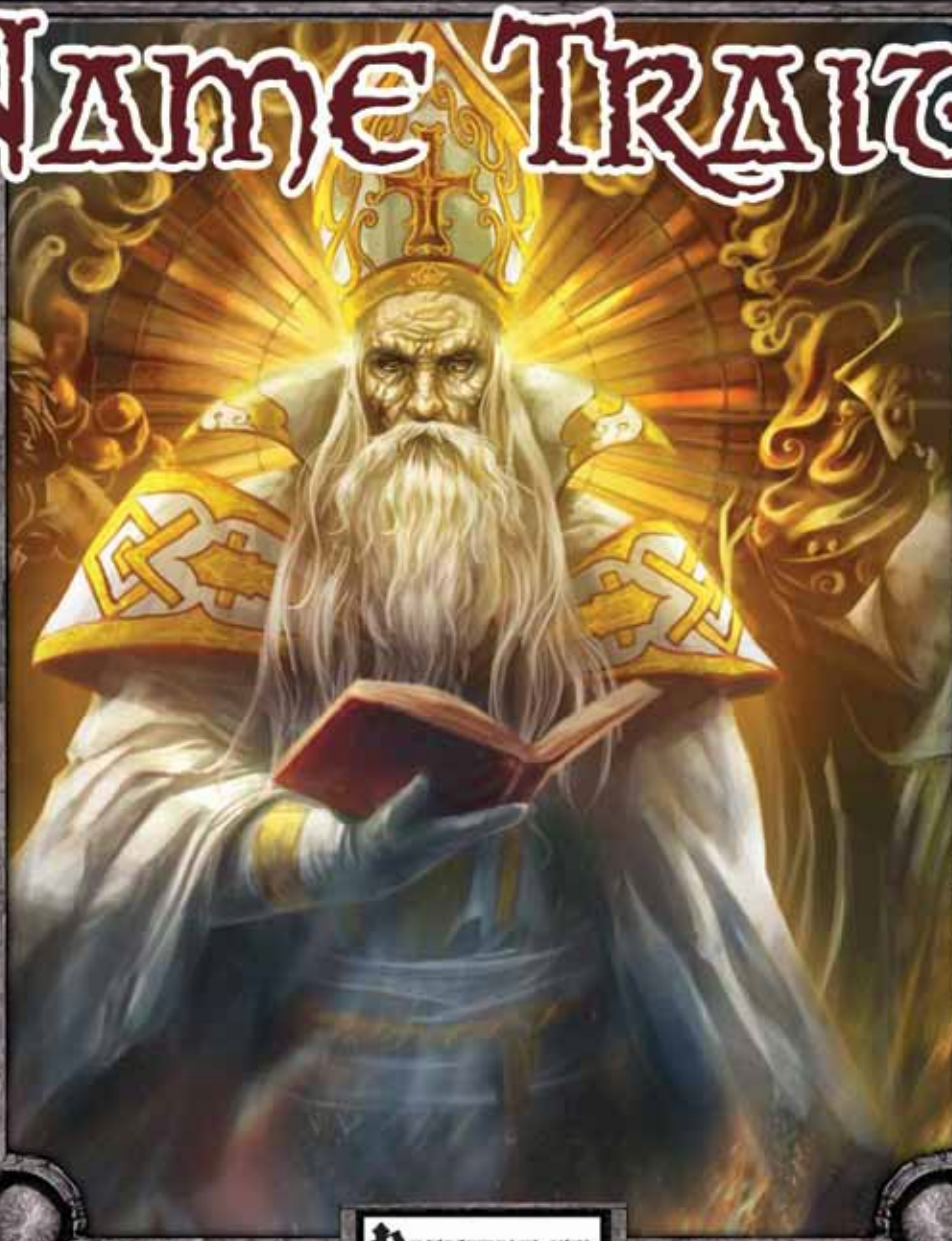


The Genius Guide to: Name Traits



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The bent, wizened figure flipped back the infant's leather blanket, and exposed the pale flesh to the cold air of his cave. The child gasped once at the shock of the chill, but did not cry out. It did squirm, more actively than most babes so young, and though it could not roll far enough to grasp the side of its cradle, it did not stop trying.

Eadbeor peered into the child's pale blue eyes. As spirit-talker of the Iron Claws, it was his duty to find a proper name for that energetic bundle. Rarely, spirits DID come and tell him a destined name, or suggest a title that would be pleasing to the gods. But that hadn't happened in years. Most of the name he gave were taken from the old Sagas, or from Eadbeor's memory of folk three and four generations back. He glanced at the child's parents hovering at the entrance to his cavern shrine. The mighty Orica was not wearing her armor today, but there was no mistaking the corded muscles on her arms, or easy wear on the hilt of her sword. She had no expression, her face the same blank set of stone features it always was unless the blood-lust was upon her. But Eadbeor knew her well enough to see other signs of her mood. A finger on her left hand twitched, and she shifted her wait from side to side. As calm as she would seem to other, the spirit-talker knew she hoped her son would receive a warrior's name, as an omen that he would follow her into the ranks of the Iron Claw's defenders.

Beside Orica, shorter than her frame and both literally and figuratively in her shadow, her mate Fahir fidgeted more openly. His face wore its concerns as clearly as one of his bright costumes. A performer and trickster, Fahir was also one of the few of the Iron Claws with any talent for magic. Eadbeor has seen the raw talent to learn the art spirit-talking in Fahir when he was young, but the lad had never taken deep study seriously enough to take Eadbeor's place. Such talent often ran in family lines, and if the grim seriousness of Orica was inherited by their child along with Fahir's eldritch knacks...

Orica wanted a warrior name. Fahir would hope for a skald's name. Eadbeor would prefer a scholar's name, but even when the spirits didn't whisper in his ear he knew he couldn't pick a name to please his own ambitions. Names had power. A name that marked a child as stupid or a coward would reinforce his

every stumble and foolish decision in the eyes of his comrades, while one marked as wise or brave might be forgiven early transgressions. A name could shape a child in small ways, either offset the influence of being born to the clan's greatest berserker or solidify the expectation he would follow her.

And even beyond such concerns, there were political issues to be considered. Orica was not one to play popularity games in the clan council, but Fahir might do so on her behalf if she was disappointed enough in what the "spirits" named their child.

The wind howled by the cave entrance, and the roar finally annoyed the babe enough that he cried out. His lungs were healthy enough, and the noise was more a wild crowing than a wail of discomfort. As the child's voice died down, so did the wind. Eadbeor forced a gasp, and did his best to look wide-eyed in shock. Orica and Fahir both looked at him, surprise and worry clear on even Orica's face. Eadbeor nodded sagely, buying himself some time. Hadn't Orica's great-grandfather been a warrior-shaman of some kind? Yes, and his name was...

"Ravan," he said firmly. "He shall be named a knower of secrets, and one willing to face what others turn from. The spirit of the wind hears him, and tells me he is named Ravan."

Both parents stood still for a second, then turned to face one another. In unison, they nodded. Eadbeor made no effort to suppress his smile, after all a naming was supposed to be a happy event. To Fahir, he had just given the boy a name that suggested he'd learn long-forgotten stories. To Orica, her son was now titled a fearless force to be reckoned with. And to Eadbeor...

The wind howled once more.

Well, perhaps the spirits HAD wished young Ravan to have a name of power...

So, seriously, what's in a name?

In any RPG, names are often the very first clue players get to build a mental picture of the PCs and NPCs they encounter. A PC's name may give some idea what culture a character is from, or what kind of attitude the player running that character plans to project. For NPCs a name can be as important as an illustration or good verbal description, and as often as not is the only thing players will remember about the character. It's all fine and well to tell players that the bartender is a grey-haired older man with an eyepatch, but if that description is paired with the name Berek Wolfkiller he seems very different than if he's known as Thryffil the Weasel.

Of course within fantasy settings, names can have real, measurable power as well. The idea of "names of power" and links to ancient heritages are common in fantasy fiction, but the idea is rarely applied to character names in RPGs. Name traits are designed to introduce the idea of names that have a real impact on who a character is, and what he can do (at least in small ways). Characters with name traits may have been named after a soothsayer is consulted to determine their "true" name, or such names may have the same kind of power as the words used for spells, actually impacting the abilities of those that have specific names. Certain names may even just create expectations a character grows up with – if everyone in your village knew your name meant "not to be trusted," you may well have grown up learning how to keep secrets.

Regardless of the source of their power, name traits work on the idea that at least *some* names really do impact the characters that carry them in real, game-affecting ways.

WHAT'S A TRAIT? AND HOW DO I USE THESE?

A trait is a small bonus characters often receive to represent their background and upbringing. Traits were introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, with the options of either granting each player two traits at character creation, or allowing a player to take the Additional Traits feat (which grants two traits.) You don't need the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* to use *The Genius Guide to Name Traits*. A GM may decide to grant one or two name traits to all characters at character creation (perhaps one for a family or clan name, and one for a personal name), or may simply allow name traits as an option for those who take the Additional Trait feat. A GM wishing to allow name traits may even let beginning players take one in place of a favored class bonus (though this should only be allowed once – you don't want 10th level characters with 10 names so important that they grant in-game bonuses).

While most campaigns will restrict name traits to being selected at character creation, a GM may choose to use them as rewards later as well. If a group of PCs becomes so famous they gain commonly-known nicknames, the GM may decide those monikers act as name

traits. Of if characters enter a secret society or perform a ritual that grants them a new name, the GM may allow name traits to be taken mid-campaign as a result.

There are two types of name traits – assembled (those created using a prefix and a suffix, each of which grants a very minor bonus that combine to be a trait benefit) and thematic name traits (which the definition of a name is selected in advance, and defines the trait benefit).

ASSEMBLED NAME TRAITS

Each assembled trait name has a prefix and a suffix, selected or randomly determined from the tables below. The name fragments from these tables do not duplicate any real-world culture, though they do draw from a range of related European languages and cultures often used for fantasy worlds. Each entry has a number of potential name fragments, some thematically related definition suggestions, and a trait benefit. A character with a name trait can assemble a name from any two fragments, and receives the trait bonuses from both. (The bonuses listed with each name fragment are very minor, and it takes two such bonuses to equal the utility of a single trait).

For example, Carl wants to make a sorcerer with a long and proud tradition of flying and working with animals. He selects the name fragment “Al-” from the prefix table, and “-iryx” from the male suffix table. This gives him the name Aliryx, which he decides means “Son of the sky,” and which gives him a +1 trait bonus to Acrobatics

checks made to jump and to Knowledge checks regarding his own family. If Carl had decided to play a female character he could have selected the female suffix “-ixia,” creating the name Alixia with exactly the same trait benefits.

It’s possible to randomly determine names (most appropriate for NPCs, though if a player really wants to randomly determine their name there’s nothing wrong with it), or choose names using the definitions given for each name fragment to form a name with an appropriate meaning. That meaning, in turn, defines what bonuses the character receives for the name traits.

Creating a name and meaning from these fragments is more art than science, and players and GMs should feel free to color outside the lines. As long as a character gets two fragment benefits for taking a name trait, it doesn’t really matter what the name is or what it means. If you have selected By- or Byk-, (meaning green, jade, healer, of healing) and –ca, -ica, -irica , or –rica (meaning ghost, memory, spirit of, or ancestor of) there are 8 possible names that can be created (Byca, Byica, Byirica , Byrica, Bykca, Bykica, Bykirica , or Bykrica), and a slew of possible meanings (from as simple as Spirit of Healing to as complicated as Memories of the Ancestors of the Jade Healing Ghosts and many permutations in-between). But regardless of what name is selected and meaning given to it, as a name trait the character simply receives +2 to caster level for [light] spells and a +2 increase of DCs to track her with Survival.



When assembling a name from fragments, if you don't like a particular combination trying adding and removing a few letters. Often if you add or remove an a, b, d, f, g, i, k, m, n, r, s, t, or u near where the prefix and suffix join, you can make a name sound more natural. Although not every combination of prefixes and suffixes will sound right, usually only a minor change is called for.

NAME PREFIXES

D100	PREFIX	MEANING	BENEFIT
01-02	A-, Al-, Ali-	Eagle, Flying, Swift, White, of the Sky	+1 trait bonus to Acrobatics checks made to jump.
03-05	Ad-, Ada-, Ade-	Axe, Deadly, Red, Weapon, of the Blade	Select one weapon. Add +1 trait bonus to the selected weapon's damage when you score a critical hit. This is affected normally by the weapon's critical multiplier.
06-07	Ar-, Arn -	Armor, Armored, Protected, Steel, of the Wall	+1 trait bonus to AC against attack rolls made to confirm critical hits.
08-10	B-, Bar-, Bara-	Bestial, Berserk, Brown, Wild, of Bears	Character can rage for 1 additional round per day. This has no effect for characters without the rage class feature.
11-12	Be-, Bel-	Bright, Glowing, Radiant, Yellow, of the Sun	+2 trait bonus to character's caster level for spells with the [light] descriptor.
13-15	By-, Byk-	Green, Healing, Healer, Jade	+1 trait bonus to character's caster level for spells of the healing subschool.
16-17	C-, Co-, Cor-, Core-	Blue, Brave, Fearless, Paladin, of the Temple Knights	+1 to saving throws against spells with the [fear] descriptor.

18-20	D-, Da-, Dae-, Daem-	Fair, Musical, Poet, of Great Poetry	Character can use bardic performance for 1 additional round per day. This has no effect for characters without the bardic performance class feature.
21-23	Dael-, Dal-, Dala-, Dale-	Grey, Silent, Shadow, Scout, Thief	+1 trait bonus to Stealth checks made when moving at half speed or less.
24-27	E-, Em-, Eo-, Eom-	Foolish, Lucky, Jester, Orange, Trickster	Once per day before making a single attack roll, saving throw or skill check, the character may gain a +1 trait bonus to the roll. This must be declared before the roll is made.
28-29	Er-, Era-, Erri	Chaos, Chaotic, Cursed, Insane	+1 trait bonus to character's caster level for spells with the [chaos] descriptor.
30-31	F-, Fe-, Fel-	Evil, Disease, Diseased, Poisonous, Venom	Once per day, the character may add +1 to the save DC of an affliction (curse, disease, or poison) used.
32-33	Gu-, Gunn-, Guine-	Bejeweled, Gilded, Gold, Ornamental, Jewelry, Gemlike	+1 trait bonus to Disguise checks made to change minor details only.
34-36	Gr-, Gre-, Gri-	Hated, Potent, Truth, Truthful, Unflinching	+1 to the DC of Bluff checks made to feint against the character.
37-38	H-, Ha-, Hal-, Halle-	Metal, Metallic, Iron, Steel, Unbreakable	+1 hit point. And additional hit point is gained at 4th level, and every 4 levels thereafter.
39-41	I-, Ir-, Io-, Ior-	Black, Cunning, Treacherous, of Great Plans	+1 trait bonus to Bluff checks made to deceive someone.
42-44	J-, Je-, Jez-, Jezi-	Agile, Bright, Quick, of Lightning	Once per round when the character deals lightning damage, that damage may be increased by +1.

45-47	Jo-, Jon-, Jone-	Charming, Elven, Elves, Enchantment, of Magic	+1 trait bonus to character's caster level for spells of the charm subschool.
48-49	K-, Ka-, Kan-, Kana-	Epic, Enormous, Great, Vast	+1 trait bonus to CMB for maneuvers made against creatures larger than the character, and to CMD against maneuvers made by such creatures.
50-52	Ky-, Kyr-, Kyri-	Artifact, Eldritch, Mystic, Relic, of Mysteries	+1 trait bonus to Use Magic Device checks made to emulate a class feature.
53-54	L-, Lu-, Lud-	Cautious, Dwarven, Steadfast, Suspicious	+1 trait bonus to saving throws against poison.
55-57	Ma-, Mag-, Magde-	Castle, Court, Courtly, Noble, of the High Tower	+1 trait bonus to Knowledge (nobility) checks.
58-60	Mael-, Maele-, Maelv-, Maelvi-	Beasts, Wild, Wilderness, Savage	+1 to attack rolls with weapons the character is not proficient with.
61-63	Ni-, Nit-, Nix-, Nixi-	Changing, Unpredictable, Rivers, Sea, Water	+1 to Acrobatics checks made to avoid provoking attacks of opportunity from movement.
64-66	Ol-, Ole-, Olg-, Olge	Church, Divine, of the Gods, Holy, Sacred	+1 to saving throws against curses.
67-68	O-, Or-, Oro-	Monster, Monstrous, Giant, of the Titans	+1 trait bonus to Intimidate checks made to demoralize a foe.
69-71	Pasc-, Pasce-, Pass-, Passi-	Wisdom, Wise, Witch, Wizard, of many secrets	+1 to spellcraft checks to identify a spell or spell effect.

72-73	<i>Porc-, Porce-, Pors-, Porche-</i>	Hero, Heroes, Heroine, Legend, Legendary, Strong	Character's natural healing of ability damage heals an additional 1 point of damage to a single ability score for each day.
74-76	<i>Qu-, Qui-, Quin-</i>	Blacksmith, Crafty, Crafter, Expert, Skilled	+1 trait bonus to all Craft checks.
77-78	<i>R-, Ra-, Ran-</i>	Deadly, Keen, Sword, Swordsman	Select one weapon. You receive a +1 trait bonus to attack rolls to confirm critical threats with the selected weapon.
79-81	<i>Rag-, Ragn-, Ragni-</i>	Fiends, Demons, Devils, Terrible, of the Apocalypse	Character chooses one of the following languages to know; abyssal, ignan, infernal.
82-84	<i>R-, Rh-, Rhy-, Ry-</i>	Cryptic, Runic, Book of, Word of	+1 trait bonus to Linguistics skill checks.
85-86	<i>Sea-, Sean-, Seana-</i>	Crevasse, Twisted, Maze, Labyrinth	+1 trait benefit to Escape Artist checks to squeeze through small spaces.
87-89	<i>Sel-, Sele-, Seld-, Selda-</i>	Fat, Hefty, Rich, Wealthy	+1 trait bonus to CMD checks against grapples and bull rushes.
90-91	<i>Ta-, Tan-, Tar-, Tara-</i>	Beautiful, Cheerful, Loud, Musical, of Songs	+1 trait bonus to the save DC of language- dependent spells.
92-94	<i>U-, Ul-, Ulla-</i>	Free, Liberty, Untamed, Key of, Key to, Opener of Doors	+1 trait benefit to Disable Device checks made to pick locks.
95-97	<i>Ur-, Uri-, Urs-</i>	Boar, Rage, Raging, Unrelenting	+2 trait bonus to Constitution checks to stabilize when dying.
98-100	<i>V-, Val-, Vala-, Vand-</i>	Fortunate, Lucky, Victorious, of Angels	+1 trait bonus to initiative checks.

MALE NAME SUFFIXES			
D20	SUFFIX	MEANING	BENEFIT
01	<i>-ehale, -hale</i>	Guard, Soldier, Sword, Warrior, Guardian of	When the character takes an aid another action to increase a friend's AC against the next attack by one adjacent foe, the friend's bonus to AC is +3 rather than +2.
02	<i>-or, -nor</i>	Dancer, Dance of, Dances with	+1 trait bonus to AC against Attacks of Opportunity provoked from leaving or moving through a threatened space.
03	<i>-egrim, -grim</i>	Priest, Sage, Servant of the God of	The character may channel energy to deal damage one additional time per day. This cannot be used to channel energy to heal, and has no effect on characters without the channel energy class feature.
04	<i>-i, -ik, -k, or no suffix</i>	Bard, Horn, Ram, Musician, Herald of	Character may choose to shout, granting others a +5 bonus to Perception checks to hear him.
05	<i>-iryx, -ix, -x</i>	Descendant, Heir, Hope, Keeper, Son	+1 trait bonus to all Knowledge checks regarding the character's own family.
06	<i>-c, -ic, -iric , -ric</i>	Ghost, Memory, Spirit of, Ancestor of	The DC to track with the character with Survival is increased by +2.
07	<i>-bin, ibin, - in, -n</i>	Defender, Knight, Shield, Defender of	Select one type of armor the character is proficient with. The character reduced the armor check penalty of this armor by 1 (minimum 0).
08	<i>-nhin, -onhin, -ihin, -hin</i>	Artisan, Miner, Pick, Tool, Agent of	Select one tool or kit that grants a bonus to a specific ability or skill check. Character gains a +1 trait bonus to the ability check or skill when using this tool or kit.
09	<i>-iorix, -orix, -rix</i>	Leader, Lord, King, Master	+1 bonus to all Cha-based skills with creatures of the same type and subtype as the character.

10	<i>-iridd, -dd, -idd, -ridd</i>	Horse, Rider, Unicorn, Cavalier of	+1 trait bonus to ride checks made to use the Mounted Combat feat, fight with a combat-trained mount, or control a mount in combat.
11	<i>-cos, -ocos, -os</i>	Hellion, Oni, Witch, , Bell of, Book of, Candle of	If character is a spellcaster able to cast –level spells, add a 0-level spell from any class spell list to the character's spells known. Otherwise, character selects any 0-level spell to be able to cast once per day as a spell-like ability, using character level as c aster level.
12	<i>-atos, -tos</i>	Gauntlet, Ring, Rod, Right Hand of	+1 trait bonus to the caster level of one magic item held in or worn on the hands. Item must be selected at the beginning of each day.
13	<i>-udios, -dios, -ios</i>	Hag, Moore, Swamp, Barrens of	+1 trait bonus to all checks made to escape the entangled condition.
14	<i>-ach, alach, -lach, -ch</i>	Dragon, Drake, Flames, Destroyer of	+1 trait bonus to Use Magic Device checks to activate spell trigger items.
15	<i>-art, -ert, -rt, -tyr</i>	Champion, Great Hero, Legend among	Gain one level of favored class bonus (+1 hp, +1 skill point, or a specific bonus available for the character's favored class by race).
16	<i>-eyr, -rhys, -yr</i>	Grave, Necromancer, Undead, Tomb of	Character takes 1 point less damage from negative energy and death effects.
17	<i>-ark-, -rk, -ruk, -urk</i>	Feather, Pegasus, Swan, Winged, of the Sky	+1 trait bonus to the number of feet the character jumps up with Acrobatics checks.
18	<i>-ian, -nian, -n</i>	Hill, Mountain, Rock, Stout	+1 trait bonus to saving throws against disease.
19	<i>-akkar, -kar, -skar, uskar</i>	Courtier, Envoy, Merchant, Silver-tongued, Sly	Character treats settlements as being one size larger when determining available magic items.
20	<i>-arurf, -rf, -urf</i>	Deadly, Executioner, Slayer of	Treat character's attacks as dealing 5 more points of damage for purposes of forcing targets to make saving throws against massive damage.

FEMALE NAME SUFFIXES

D20	SUFFIX	MEANING	BENEFIT
01	-ehild, -hild	Guard, Soldier, Sword, Warrior, Guardian of	When the character takes an aid another action to increase a friend's AC against the next attack by one adjacent foe, the friend's bonus to AC is +3 rather than +2.
02	-ora, -nora	Dancer, Dance of, Dances with	+1 trait bonus to AC against Attacks of Opportunity provoked from leaving or moving through a threatened space.
03	-egyr, -gyr, -gyra	Priestess, Wise Woman, Servant of the God of	The character may channel energy to deal damage one additional time per day. This cannot be used to channel energy to heal, and has no effect on characters without the channel energy class feature.
04	-a, -ae, -e, or no suffix	Bard, Horn, Ram, Musician, Herald of	Character may choose to shout, granting others a +5 bonus to Perception checks to hear him.
05	-ixia, -xia, ixxi	Daughter, Descendant, Heir, Hope, Keeper	+1 trait bonus to all Knowledge checks regarding the character's own family.
06	-ca, -ica, -irica ; -rica	Ghost, Memory, Spirit of, Ancestor of	The DC to track with the character with Survival is increased by +2.
07	-onne, -on, -ne, -n	Cavalier, Defender, Knight, Shield, Defender of	Select one type of armor the character is proficient with. The character reduced the armor check penalty of this armor by 1 (minimum 0).
08	-onwen, -nwen, -en	Artisan, Miner, Pick, Tool, Agent of	Select one tool or kit that grants a bonus to a specific ability or skill check. Character gains a +1 trait bonus to the ability check or skill when using this tool or kit.
09	-dicca, -duica, oudicca, oduica	Lady, Leader, Mistress, Queen	+1 bonus to all Cha-based skills with creatures of the same type and subtype as the character.
10	-epona, -pona	Horse, Rider, Unicorn, Cavalier of	+1 trait bonus to ride checks made to use the Mounted Combat feat, fight with a combat-trained mount, or control a mount in combat.

11	-ean, -nean	Hellion, Oni, Witch, , Bell of, Book of, Candle of	If character is a spellcaster able to cast -level spells, add a 0-level spell from any class spell list to the character's spells known. Otherwise, character selects any 0-level spell to be able to cast once per day as a spell-like ability, using character level as caster level.
12	-aste, -ste, -ate, -te	Gauntlet, Ring, Rod, Right Hand of	+1 trait bonus to the caster level of one magic item held in or worn on the hands. Item must be selected at the beginning of each day.
13	-esse, -es, -sse, -ss	Hag, Moore, Swamp, Barrens of	+1 trait bonus to all checks made to escape the entangled condition.
14	-illt, - llt, -yllt	Dragon, Drake, Flames, Destroyer of	+1 trait bonus to Use Magic Device checks to activate spell trigger items.
15	-et, -eth, -ette, -t	Champion, Great Hero, Legend among	Gain one level of favored class bonus (+1 hp, +1 skill point, or a specific bonus available for the character's favored class by race).
16	-ira, -oira, -ra	Grave, Necromancer, Undead, Tomb of	Character takes 1 point less damage from negative energy and death effects.
17	-aire, -are, -re	Feather, Pegasus, Swan, Winged, of the Sky	+1 trait bonus to the number of feet the character jumps up with Acrobatics checks.
18	-ianna, -nia	Hill, Mountain, Rock, Stout	+1 trait bonus to saving throws against disease.
19	-akka, -kka, -ska, uska	Courtesan, Envoy, Merchant, Silver-tongued, Sly	Character treats settlements as being one size larger when determining available magic items.
20	-efrede, -efryd,- frede, -fryd	Deadly, Executioner, Slayer of	Treat character's attacks as dealing 5 more points of damage for purposes of forcing targets to make saving throws against massive damage.

THEMATIC NAME TRAITS

Rather than assemble a name trait from different fragments, it possible to just decide what a name means and give it a benefit appropriate to that definition. Below is a list of name traits, each based on a common trope name definitions fall into. Each trait gives an idea of the type of meaning a name should have to qualify for the trait, lists the benefit of taking the trait, and examples of male and female names based on various cultural styles that can be used for characters taking this trait.

For example, the Name of Strength trait is appropriate for characters with a name that means "of great strength," or something similar, and characters with that name trait gain a +2 bonus to Strength ability checks. Twenty example names are listed, drawn from various cultures and names with a definition close to "of great strength."

Of course players and GMs need not use any of these example names, as long as they can agree whatever name the player takes has a meaning close enough to "of great strength" that it makes the Name of Strength trait appropriate. For example if Marc is playing a half-orc warrior whose name is Kjurvi, the GM and Marc can agree that Kjurvi means "powerful like a giant," and that this is close enough to "of great strength" to qualify for the Name of Strength trait. Similarly a player who selects a real-world name with a definition not included in the list of name traits can select a definition with a similar theme, and take that name trait.

With thematic name traits the player gets only a single benefit, since these are rated as being as useful as a typical trait (unlike the lesser benefits of assembled name traits, which require two bonuses to be as useful as a typical trait).

NAME OF ARTISTRY

MEANING: "Great artist, soul of a poet, one who inspires"

BENEFIT: +1 trait bonus to all Perform checks.

Example Male Names: Aika, Apollo, Brage, Carmine, Cheniah, Dewon, Harper, Jaron, Kousan, Lark, Liron, Manid, Nazim, Orpheus, Parthenos, Roni, Saron, Sho, Teirtu, Zamir,

Example Female Names: Alahya, Aria, Bethany, Carmen, Chantal, Dreama, Hita, Jarona, Kaydence, Ligea, Lirit, Melody, Nali, Philomela, Piper, Ranit, Shirya, Sora, Tamber, Zimri,

NAME OF BEAUTY

MEANING: "Of great beauty"

BENEFIT: +2 trait bonus to Diplomacy checks made change an NPC's attitude.

Example Male Names: Alan, Beaumont, Calogero, Frymundr, Hassan, Iorwerth, Kallikrates, Nankhamon, Rosshrod, Sundar

Example Female Names: Aimi, Belinda, Calanthe, Frida, Hayfa, Ingrid, Kalliope, Nefertari, Rosalind, Sigrid

NAME OF BRAVERY

MEANING: "Of great bravery."

BENEFIT: The character is only affected by fear spells and effects for half their normal duration (minimum 1 round).

Example Male Names: Aldahard, Baldric, Conrad, Egilhart, Gerard, Hartwin, Isamu, Kendrick, Meginhard, Reynard

Example Female Names: Alegerd, Brava, Coerth, Eril, Geraldine, Hartwynn, Isami, Kendra, Megan, Renne

NAME OF DRAGONS

MEANING: "Of dragon's blood, noble serpent, imbued with dragon's power"

BENEFIT: Energy resistance 1 (select one damage types – acid, cold, fire, lightning, or sonic). Add this to any other energy resistance of the same type the character receives (it stacks).

Example Male Names: Apep, Attor, Chua, Drake, Fraener, Ladon, Nagendra, Nidhug, Ormarr, Vritra

Example Female Names: Adelind, Betlinthe, Chumana, Coaxoch, Dethel, Lydra, Melinda, Tanith, Tiamas, Xiuhcoatl



NAME OF FAITH

MEANING: “Beloved of the gods, trusting of the gods, the gods are good, agent of the divine.”

BENEFIT: +1 trait bonus to saving throws against spells cast by creatures of 1 specific alignment elements (chaos, evil, good, or law) opposed to the characters. The alignment element is selected when this trait is taken, and cannot be changed.

Example Male Names: Amator, Anselm, Baladeva, Bogdan, Chidubem, Cyril, Dagda, Dominic, Ebiel, Eli, Freyr, Gabriel, Godric, Gudmund, Hazial, Irdi, Jaidev, Kentigern, Nathael, Theodides

Example Female Names: Asa, Asdis, Batari, Bozica, Chiamaka, Chioma, Derdriu, Dione, Ebijah, Eliana, Frea, Gabriella, Godiva, Gudrun, Hjordis, Israella, Jayashri, Kreiosa, Nerys, Thekla

NAME OF FORTUNE

MEANING: “Of great luck.”

BENEFIT: Once per day may reroll one saving throw that is a natural 1 (a “1” shows on the d20).

Example Male Names: Audgard, Bonadventura, Chance, Eysteinn, Felix, Iqbal, Lakshman, Masud, Othmar, Shriya

Example Female Names: Audhild, Benneven, Chanceux, Eydis, Felicitas, Iqbelle, Lykke, Monifa, Othilde, Sheya

NAME OF INTELLIGENCE

MEANING: “Of great intelligence.”

BENEFIT: One day after a failed Knowledge check, the character may make the same check again to see if any ideas or barely-remember lore has come to mind with some pondering and consideration.

NORMAL: You cannot reroll a failed Knowledge.

Example Male Names: Akio, Azhar, Eadbeor, Norber, Phaedr, Rambert, Roshan, Svarog, Wybert, Zir

Example Female Names: Akemi, Afzha, Eirian, Niamh, Phoebe, Ranheidr, Roshan, Solvig, Wisdom, Zahra

NAME OF JOY

MEANING: “Joyous, full of happiness.”

BENEFIT: +2 trait bonus to saving throws against spells with the emotion descriptor.

Example Male Names: Asher, Ayotunde, Batbayar, Delshan, Fahir, Gion, Heilwithelm, Leron, Nanda, Romn

Example Female Names: Abigail, Ayodele, Behija, Desta, Fariyah, Gioconda, Heilwyg, Letiltha, Nandita, Rani

NAME OF NATURE

MEANING: “One with nature, tree friend, of the wilds”

BENEFIT: +2 trait bonus to Survival checks to get along in the wild, and to Handle Animal checks to rear a wild animal. If the character has animal empathy, the bonus also applies to it.

Example Male Names: Aesc, Arvid, Bor, Daire, Dekel, Eoghan, Hollis, Javor, Kaere, Linden, Mishi, Oren, Palmer, Riad, Silvius

Example Female Names: Anargul, Ashten, Bjorgel, Dara, Daliah, Elowen, Hadas, Jelena, Kiri, Lynn, Moriko, Oihanam, Pamona, Randa, Saiseis

NAME OF POWER

MEANING: “Touched by spirits, knower of secrets, of evil power, from the shadows, stands against the unknown”

BENEFIT: +1 trait bonus to concentration checks and to Spellcraft checks made to identify a spell.

Example Male Names: Addanc, Brokk, Karawan, Myrddin, Nazar, Ravan, Samil, Sethos, Vadim, Zherneboh

Example Female Names: Aglaeca, Ceridwen, Hekate, Iyzebel, Lilit, Olwyn, Nukpana, Taika, Usha, Vadoma

NAME OF STRENGTH

MEANING: "Of great strength."

BENEFIT: Character's encumbrance values are calculated as if the character's Strength score was 2 higher.

Example Male Names: Adir, Berek, Conall, Gabriel, Jarek, Njord, Prabhu, Qadir, Senden, Valarius

Example Female Names: Alcippe, Bataya, Confire, Gabriella, Jian, Maghild, Parvati, Qura, Sendoa, Valarine

NAME OF WAR

MEANING: "One who fights, warrior, of the battle."

BENEFIT: Select one martial weapon. The character may treat the weapon as a simple weapon (and thus is proficient with it if proficient with all simple weapons).

Example Male Names: Alfar, Alfonso, Berd, Borivoj, Cadell, Cathel, Duilio, Erwin, Gunnar, Hroarr, Ildefonso, Junayd, Kriemhelm, Lothar, Magnus, Ratimir, Savas, Taiso, Velibor, Wystan

Example Female Names: Agrona, Aldegund, Bodil, Brunhild, Caerwyn, Clothilde, Demotra, Eldgid, Gunborg, Herleva, Isolde, Jun, Kallistrate, Lysistrata, Magna, Romilda, Sieghild, Tyva, Vigdis, Wyotte

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WE ERR ON THE SIDE OF AWESOME!

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