Alternatively, the CK can require players to roll on Table: Character Traits to determine the traits possessed by their characters.

As characters advance in level and ability, they might want to get rid of the traits that they chose at the beginning of play. This is not easy; changing one's personality requires a lot of work and discipline. This costs a character experience points. Buying off a Trait with XP costs 2,000 XP per level of the character (the older you are, the harder it becomes to effect change in your life). For example, an abrasive character can work on becoming more personable by spending XP to buy off the Abrasive Trait; at first level, the cost to do this is 2,000 XP. At fourth level, the cost to buy off this Trait would be 8,000 XP. This represents the character shifting focus from advancing in her chosen career to making a change in the core of who she is.

If the CK allows it, players may add traits to their characters after 1st level. The CK might allow a player to assign a trait to her character after she has roleplayed the character in a manner consistent with the trait in question, or after a traumatic or life changing experience (after dying, a character might develop the Cautious trait or the Aggressive trait). If the CK includes this option, a character should gain a new trait no more frequently than once every five levels. Since traits add both bonuses and penalties, there is no cost for the acquisition of a new trait, other than the permission of the CK.

Roleplaying of Traits

If a player creates a character with one or more of the traits described here, she has three basic choices for how that trait affects the character's personality.

First, the character might view the trait as a weakness. A character with this view might try to hide the trait or make excuses for his behavior. On the other hand, he might seek out others with the trait to feel better about his own idiosyncrasy.

Second, the character might view the trait as a strength. A character might call attention to the trait, encourage others to act in ways that mimic the trait, or simply assume that those without the trait are less worthy than those who possess it.

Finally, the character might not acknowledge the trait at all. A character might adopt this attitude toward a trait for several reasons, each suggesting something different about the character's background and personality.

- The character might not be aware of the trait; for example, a nearsighted character might not realize that others see better at a distance because his impairment is mild and the onset was so gradual that he never noticed the change.
- The character might be aware of the trait but not want to admit that he possesses it. For example, an abrasive character might realize that his mannerisms affect others, yet find more solace in putting the blame on those whom he offends rather than on himself.
- The character might know but simply not care.

Designing Traits

Although this section provides a large number of character traits, a player who wants to create a character with a distinctive personality may ask the CK to design a new trait. If that happens, the CK should keep in mind that the traits variant is only effective if the benefits and the drawbacks of the traits are related. If the drawback and benefit of a

trait apply to disparate or unrelated aspects of the game, it becomes too easy for a player to choose a trait for her character that provides a bonus on a commonly attempted ability check or skill check while the corresponding penalty applies to a rarely used or never used aspect of play. For example, a trait that gave a bonus to Armor Class and a penalty on attack rolls would be poor design because spellcasters make very few attack rolls (making the penalty far less severe) yet continuously gain the benefit-of the increased Armor Class.

As long as the CK and player talk about a new trait ahead of time and view it in light of what skills and abilities the character uses most often, this potential pitfall is easy to avoid.

New Rules

Several of the Traits on the following pages depend upon the addition of a few new (but still very simple) rules systems. These are described below, and as with most rules in *C&C*, should be considered optional. Castle Keepers should feel free to disallow Traits that rely upon these rules, or modify them to fit their own games.

Animal Handling

Animal Handling is added to the list of basic class abilities for both Rangers and Druids, and both classes gain it at first level. It allows the character to get an animal to perform various tasks with a Charisma Attribute Check. The CL for this check depends on what you are trying to do.

Task	CL
Handle an animal	1
"Push" an animal	5
Teach an animal a trick	2 to 5 ¹
Train an animal for a general purpose	3 to 10 ¹
Rear a wild animal	5 + animal's HD
¹ See the specific trick or purpose below.	

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the CL increases by

2. If your check succeeds, the animal performs the task or trick on its next action.

“Push” an Animal: To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the CL increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated CL. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated CLs) include, but are not necessarily limited to, the following.

- *Attack (CL 5):* The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- *Come (CL 2):* The animal comes to you, even if it normally would not do so.
- *Defend (CL 5):* The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- *Down (CL 2):* The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.
- *Fetch (CL 2):* The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
- *Guard (CL 5):* The animal stays in place and prevents others from approaching.

- *Heel (CL 2):* The animal follows you closely, even to places where it normally wouldn't go.
- *Perform (CL 2):* The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- *Seek (CL 2):* The animal moves into an area and looks around for anything that is obviously alive or animate.
- *Stay (CL 2):* The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
- *Track (CL 5):* The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
- *Work (CL 2):* The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

- *Combat Riding (CL 10):* An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful CL 5 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

- *Fighting (CL 5)*: An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.
- *Guarding (CL 10)*: An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.
- *Heavy Labor (CL 3)*: An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.
- *Hunting (CL 10)*: An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.
- *Performance (CL 5)*: An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.
- *Riding (CL 5)*: An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Taming an Animal: A Ranger or Druid can attempt, with a Charisma check, to calm or tame a wild animal so that it can be handled, or so that it does not feel threatened (i.e. stop it from attacking). The CL for this check is dependent upon the beast's attitude when encountered. The CL listed is for a check to improve the animal's attitude by one step; multiple Checks are allowed, but a failure downgrades the animal's attitude by two steps. An animal downgraded beyond Hostile immediately attacks and no further checks are allowed.

Initial Attitude	CL
Friendly	CL 1
Indifferent	CL 2
Suspicious	CL 5
Antagonistic	CL 7
Hostile, Cornered, or Afraid	CL 10

Fatigue and Exhaustion

In general, a character becomes fatigued if he suffers 75% of his current hit points (round down) in damage, or if he fails a Constitution check for any reason related to pushing the body beyond its normal limits. Many diseases (CK's discretion) and all Energy Drain attacks result in fatigue. The exact effects of fatigue and exhaustion are explained below.

Exhausted

An exhausted character moves at half speed and takes a -4 penalty to Strength and Dexterity, and must make a Constitution check at the end of each round in which any sort of strenuous activity occurs, with a cumulative penalty of -1 per consecutive round of strenuous activity. Failure means the character passes out. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fatigued

A fatigued character can neither run nor charge (can only move up to his base movement rate) and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally result in fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. The only exception to this is in the case of diseases that cause fatigue. In such cases, diseased characters generally remain fatigued until the disease is treated or cured.

Fighting Defensively

Fighting Defensively is a new combat maneuver that allows a character to remain cautious while in combat, keeping his guard up and taking only the most well-considered attempts to injure his opponent. Fighting Defensively normally provides +2 to the AC of the character, while inflicting a -4 penalty to attacks the defensive character makes that round.

Literacy

These rules assume that most player characters in a campaign are assumed to be literate. If this is the case, characters of the Barbarian class should be assumed to be illiterate, a drawback that can be gotten rid of by multiclassing with any other class.

Reputation

Table: CL Modifiers for Reputation

Circumstance	CL Mod.
Less than a mile from normal base of operations	-5
Less than 10 miles from normal base of operations	-2
10-15 miles away from normal base of operations	+1
16-30 miles away from normal base of operations	+2
31-50 miles away from normal base of operations	+3
50-100 miles away from normal base of operations	+5
Over 100 miles away from normal base of operations	+10
Over 500 miles away from normal base of operations	+20
Over 1000 miles away from normal base of operations	+30
Characters are trying to remain discreet	+1 to +5*
Characters are actively calling attention to themselves	-1 to -10*

*depends on exactly what the characters are doing, at the CK's discretion.

As characters increase in level, their deeds tend to precede them as storytellers and bards spread tales of their exploits. Any time there is a chance of a character being recognized, the CK makes a Reputation Check using the Intelligence bonus of the NPC, plus the level of the character being recognized. A separate check should be made for each character, unless the party is more important (i.e. a legendary group such as the Knights of the Round Table). In the case of a party Reputation Check, use the average level of all characters in the party, +1 per party member present.

This Reputation check has a CL based on how far from their usual base of operations the party is, and whether or not the character(s) are actively trying to remain discreet. If the check succeeds, the character(s) is recognized, providing a +2 to efforts to be diplomatic, intimidating, or social, or in the cases of *infamy*, may result in the immediate notification of the proper authorities, or may cause all manner of other troubles for the group, at the CK's discretion.

Castle Keepers may also assign bonuses to reputation checks for characters who perform great or evil deeds. Players who receive these bonuses

should note them on their character sheet, keeping track of bonuses for fame and bonuses for infamy.

Trait Descriptions

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

Abrasive

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit

You gain a +1 bonus on Charisma checks to intimidate others.

Drawback

You take a -1 penalty on Charisma checks to be diplomatic or bluff another.

Roleplaying Ideas

Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.

Absent Minded

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit

You gain a +1 bonus on Intelligence checks to recall information about a subject, area, person, culture, etc. This bonus stacks with the Bard class's Bardic Lore ability.

Drawback

You take a -1 penalty on Wisdom checks to spot or listen. This penalty applies even to the Rogue and Assassin Listen class ability, and to the Assassin Case Target ability.

Roleplaying Ideas

Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of a conversation.

Aggressive

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit

You gain a +2 bonus on initiative checks.

Drawback

You take a -1 penalty to Armor Class.

Roleplaying Ideas

Characters with this trait are often hotheaded and quick to anger, or simply think that the best defense is a quick offense.

Brawler

You naturally move close to your opponents when fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit

You gain a +1 bonus on unarmed attack rolls and grapple checks, and may inflict normal damage (1d4) with unarmed attacks.

Drawback

You take a -2 penalty on all other attack rolls.

Special

The bonus from this trait doesn't apply to natural weapons and does not stack with Monk class abilities. Monks are already natural brawlers. If a character with this Trait gains a level in the Monk character class, he loses this trait. This is an exception to the rule regarding the use of experience points to buy off Traits (see p. 1).

Roleplaying Ideas

Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab him or punch him in the face.

Cautious

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Benefit

You gain an additional +1 dodge bonus to Armor Class whenever you use the Dodge or Evade Combat Maneuver, or when fighting defensively (see p. 4).

Drawback

You take a -1 penalty on saving throws made to resist fear effects.

Special

You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait. This is an exception to the rule regarding the use of XP to buy off traits (p. 1).

Roleplaying Ideas

Characters with this trait might consistently urge talking rather than fighting, or they might do little to encourage that their companions avoid combat and simply remain as far away from foes as possible, using ranged weapons or spells.

Detached

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit

You gain a +1 bonus on Wisdom checks.

Drawback

You take a -1 penalty on Dexterity checks.

Roleplaying Ideas

Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

Dishonest

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit

You gain a +1 bonus on Charisma checks to bluff another.

Drawback

You take a -2 penalty on Charisma checks to be diplomatic.

Roleplaying Ideas

Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

Distinctive

You have some distinctive physical feature such as a scar, a prominent nose, a limp, or some similar characteristic that is hard to disguise or conceal.

Benefit

You gain a +1 bonus on Reputation checks. For information on Reputation, see page 4-5.

Drawback

You take a -1 penalty on Disguise checks.

Roleplaying Ideas

Characters with this trait might be sensitive about it, or they might play up its presence to gather attention, sympathy, or notoriety.

Easygoing

You are naturally friendly and trusting. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Benefit

You gain a +1 bonus on Charisma checks to be friendly, diplomatic, or gain information.

Drawback

You take a -1 penalty on Charisma checks to Intimidate another, and on Wisdom checks to detect falsehoods, lies, or ulterior motives.

Roleplaying Ideas

Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

Farsighted

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit

You gain a +1 bonus on Wisdom checks related to spotting things in the distance, or on the fly. This bonus stacks with class or racial abilities to notice secret compartments, unusual stonework, or anything hidden.

Drawback

You have a -2 penalty on Wisdom checks to search areas up close. This penalty also affects to class or racial abilities to search for traps, secret compartments, or anything hidden.

Roleplaying Ideas

Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Focused

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Benefit

You gain a +1 bonus on Attribute checks involving concentration. Situations where this applies are at the CK's discretion.

Drawback

You take a -1 penalty on Wisdom checks to spot something hidden or out of place, or to hear unusual sounds unless you are concentrating on the task of listening or searching a specific area.

Roleplaying Ideas

Characters with this trait often seem single-minded or even obsessive in their focus on a specific task.

Hard of Hearing

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Benefit

You gain a +1 bonus on Attribute checks involving sight.

Drawback

You take a -2 penalty on Attribute checks involving hearing.

Roleplaying Ideas

Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Hardy

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Benefit

You gain a +1 bonus on Constitution-based saves.

Drawback

You take a -1 penalty on Dexterity-based saves.

Roleplaying Ideas

Characters with this trait might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

Honest

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing deception in others.

Benefit

You gain a +1 bonus on Charisma checks to be diplomatic or make the truth work to your advantage.

Drawback

You take a -1 penalty on Wisdom checks to be dishonest or to sense dishonesty in others.

Roleplaying Ideas

Characters with this trait might be naive and too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take a higher ground.

Illiterate

You cannot read, but you have devoted yourself to learning other skills.

Benefit

Choose any one attribute that is designated Prime for your character. You gain a +1 bonus on checks using that Attribute.

Drawback

You are illiterate.

Special

Unlike with the barbarian, you cannot become literate by taking a level in any class other than barbarian.

You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Roleplaying Ideas

Characters with this trait might be sensitive about not being able to read, or they might not value "book learnin'."

Inattentive

You are alert and skilled at finishing simple tasks quickly, but you have a difficult time dealing with longer, more complex tasks.

Benefit

You gain a +1 bonus on Wisdom checks to spot something hidden or out of place, or to hear unusual sounds unless the listening or searching requires patience and concentration. You also gain a +1 bonus to all Attribute checks involving tasks that can be completed quickly (excluding combat).

Drawback

You take a -1 penalty on Attribute checks involving concentration or focus for more than a few moments, or on ongoing tasks. Situations where this applies are at the CK's discretion.

Roleplaying Ideas

Characters with this trait might flit from subject to subject in conversation, or they might seem typical in most situations but leave most of their long-term projects perpetually unfinished.

Musclebound

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit

You gain a +1 bonus on Strength-based Attribute checks.

Drawback

You take a -2 penalty on Dexterity-based Attribute checks.

Roleplaying Ideas

Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

Nearsighted

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit

You gain a +1 bonus on Wisdom checks to search areas up close. This bonus stacks with class or racial abilities to search for traps, secret compartments, or anything hidden.

Drawback

You have a -2 penalty on Wisdom checks related to spotting things in the distance, or on the fly. This penalty also applies to class or racial abilities to notice secret compartments, unusual stonework, or anything hidden.

Roleplaying Ideas

Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

Nightsighted

Your eyes are particularly well suited to using some form of night vision, but they are less well adapted to what others consider normal light.

Benefit

Increase your night vision by one level. If you don't normally have it, you gain Duskvision. Duskvision, in turn, becomes Twilightvision. Twilightvision becomes Darkvision, and Darkvision becomes Deepvision.

Drawback

You take a -1 penalty on all Attribute checks and combat rolls when in areas of bright light.

Roleplaying Ideas

This trait might not affect a character's personality at all, but it might make the character prefer going on underground or nighttime adventures.

Passionate

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit

You gain a +1 bonus on Constitution-based saves.

Drawback

You take a -1 penalty on Wisdom-based saves.

Roleplaying Ideas

Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enchantments might leave them fascinated and fearful of such things.

Plucky

You have a strength of will not reflected in your limited physical gifts.

Benefit

You gain a +1 bonus on Wisdom-based saves.

Drawback

You take a -1 penalty on Constitution-based saves.

Roleplaying Ideas

Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

Polite

You are courteous and well spoken.

Benefit

You gain a +1 bonus on Charisma checks made to be diplomatic.

Drawback

You take a -2 penalty on Charisma checks when attempting to intimidate another.

Roleplaying Ideas

Characters with this trait might be honestly polite and kind, or they might simply be adept at mimicking social conventions to get what they want.

Quick

You are fast, but less sturdy than average members of your race.

Benefit

Your base movement rate increases by 10 feet, and you gain +1 to initiative.

Drawback

Subtract 1 from your hit points gained at each level, including 1st (a result of 0 is possible).

Roleplaying Ideas

Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

Reckless

You naturally sacrifice accuracy to put more power behind your blows.

Benefit

You gain a +1 bonus on damage rolls after successful melee attacks.

Drawback

You take a -1 penalty on melee attack rolls.

Roleplaying Ideas

Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might be quiet and so desperate to avoid confrontation that they put extra effort into every blow in an attempt to end the encounter more quickly.

Relentless

You don't know the meaning of the word "tired." You go all out until you simply can't continue.

Benefit

You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities or to resist fatigue. In cases of Level Drain, you are entitled to a separate Constitution check to avoid becoming fatigued from the level drain. The CL of this check is equal to the HD of the creature inflicting the level drain.

Drawback

Any effect or condition that would normally cause you to become fatigued instead causes you to

become exhausted. See p. 4 for information regarding Fatigue and Exhaustion.

Roleplaying Ideas

Characters with this trait may see others as soft or weak, especially anyone who complains about being tired or fatigued. They might openly scoff at others' weaknesses or might quietly encourage them to "tough it out."

Saddleborn

You are a natural in the saddle, but you have little patience for handling animals when not riding them.

Benefit

You gain a +1 bonus on Dexterity checks to ride animals, including animals not normally thought of as mounts.

Drawback

You take a -1 penalty on Attribute checks to handle, train, or otherwise care for animals. See pp. 2-3 for rules for handling animals.

Roleplaying Ideas

Characters with this trait rarely bother to consider animals as good for anything other than mounts, but they are extremely confident about their riding abilities.

Skinny

You are very slender for your race.

Benefit

You gain a +1 bonus on Attribute checks made to escape from bonds such as rope or shackles. You also use your Dexterity rather than your Strength to attempt to escape from bonds. This trait stacks with appropriate class abilities.

Drawback

You take a -2 penalty on Strength checks to avoid overbearing.

Roleplaying Ideas

Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

Slippery

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit

You gain a +1 bonus on checks to escape a grapple or avoid being grappled.

Drawback

You take a -1 penalty to attempt to grapple another.

Roleplaying Ideas

Characters with this trait might fear close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy baiting larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

Slow

You are slow, but sturdier than average members of your race.

Benefit

Add +2 to your hit points gained at each level.

Drawback

Your base movement is halved (round down to the nearest 5-foot interval).

Special

You must have a base land speed of at least 20 feet to select this trait.

Roleplaying Ideas

Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear strong armor (or other protective devices), since it's hard for them to flee a fight.

Specialized

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit

Choose one specific Background or Secondary Skill. You gain a +2 bonus on checks using the specified Background or skill.

Drawback

You take a -2 penalty on checks using all other Backgrounds or Secondary Skills.

Special

This Trait is only available in campaigns using Backgrounds or Secondary Skills.

Roleplaying Ideas

Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

Spellgifted

You have a gift for casting spells of certain type. Although your spells in this area are more potent

than those of other casters, you are not as effective at casting spells from other schools.

Benefit

Choose a type of magic from the following list: Conjuring/Summoning, Defensive, Divination, Elemental (choose an element), Enchantments/Charms, Illusion, Necromancy/Healing, Offensive (spells that cause direct damage), Transmutation/Alteration. Add 1 to your caster level when casting spells of this type. Some spells may be at the CK's discretion for the category under which they fall.

Drawback

Reduce your caster level by 1 whenever you cast a spell that is not from your chosen school.

Special

Not all spells on the Illusionist's spell list are considered Illusion spells. Color Spray, for example, is an Offensive spell, Fog Cloud could be Defensive or Conjuring/Summoning, and Light could be Enchant, Transmutation, or Conjuring, at the CK's discretion. The CK always has final ruling on what school a spell falls under.

Roleplaying Ideas

Characters with this trait might be loudly vocal about the merits of the school of magic that they understand most readily, or they might feel awkward and out of place around "normal" spellcasters as a result of their unusual aptitude.

Stout

You are heavy for your race.

Benefit

You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback

You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas

Overweight characters are often bullied, so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humor to defuse such situations, while others become bitter.

Suspicious

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit

You gain a +1 bonus on Wisdom checks to detect lies, falsehoods, or ulterior motives in others.

Drawback

You take a -1 penalty on Charisma checks to be diplomatic or intimidate others.

Roleplaying Ideas

This trait might express itself as comic levels of paranoia, or it might make the character quietly cautious about others.

Torpid

You are sluggish and slow to react to danger, but also resistant to others' commands.

Benefit

You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback

You take a -2 penalty on initiative checks.

Roleplaying Ideas

Torpid characters may be seen as lazy, or as methodical and measured in their actions.

Uncivilized

You relate better to animals than you do to people.

Benefit

You gain a +1 bonus on Charisma checks to handle animals. See pp. 2-3 for rules for animal handling.

Drawback

You take a -1 penalty on Charisma checks to bluff, gather information, or be diplomatic.

Roleplaying Ideas

Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

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