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Introduction

Legacy character creation offers a new approach to character creation. Rather than determining a character's statistics randomly or through a point buy method, a character's starting abilities are determined by her parents. In a way, this book is meant to provide a natural approach to generating characters, and this method is designed to be fun to use and to provide a sense of continuity and realism to character creation. Obviously, nature does not determine everything about a character: the choices she makes and the environment in which she is raised have a bearing on who she will eventually become. In the spirit of this concept, legacy character creation is used to determine only a character's starting ability scores and perhaps a few other details, leaving the character's class, alignment, and other particulars to be decided in the usual fashion.

Obviously, the parents of the character in question are a very important part of legacy character creation, which means that this method works best for generating characters whose parents are existing characters in an ongoing campaign, and already have their own game statistics. This character creation was made with this situation in mind, and is designed to support and reward players who choose to have their characters settle down and have a family, allowing them to see bits of their original character in any resulting offspring, whether those children become player characters in a different campaign, or replace their parents as player characters in the same campaign, or simply become NPCs.

That said, GMs who are interested in using this character creation method can do so even if it is used to create characters whose parents are not previously established, and while a bit more work is required, it has the benefit of providing additional insight into the family background of the character that is created, and removes much of the temptation for the famously common backstory of the tragic orphan that so pervades player character biographies. In this case, the parents must be created first, using a different character creation method, and then their statistics can be used to create the child character. In this case, we recommend that the player create one parent character, and the GM create the other, although other ways of handling the situation will work, as well.

Ability Scores and Attributes

In legacy character creation, a character's ability scores depend largely on her parentage. Her parent's ability scores represent the kind of body and mind the legacy character is likely to have inherited. A legacy character's ability scores are further determined by inherited attributes her parents pass on to her. These attributes serve as a simplified "DNA" for the character, and include everything from simple ability score changes to offering unique abilities to help the legacy character. Attributes might represent elements of the legacy character's body or mind, but are more likely to be reflective of her personality and spirit.

Sidebar: Is Legacy Character Creation For Me?

Legacy character creation can produce highly varied results, and may result in characters of wildly varying power levels when compared to more structured methods of character creation. More powerful and accomplished parents have access to more dramatic attributes, meaning that legacy characters with particularly good genes might have an edge over other characters, who will have to rely more on other abilities and raw gumption to keep up. In general, legacy character creation is a fun way to create characters using other characters as a base, allowing you to keep the spirit of old characters and powerful personalities alive for future adventures. While anyone should be able to create a fun and satisfying character using this method, players and GMs particularly concerned with game balance may want to use careful consideration before using this system. It is also not recommended for use in conjunction with other character creation methods

Ability Scores

All ability scores for the legacy character start at 10. Determine the highest ability score of each parent, and add +2 to the corresponding ability score of the legacy character (if both parents have the same ability score as their highest, apply the bonus twice). Similarly, determine the lowest ability score of each parent, and subtract 2 from the corresponding ability score of the legacy character (again, if both parents have the same lowest ability score, apply the penalty twice). If a parent character has one or more ability scores tied for either highest or lowest, randomly determine which ability score to add to or subtract from those ability scores. At this point, the newly created character should have ability scores between 6 and 14 for all their ability scores, and will now inherit attributes from its parents, as described below.

Attributes

A legacy character receives a number of attributes equal to the number of ability score points assigned by the campaign type. An attribute might increase an ability score, decrease an ability score, or offer a unique or special benefit to the legacy character. Often, an attribute does some combination of the three.

Half of the attributes that the legacy character receives come from her mother (rounded up), and the other half come from her father (rounded down). Of the attributes passed on by each parent, half of them (rounded up) are selected by the parent's player (or the GM, if the parent is an NPC), and half are selected by the player of the legacy character (rounded down). In all, this means that one quarter of the attributes the legacy character receives are from the mother and chosen by the mother's player, one quarter are from the mother and chosen by the legacy character's player, one quarter are from the father and chosen by the father's player, and the final quarter are from the father and chosen by the legacy character's player.

Most attributes have one or more prerequisites, which the parent who is passing them on to the legacy character must meet in order for them to pass it on. With the exception of the Individual attribute, each attribute can be passed on once by each parent, but cannot be selected multiple times from the same parent.

An attribute can lower an ability score to as low as 3 or raise an ability score as high as 20. If an attribute would cause an ability score to be adjusted beyond that range, the legacy character gains no ability score adjustment from that attribute at all (even if the attribute would raise or lower another ability score within the limits of the range), though the legacy character still benefits from any other feature of the attribute.

List of Attributes

The following attributes are presented in alphabetical order. If an attribute lists prerequisites, it cannot be chosen unless one of the legacy character's parents meets all listed prerequisites for that attribute. If the attribute is one being chosen by the player of a parent character, that character must meet all prerequisites for that attribute (for example, if the mother is a 5th-level bard and the father is a 5th-level barbarian, the father could choose the ill-tempered attribute for the legacy character, but the mother could not).

Agile

Your child is more flexible and somewhat quicker than other people.

Prerequisite: Dex 20.

Effect: The legacy character gains a +2 bonus to her Dexterity score.

Amazing

Your child is graced with your exceptional physical and mental qualities.

Prerequisite: All ability scores 16.

Effect: The legacy character gains a +1 bonus to all her ability scores.

Athlete

Your child is physically-oriented and gifted at athletics. Effects: The legacy character gain a +2 bonus on all Strengthbased skills, as well as a +1 bonus to her Strength score.

Balanced

Your child is a generally balanced individual who has some good attributes and some negative attributes. Effect: The legacy character gains a +2 bonus to any 3 ability

scores, and suffers a -2 penalty to the other 3 ability scores.

Bastion of Health

Your child is blessed with extreme vigor and is virtually unassailable by poison or disease. **Prerequisite:** Con 30. **Effect:** The legacy character gains a +3 bonus to her Constitution score.

Sidebar: Too Much Control?

Because some attributes offer more powerful advantages than other attributes, it might be tempting for players to "min/max" their legacy characters, rather than choosing attributes which produce a rich and interesting character. If you find yourself concerned with this, it is recommended that for every attribute which is chosen, the player rolls a die. If the result is even, the legacy character gains that attribute, but if the result is odd, the player must select another attribute. Remember, you can always select the individual attribute.

Beauty

Your child is a very attractive and highly appealing individual. **Prerequisite:** Cha 20.

Effect: The legacy character gains a +2 bonus to her Charisma score.

Benevolent

Your child is especially kind and compassionate, predisposed to doing the right thing.

Effect: The legacy character gains a +1 bonus to any 2 ability scores, as well as +1 bonus on all attack and damage rolls to do nonlethal damage.

Big

Your child is bigger and stronger than others.

Prerequisite: Con 14 and Str 14.

Effect: The legacy character gains a +1 bonus to her Strength score, and reduces the penalty for fighting with weapons larger than her size by 1.

Blessed

Your child is blessed by a divine entity or powerful spirit that protects her from harm.

Prerequisite: Divine spellcaster or witch.

Effect: The legacy character gains a +1 sacred or profane bonus on all saving throws. You must choose either sacred or profane at the time this attribute is selected, and it cannot later be changed.

Common Sense

Your child has a good deal more sense than others and instinctively makes good decisions. **Prerequisite:** Wis 20. **Effect:** The legacy character gains a +2 bonus to her Wisdom score.

Disciplined Nature

Your child is naturally inclined towards discipline. **Effect:** The legacy character is predisposed to following a codified system of laws and rules. The legacy character is considered to be of lawful alignment for the purposes of spells, effects, and meeting prerequisites for classes. Additionally, her strict training and deep personal commitment grant the legacy character a +1 bonus to her Wisdom score.

Exceptional

Your child is naturally gifted, but because she relies on her innate talent to succeed, she learns new skills more slowly. Effect: The legacy character gains a +2 bonus to any two ability scores. She does not receive a feat at 1st level.

Friendly

Your child is predisposed to pleasant, good-natured relationships and makes friends easily.

Effect: The legacy character gains a +1 bonus to her Charisma score, and she gains a +2 bonus on all Diplomacy checks made to improve another character's attitude.

Genius

Your child is much smarter than other people, mastering new concepts and skills almost effortlessly.

Prerequisite: Int 30.

Effect: The legacy character gains a +3 bonus to her Intelligence score.

Gifted

Your child is a gifted individual who excels at anything she puts her mind to.

Prerequisite: Skill Focus (any).

Effect: The legacy character gains a +1 competence bonus on all skills she has ranks in.

Glib

Your child is a silver-tongued individual: people tend to believe what she says, and she is able to talk her way out of anything. **Prerequisite:** Bluff 7 ranks.

Effect: The legacy character gains a +1 bonus on Bluff checks. This bonus increases to +3 when used to convince others of her innocence. The legacy character also gains a +2 bonus to her Charisma score, but suffers a -1 penalty to 2 other ability scores.

Hale and Hardy

Your child is a naturally healthy and tough individual. **Prerequisite:** Con 20.

Effect: The legacy character gains a +2 bonus to her Constitution score.

Healthy

Your child has inherited her parent's robust genes. **Prerequisite:** 100 or more hit points.

Effect: The legacy character gains an additional +2 hit points per level, and gains a +1 bonus on all Fortitude saves to resist poisons and diseases.

Hedonist

Your child tends to overindulge in life's pleasures. Effect: The legacy character increases all morale bonuses and penalties she receives by 1. The legacy character also continues to benefit or suffer from morale benefits and penalties for an additional 1d6 rounds after the duration of the effect which is producing them has ended.

Herculean

Your extreme strength is reflected in your child. **Prerequisite:** Str 30.

Effect: The legacy character gains a +3 bonus to her Strength score.

High Metabolism

Your child has a high metabolic rate and her injuries heal more quickly than others', though she must consume more nutrients in order to maintain her body.

Effect: The legacy character recovers twice as many hit points and heals twice as much ability score damage from resting as she normally would. However, she must eat twice as much as a character of her size normally would in order to avoid starvation.

Ill-Tempered

Your child has a nasty temper and is prone to bouts of reckless fury.

Prerequisite: Bloodrage or rage class feature.

Effect: The legacy character gains a +1 bonus to her Strength and Constitution scores. The legacy character also gains 1 additional round of bloodrage or rage for every 2 rounds she would normally gain.

Individual

Your child isn't determined by her parents' natures. Effect: The legacy character gains a +1 bonus to any one ability score, and suffers a -1 penalty to one other ability score. Special: This attribute can be selected more than once.

Jinxed

Bad luck just seems to follow your child around. Effect: The legacy character treats all rolls of 2 as an automatic failure, as though the roll had been a 1, for all rolls for which a 1 is normally an automatic failure (typically this includes attack rolls, combat maneuver checks, and saving throws). This effect also applies to any creatures within 10 feet of the legacy character.

Late Bloomer

While for most of her life your child has been considered to be less than her peers, with time and experience she will come into her own, slowly but surely outstripping her rivals. **Prerequisite:** Character level 12.

Effect: The legacy character suffers a -1 penalty to all ability scores. However, at 4th level, and every 4 levels thereafter, the legacy character may increase one ability score of her choice by 1 point (this is in addition to the normal ability score increase received at those levels).

Lissome

Your child has a dancer's natural grace and exceptional handeye coordination.

Prerequisite: Dex 30.

Effect: The legacy character gains a +3 bonus to her Dexterity score.

Lucky

Your child was born lucky and has had good fortune her whole life.

Effect: Once per day, the legacy character may reroll any single attack roll, saving throw, or skill check and take the higher result. The legacy character may choose to use this ability after she has rolled, but before she learns whether the result is a success or a failure.

Magical Manifestation

Magic flows within your child's blood, making he<mark>r a natural-</mark> born magician.

Prerequisite: Bard, bloodrager or sorcerer

Effect: The legacy character gains a +1 bonus to her Charisma score. Additionally, each time the legacy character gains a level, she may add one spell known to her spell book (or formula book, or list of spells known, etc.) from a spell list that she has access to. This spell must be at least one level below the highest spell level the legacy character can cast. If this attribute is selected, the legacy character must begin play with at least one level of bard, bloodrager, or sorcerer.

Mighty

Your child possesses a raw natural strength that most are envious of.

Prerequisite: Str 20.

Effect: The legacy character gains a +2 bonus to her Strength score, and suffers a -1 penalty to one other ability score.

Mixed Heritage

Your child's past lineage is more readily apparent. **Prerequisite:** Elf, human, or orc, and legacy character must be a half-elf or half-orc.

Effect: Choose a single racial trait you possess, such as skilled or weapon familiarity. The legacy character gains that racial trait. You cannot choose a racial trait that the legacy character already possesses (for example, you cannot choose low-light vision if the legacy character is a half-elf).

Natural Leader

Your child is a natural born leader, inspiring others to follow her.

Prerequisite: Leadership.

Effect: The legacy character gains a +1 bonus to her Charisma score, and also gains a +2 bonus to her Leadership score.

One with Nature

Your child has a deep spiritual connection with the wild world. **Prerequisite:** Druid, ranger, or shaman.

Effect: The legacy character gains a +1 bonus to her Wisdom or Constitution score, but she also suffers a -1 penalty to her Intelligence score. Additionally, the legacy character gains the wild empathy class feature of the druid, allowing her to influence the attitudes of animals. For the purposes of this ability, treat her druid level as her character level.

Personal Magnetism

People naturally flock towards your child and heed her counsel.

Prerequisite: Cha 30.

Effect: The legacy character gains a +3 bonus to her Charisma score.

Physically Focused

Your child is a vision of physical might and prowess. **Prerequisite:** Str, Dex, or Con of 16.

Effect: The legacy character gains a +2 bonus to her Strength, Dexterity, and Constitution scores, but she suffers a -1 penalty to her Intelligence, Wisdom, and Charisma scores. Additionally, the legacy character may never take a level in a class that offers more than 4 levels of spellcasting.

Power House

Your child's physical might allows her to deliver truly punishing attacks.

Prerequisite: Str 16.

Effect: The legacy character gains a +1 bonus on all weapon damage rolls.

Quick

Your child is exceptionally agile.

Prerequisite: Base land speed 40 ft.

Effect: The legacy character gains a +1 bonus to her Dexterity score, and her base land speed is increased by 5 feet.

Quiet

Your child is a quiet and thoughtful individual.

Effect: The legacy character gains a +1 bonus on Stealth checks, and gains a +1 bonus to her Dexterity, Intelligence, or Wisdom score. However, she suffers a -1 penalty to Bluff, Diplomacy, and Intimidate checks.

Racial Paragon

Your child is a paragon of your race, exemplifying all that your people stand for.

Prerequisite: Both parents of the same race.

Effect: Increase all the legacy character's racial bonuses by +1, including ability score bonuses, skill bonuses, defensive bonuses, etc. Bonuses based on her size or speed are unaffected, as are other bonuses inherent to her race which are not racial in origin, such as spell resistance.

Rebellious Nature

Your child is naturally inclined towards rebellious behavior. Effect: The legacy character gains a +2 bonus on all saving throws made to resist charms and compulsions. Additionally, she may always make saving throws against charm and compulsion spells, even if one would not normally be allowed.

Resilient

Your child is resilient by nature, taking life's challenges with a grain of salt and dealing with hardship with the greatest of ease.

Effect: Choose Fortitude, Reflex, or Will saves. The legacy character gain a +2 bonus to saving throws of that type.

Sagacious

Your child is possessed of great understanding and foresight. Prerequisite: Wis 30.

Effect: The legacy character gains a +3 bonus to her Wisdom score.

Sharp Mind

Your child is exceptionally quick of wit and has great mental power.

Prerequisite: Cha 12 or Int 12 or Wis 12.

Effect: The legacy character gains a +1 bonus to her Intelligence, Wisdom, or Charisma score. Additionally, once per day, she may roll any Intelligence-, Wisdom-, or Charisma-based skill check twice and take the higher result.

Skilled

Your child picks up new skills quickly and masters them more readily than others.

Prerequisite: 20 or more total skill points.

Effect: The legacy character gains 1 extra skill point per level.



Slow and Steady

Your child is slower than other characters, but moves more easily in armor.

Effect: The legacy character suffers a -10-foot penalty to her movement speed, but her speed is never reduced by armor or encumbrance.

Smart

Your child has a quick mind and grasps new concepts easily. **Prerequisite:** Int 20.

Effect: The legacy character gains a +2 bonus to her Intelligence score.

Sorcerous Blood

Your child has a trace of your magical blood. **Prerequisite:** Bloodrager or sorcerer. **Effect:** The legacy character may use the 1st-level bloodline

power of your bloodline. Her level for any level-dependant effects of that ability is considered to be half her character level (rounded down, minimum 1). If the legacy character later chooses to gain levels in a class which offers a bloodline, she must choose a bloodline tied to this ability.

Spellcasting Prodigy

Your child is a magnificent spellcaster. **Prerequisite:** Ability to cast 1st-level spells. **Effect:** The legacy character treats all her ability scores as 2 higher for the purposes of determining what level spells she can cast and for the purposes of determining her bonus spells per day.

Strong Back

Your child is able to carry a great weight on her shoulders. **Prerequisite:** Str 12. **Effect:** Treat the legacy character's Strength score as 4 higher

Effect: Treat the legacy character's Strength score as 4 higher

than it actually is of the purposes of encumbrance. The legacy character additionally gains a +1 bonus to any one physical ability score.

Touched By the Planes

Your child has some planar ancestry, which you may or may not have been aware of.

Effect: The legacy character is born as a one of the following races, determined randomly: aasimar, ifrit, oread, sylph, tiefling, or undine. Once her race is determined, choose an ability score that her race provides a racial bonus to. The legacy character gains an additional +1 bonus to that ability score.

Vicious

Your child is an especially violent and malicious individual, and causing harm comes easily to her.

Prerequisite: Any evil alignment.

Effect: The legacy character gains a +1 bonus to any 2 ability scores, as well as a +1 bonus on all rolls made to confirm critical hits.

Work Horse

Your child is naturally inclined towards hard work and labor. Effect: The legacy character gains a +2 bonus to the Craft or Profession skill of her choice. The legacy character also gains a +1 bonus to her Strength, Dexterity, Constitution, or Intelligence score.

Determine Race

The legacy character's race is determined by her parents. If both parents are of the same race, the legacy character is also of that race. If one parent is human and the other is an elf, the legacy character will be a half-elf, while if one parent is human and the other is an orc, the legacy character will be a half-orc. If the parents are of different races, but are not either a human/elf or human/orc pair (and the race of the child is not otherwise predetermined), the legacy character's race is determined by its mother. These situations can sometimes come about through magical or other extraordinary means.

Occasionally, a child of any race is born with a touch of the planes in her blood, allowing them to be born as special race (an aasimar, ifrit, oread, sylph, tiefling, or undine). The chance of this occurring is represented by the Touched by the Planes attribute.

Sidebar: Unusual Races and Unusual Sizes

By default, all of the races available to characters with the Touched by the Planes attribute are Medium-sized. Occasionally, however, the child of a pair of gnomes, halflings, or other characters of a size besides Medium may wind up with the Touched by the Planes attribute. With GM approval, such a character can be adjusted to be the same size as her parents. In this case, do not adjust the character's ability scores as a result of changing their size. Only their space and reach, movement speeds, size bonuses or penalties to attack, AC, CMB, CMD, Fly checks, and Stealth checks should be adjusted, as well as the damage dice of any natural attacks the character may possess. It is recommended that this exception be reserved only for instances where both of the legacy character's parents are the same size.

Determine Alignment

A legacy character's alignment is determined normally, though legacy characters often share the alignments of their parents or those who surrounded them growing up. The exception is a legacy character created with the Rebellious Nature attribute, which is always chaotically aligned at character creation. This could change later in life through the normal methods of doing so, although such characters still retain the benefits of the rebellious nature attribute.

Determine Class

Usually a legacy character's class is determined normally, though a legacy character's class might be influenced in part by his ancestors' classes. The exception is a legacy character with the Magical Manifestation attribute, which must begin play with at least one level of bard, bloodrager, sorcerer, as outlined under the attribute.

Starting Gold

Usually a legacy character's starting gold is equal to the starting gold from their class. Occasionally, the parents of legacy characters will be inclined to leave an inheritance for their children. This should be allowed at the GM's discretion, and might range from granting a legacy character access to her parents' total wealth and a series of magic items, to adding a few hundred gold pieces to the legacy character's starting wealth. Typically, to maintain game balance, a legacy character's inheritance should not exceed 1.5 times the gold appropriate for a character of her level.



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Pass On Hour Character's Regacy

It's one of those ideas that every long-time roleplayer has had at least once: when their character's time comes, and they retire to a nice quiet farm or open up a tavern, and go from being a PC to an NPC, and they have a child or three, wouldn't it be fun to roll up your character's child and play them in a later game? Of course, you don't need a special character creation method in order to do so—the regular rules of the game are more than capable of handling character creation.

But what if there was a character creation method specifically designed to take advantage of this sort of situation, which used the traits of the character's parents in order to determine the abilities and capabilities of the character? What if, through generations of careful cultivation, a player could develop strong familial traits that make for highly specialized and capable characters? Luckily, there's no need to wonder, for this book contains just such a system.

