

CODEx CIVILIZATION LIFEPATH



Merlin's
WORKSHOP

Extended Ancestries, Backgrounds, Downtime and Events for Pathfinder Second Edition.

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TAH	The Avatar's Handbook © 2003, Green Ronin Publishing; Authors: Jesse Decker and Chris Thomasson.
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MPc	Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!
MaM	Mutants & Masterminds Copyright 2002, Green Ronin Publishing.
AOE	Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.
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LIFEPATH

The Civilization Codex is an in-development collection of OGL rulebooks codifying the creation of campaign settings from cosmology to room contents, building upon the entire history of OGL campaign building, hexploration, society, organisations and many other aspects for sandbox games and world building.

Civilization Codex Lifepath is a companion collection focusing on building character stories for Pathfinder Second Edition, updating many of the 1st edition traits and backgrounds.

Mirroring the core roles character development, Lifepath has a similar alphabetic progression.

- A** Your characters ancestry. This book includes expanded lists of native and alien ancestries, versatile heritages, genetics, and special abilities.
- B** Your characters background, including over 100 background, split origins, roles and professions. Each background grants access to uncommon feats and event driven stories.
- C** The members of your characters community, detailing your contacts, family allies and companions.
- D** Options for your characters downtime.
- E** Events to integrate your character into the timeline of the campaign world
- F** Features. Feats, flaws and favours.

Release of the Lifepath documents will occur in phases. Currently four phases are planned, with the documents in this release representing phase one. The list of contents for later phases is preliminary and subject to change.

PHASE

1

Backgrounds. The feats and flaws to support backgrounds and events

PHASE

2

Downtime and events. Ancestral genealogy.

PHASE

3

Community. Contact, genealogy, allies and factions.

PHASE

4

Ancestry. Genetics and lifecycles. Advanced class backgrounds.

A	ANCESTRY	Your character's ancestry determines which people they call their own.	4
A1	GENETICS	The genetic, inborn, aspect of an ancestry is shared between all members of the ancestry. Genetics includes the ancestries size, body-type, mindset, traits and special abilities.	4
A11	INDIGENOUS	Indigenous ancestries are found living on the surface of the main planet in the campaign setting	4
A12	ALIEN	Alien ancestries are encountered on distant planets and remote dimensions.	4
A13	PHYSIOLOGY	Genotype, mindset, height, weight and presentation.	4
A14	HERITAGE	You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up.	4
A2	LIFE CYCLE	The cycle of conception, birth, childhood, adolescence, maturity and death	4
A21	AGE	The age of a character falls into one of seven categories, baby, child, adolescent, adult, mature, old and venerable.	4
A22	REPRODUCTION	The nature and biology of childbearing.	4
A23	BIRTH	Though not all characters are born under unusual circumstances, many cultures have myths of momentous events corresponding with the birth of heroes or villains.	4
A24	ADOLESCENCE	Experiences in childhood have a monumental impact on the person you become later in life.	4
A25	ADULTHOOD	Maturity and life expentancy.	4
B	BACKGROUND	A character's background details the significant events, people, and life experiences that make up the origin story of a character prior to his or her role in the saga of a campaign.	201
B0	INTRODUCTION	Your Origin, Role and Profession combine with other flavour to define your characters pre-adventure background.	203
B01	MULTIPLE BACKGROUNDS	Using the core rules, you have one background, your GM can grant access one or more of the universal ancestry feats listed here with allow for multiple backgrounds.	205
B02	CONCEPT & THEME	A concept is a category or group. The Civilization Codex documents are designed around six concepts, logically arranged in a circle of three opposing pairs.	206
B1	ORIGIN	An origin is a background that describes where you are from, the nature, place or circumstances of your childhood. You can only have one origin background, representing either your <i>Childhood</i> or the <i>Habitat</i> in which you were raised.	208
B11	CHILDHOOD	A childhood origin represents the way in which you were raised, the behaviours and values instilled in you by your parents or guardians.	
B12	HABITAT	The habitat in which you sent your childhood can often have a greater influence than the circumstances of your birth.	210
B2	ROLE	A role is a background that describes why you are here, the reason that you are in the location in which the adventure or campaign begins. To some degree your role also influences your approach to life, how you react, and how you are perceived by others.	212
B20	CLASS	Your role is driven by your character class. See B4 to roll or select a role from your class	
B21	CAMPAIGN	Your role is directed by the themes and settings of the adventure or campaign. Campaign backgrounds are often included in published Modules and Adventure Paths.	
B22	LIFESTYLE	Your role is dictated by your lifestyle. Some lifestyles are chosen, others are imposed or are a symptom of the region in which you live	
B23	OBSESSION	Your role is driven by your obsession, your passion, your reason for life. Most people chose their obsession, although past circumstances can heavily influence that choice.	214
B24	PHILOSOPHY	Philosophical roles are all uncommon, with access requiring a matching alignment	216
B3	PROFESSION	Profession backgrounds describe what do you in your day-to-day life, are primarily occupation or vocation based, and are further divided into bands based upon the wealth and lifestyle: Destitute, Poor, Modest, Affluent, and Rich. You can only ever have one profession background.	221
B30	CLASS	Your profession is driven by your character class.	
B31	DESTITUTE	You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement.	
B32	POOR	You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement.	222
B33	MODEST	You were born to the middle class, which includes merchants, artisans, and tradespeople. You likely grew up in a good-sized settlement, and one of your parents is likely associated with a guild or other trade organization.	224
B34	AFFLUENT	You were born into wealth. You likely grew up in a large settlement, and one of your parents is likely associated with a high-profile profession.	226
B4	CLASS	Each character class has a collection of exclusive origins, roles and professions. Some class backgrounds grant access to restricted class feats	227
B41	CORE CLASSES	Alchemist, Barbarian, Bard, Champion, Cleric, Druid, Fighter, Monk, Ranger, Rogue, Sorcerer, and Wizard	
B42	ADVANCED CLASSES	Investigator, Oracle, Swashbuckler, and Witch	4

C	COMMUNITY	The residents of the campaign world	3
C1	CONTACTS	The people you come in contact with and can often rely upon for aid	3
C11	ASSOCIATE	Associates are people who had (or continue to have) a strong influence upon your development. They are archetypes and templates for NPCs that you can customize to fit your background.	3
C12	PARAMOUR	You had a romantic connection in your past, and this person deeply influenced your personality.	3
C13	RELATIVE	You were especially close to a specific relative growing up.	3
C14	ENEMY	You were especially close to a specific relative growing up.	3
C3	GENEALOGY	Your family often has the strongest influence over you as a child.	3
C31	KIN	Grandparents, aunts, uncles, nieces, nephews, and cousins can sometimes be closer than your immediate relations	3
C32	PARENTS	The way parents relate to one another often becomes the model for how their children perceive adult relationships	3
C33	SIBLINGS	Depending on the nature of your family, your siblings might be your closest friends or worst enemies	3
C34	ROMANCE	Romantic entanglements can be the stuff of roleplaying dreams. They add drama, tension, and excitement.	3
C35	BONDS	Bonds can exist between groups of really close friends, adventuring parties, the members of a small organisation, and the leadership of a larger organisation.	3
C3	ALLIES	Your party and the people who work for you.	3
C4	FACTIONS	Social organisations and faiths.	3
D	DOWNTIME	Downtime actions typify the way in which player characters interact with and influence campaign world	2
D1	CHARACTER	Downtime actions to improve or adjust a character's abilities	2
D2	ADVENTURE	Downtime actions to aid in the current adventure or campaign	2
D3	FABRICATION	Downtime actions relating the small-scale crafting and large scale building and fabrication	3
D4	COMMUNITY	Downtime actions relating to interacting in, profiting from and controlling communities	3
E	EVENTS		2
E0	INTRODUCTION	Types of event and event related traits	2
E01	PROMINENCE	The Prominence of an event dictates the chance of the event occurring, and the impact that the event has.	2
E02	INVESTIGATION	The significance of the event, the importance that was given to it at the time, has a considerable effect on the amount of information that investigators can be discover about it.	2
E03	OBJECTIVES	Goals and Stratagems have an objective needed to successfully complete the event.	2
E1	STORY	A story is an event that happens to you or to those close to you. Story events are most often selected as part of a background or after gaining a contact.	2
E11	LORE STORY	A <i>lore</i> story event is an aspect of an origin, role or profession that relates to a specific type of knowledge or expertise. All	2
E12	BACKGROUND STORY	A background story event is an aspect of an origin, role or profession that grants access to uncommon feats and further events, but does not have a goal.	2
E2	STRATEGEM	A stratagem is an event imposed upon you by your enemies or used by you upon your opponents.	2
E3	COMMUNJTY	Community events during downtime and in the background to bring life to the campaign setting	2
E4	GOAL	A goal is an event that you strive to complete. In most cases, allies can assist in completing a goal.	2
E5	QUESTS	Longer term sequence of events with a common objective.	2

F	FEATURES	Features are things that affect what your character can do. Features can be either permanent or transient, and are either beneficial or malign.	601
F1	FEATS	All kinds of experiences and training can shape your character beyond what you learn by advancing in your class.	603
F11	ANCESTRY FEATS	These feats are normally only available to a specific ancestry and is tagged with either the trait for that ancestry, the traits for multiple ancestries or with the 'Ancestry' trait itself.	604
F12	BACKGROUND FEATS	Background feats are uncommon, with access granted by a background, contact or event. They have both General and Ancestry traits.	606
F13	CLASS FEATS	This section lists uncommon feats that only members of the classes listed in the feat's traits can select if they meet the access requirements of the feat by having the indicated background.	621
F14	NARRATIVE FEATS	The pair of a story and goal feat reflects a narrative that shapes your life. Because narrative feats represent both your motivation and character development.	624
F2	FLAWES	A flaw is the opposite of a feat. Where feats are selected or granted, flaws are imposed upon you, either as a circumstance of your background or as the outcome of an event or encounter,	634
F23	BANES	This is the default type for a flaw. Banes usually occur as the result of a background or event.	635
F22	CURSES	These flaws are always magical, usually divine, and are imposed upon a victim by a deity or power.	639
F21	MALIGNANCIES	Malignant flaws are disadvantageous changes that you have usually had since birth and are usually permanent. Most malignant flaws are imposed by an ancestry, and occasionally by backgrounds or feats.	646
F3	FAVOURS	A favour is a transient feature. Where feats are selected, favours are granted to you, often as the outcome of an event or encounter.	2
F31	BOONS	A boon is a quantifiable, non-monetary way an NPC might help the PCs.	2
F32	BLESSINGS	These favours are always magical, usually divine, and are granted by a deity or power.	2
F33	EVOLUTIONS	Evolutions are favours granted permanently by an ancestry or feat, or transiently by the progression of a companion.	4

B0 INTRODUCTION									
B02 CONCEPT & THEME									
SPATIAL									
Interact with the environment									
AGRICULTURAL		SECURITY		ECOLOGICAL		COVERT		LOGISTICS	
1-6		7-12		13-15		16-18		19-20	
ORIGIN	Home in the Deep ^{B12} Wave-Touched ^{B12}	ORIGIN	Groomed Agent ^{B11} Child of the Rooftops ^{B12}	ORIGIN	Raised by Savages ^{B11} Bushman ^{B12} Desert Born ^{B12} Sodden Scavenger ^{B12}	ORIGIN	Adopted by Fey ^{B11} Breather ^{B12} Sunless ^{B12}	ORIGIN	Adopted by Dragons ^{B11} Mammoth Speaker ^{B12}
ROLE	Fatalist ^{B24} (N)	ROLE	Gang Member ^{B22} Criminal Enforcer ^{B23} Rebel ^{B24} (CN) Vigilante ^{B24} (CG)	ROLE	Guerrilla ^{B22} Tribe-war Orphan ^{B22} Ancient Traveller ^{B23} People Smuggler ^{B23} Survivor ^{B23} Naturalist ^{B24} (N)	ROLE	Clan Training ^{B22} Freedom Fighter ^{B24} (CG)		
PROF.	Serf ^{B31} Farmhand ^{B32} Rancher ^{B32}	PROF.	Criminal ^{B31} Guard ^{B32}	PROF.	Hermit ^{B31} Nomad ^{B31} Animal Whisperer ^{B32}	PROF.	Bandit ^{B31} Scout ^{B32} Operative ^{B33}	PROF.	Labourer ^{B32} Sailor ^{B32}
MATERIAL									
HOSPITALITY		INDUSTRY		COMMERCIAL		ARTISTIC		CREATIVE	
1-6		7-9		10-15		16-17		18-20	
ORIGIN	Raised Cross-Species ^{B11}	ORIGIN	Annihilist ^{B24} (NE)	ORIGIN	Mercane Scion ^{B22} Hedonist ^{B24} (CE)	ORIGIN	Caravan Wanderer ^{B12}	ORIGIN	Alchemical Prodigy ^{B22}
ROLE	Agent of Balance ^{B24} (N)	ROLE		ROLE		ROLE	Narcissist ^{B24} (NE)	ROLE	Facilitator ^{B24} (LN)
PROF.	Alien ^{B31} Barkeep ^{B33}	PROF.	Miner ^{B32} Boatwright ^{B33}	PROF.	Smuggler ^{B31} Gambler ^{B33} Merchant ^{B33}	PROF.	Artist ^{B32}	PROF.	Labourer ^{B32} Artisan ^{B33} Merchandise ^{B33}
PHYSICAL									
ORDNANCE		FITNESS		HEALTH		MARTIAL		JUSTICE	
1-6		7-9		10-11		12-17		18-20	
		ORIGIN	Raised by Beasts ^{B11} Undersea Enthusiast ^{B12}	ORIGIN	Raised Among the Dead ^{B11} Woodlander ^{B12}	ORIGIN	Born of Violence ^{B11} The War ^{B11} Raised on the Sea ^{B12} Tribal Slayer ^{B12}	ORIGIN	Born into Bondage ^{B11} Collaborator ^{B11}
ROLE	Military Strategist ^{B22}	ROLE	Bonded Labourer ^{B22} Rite of Passage ^{B22} Perfection Seeker ^{B23} Minion ^{B24} (NG)	ROLE	Assassin's Scion ^{B22} Death Cult Scion ^{B22} Restore the Land ^{B23} Undead Crusader ^{B23} Healer ^{B24} (NG)	ROLE	Revolutionary ^{B23} Fury ^{B24} (CE) Psychopath ^{B24} (NE)	ROLE	Imprisoned ^{B22} Unifier ^{B23} Guardian ^{B24} (LG)
PROF.	Hunter ^{B22}	PROF.	Acrobat ^{B32} Discipline of Acrobatics ^{B33} Discipline of Athletics ^{B33}	PROF.	Herbalist ^{B32} Field Medic ^{B33}	PROF.	Warrior ^{B32} Gladiator ^{B33} Mercenary ^{B33}	PROF.	Prisoner ^{B31} Bounty Hunter ^{B32}
SPIRITUAL									
MISSIONARY		EVANGELICAL		MYSTICAL		PHILOSOPHICAL		THEOLOGICAL	
1-3		4-10		11-12		13-15		16-20	
ORIGIN	Progeny of Power ^{B11}	ORIGIN	The Omen ^{B11}	ORIGIN	Cursed Birth ^{B11} Energy Infused ^{B11} Waste Refugee ^{B12}	ORIGIN	Blessed Birth ^{B11}	ORIGIN	Raised by Belief ^{B11}
ROLE	Devotee ^{B24} (CE)	ROLE	Witch Wary ^{B22} Family Curse ^{B23} Crusader ^{B24} (LG)			ROLE	Adherent ^{B23} Activist ^{B24} (CG)	ROLE	Shadow Hunted ^{B22} Impure Thinker ^{B23}
PROF.	Dung Sweeper ^{B31}	PROF.	Evangelist ^{B33}	PROF.	Esoterist ^{B33} Spiritualist ^{B33}	PROF.	Initiate ^{B32} Fortune Teller ^{B33}	PROF.	Spiritual Guide ^{B31} Acolyte ^{B33}
SOCIAL									
MEDIA		PROVOCATEUR		OPERATIONS		DIPLOMACY		ADVISORY	
1-3		4-5		6-11		12-14		15-20	
ORIGIN	Heir to a Legacy ^{B11} Rootless Wanderer ^{B12}	ORIGIN	Bastard Born ^{B11}	ORIGIN	Unscrupulous Family ^{B11}	ORIGIN	Dishonoured Family ^{B11} Raised by Angels ^{B12}	ORIGIN	Faction Upbringing ^{B11} Child of the Resistance ^{B12}
ROLE	Moderniser ^{B22} Actor of Intrigue ^{B23} Impulsive ^{B24} (CN)	ROLE	Political Opposition ^{B22} Avenger ^{B23} Exiled ^{B23} Despot ^{B24} (LE)	ROLE	Freed Slave ^{B22} Aspiring Monarch ^{B23} Lovesick Warden ^{B23} Executor ^{B24} (LN)	ROLE	Imperial Scion ^{B23} Double Agent ^{B23} Mediator ^{B24} (NG)	ROLE	Adventurer ^{B22} Loyalist ^{B23} Creator ^{B24} (LG)
PROF.	Bohemian ^{B32} Entertainer ^{B32}	PROF.	Street Urchin ^{B31} Agitator ^{B34} Schemer ^{B34}	PROF.	Outcast ^{B31} Noble ^{B34}	PROF.	Charlatan ^{B31} Ambassador ^{B34} Politician ^{B34}	PROF.	Jester ^{B32} Emissary ^{B34}
TECHNICAL									
Knowledge, industry and technology									
FINANCE		RESEARCH		ENGINEERING		INFORMATION		EDUCATION	
1-2		3-5		6-8		9-14		15-20	
ROLE	Swindler ^{B24} (LE)	ROLE	Ooze-Tender ^{B22}	ROLE	Saboteur ^{B24} (CN)	ROLE	Born out of Time ^{B11} Tomb Seeker ^{B23} Judge ^{B24} (NG)	ROLE	Raised by Heritage ^{B11} Border ^{B22} Competing ^{B23} Redeemer ^{B24} (NG)
PROF.	Clerk ^{B33}	PROF.	Recluse ^{B31} Detective ^{B33} Mage ^{B33} Antiquarian ^{B34} Elixir Researcher ^{B34} Historian ^{B34}	PROF.	Tinker ^{B32} Technologist ^{B33}	PROF.	Bureaucrat ^{B33} Academic ^{B34} Barrister ^{B34}	PROF.	Itinerant Scholar ^{B32} Student ^{B32} Scholar ^{B33}

B1 ORIGIN													
B11	CHILDHOOD												
Origin	Boost	Lore	Trained Skill	Grants	Access	Story							
ORDINARY CHILDHOOD ^{B0}	Free	None	None	None	Ordinary ^{F121st}	-							
ADOPTED BY DRAGONS	STR or WIS	Dragon	Athletics	Hefty Hauler	Blood of Dragons ^{F11} , Draconic Resilience ^{F11} , Draconic Senses ^{F11} , Magical Knack ^{F12}	Monster Survivor ^{E1}							
ADOPTED BY FEY	DEX or CHA	Fey	Thievery	Subtle Theft	Charming ^{F121di} , Fey Ancestry ^{F11} , Magical Knack ^{F12}	Evidence of Birth-right ^{E1}							
BASTARD BORN	WIS or CHA	(Faction)	Deception	Charming Liar	Slow to Trust ^{F12}	Humiliation ^{E1}							
BLESSED BIRTH	INT or WIS	Prophecy	Society	Additional Lore	Blessed ^{F12} , Birthmark ^{F12}	Righteous Vision ^{E1}							
BORN OF VIOLENCE	STR or WIS	(Faction)	Intimidate	Group Coercion	Axe to Grind ^{F12} , Slow to Trust ^{F12}	Dead Inside ^{E1}							
BORN OUT OF TIME	CON or INT	(Archaeological)	Society	Multilingual	Arcane Revitalization ^{F12} , Self-Taught Scholar ^{F121}	Foundling ^{E12} , Scholar of Ruins ^{E11}							
BORN INTO BONDAGE	CON or WIS	(Faction)	Nature	Natural Medicine	Know the Enemy ^{F121} , Life of Toil ^{F12} , Self-Medicating ^{F121n}	Enslaved ^{E1}							
CURSED BIRTH	CON or CHA	(Monster)	Deception	Charming Liar	Fiend Blood ^{F12}	Accursed ^{E1}							
DISHONOURED FAMILY	WIS or CHA	(Cultural)	Diplomacy	Bargain Hunter	Reactionary ^{F12}	Evidence of Birth-right ^{E1} , Public Family Secret ^{E1}							
ENERGY INFUSED	CON or WIS	(Deity)	Religion	Trick Magic Item	Sacred Conduit ^{F12} , Sacred Touch ^{F121m}	Marked by the Gods ^{E1}							
FACTION UPBRINGING	WIS or CHA	Underworld	Deception	Charming Liar	Natural-born Leader ^{F121di} , Shadow Whispers ^{F12}	Secret Society Inductee ^{E1}							
GROOMED AGENT	INT or WIS	(Community)	Deception	Charming Liar	Deep Cover ^{F121de} , Wanderer's Shroud ^{F121}	Undercover ^{E1}							
HEIR TO A LEGACY	WIS or CHA	Noble	Diplomacy	Group Impression	Influence ^{F121so} , Rich Parents ^{F12}	Penniless Heir ^{E1}							
PROGENY OF POWER	INT or CHA	Engineering	Occultism	Recognise Spell	Charming ^{F121di} , Magical Talent ^{F12} , Sacred Touch ^{F121m}	Foundling ^{E12}							
RAISED AMONG THE DEAD	STR or CON	Undead	Deception	Secret Speech	Deathless ^{F11} , Deathtouched ^{F11} , Magical Knack ^{F12}	Ghost Encounter ^{E1} , Horror Encounter ^{E1}							
RAIDED BY BEASTS	STR or DEX	(Monster)	Athletics	Assurance (athletics)	Resilient ^{F12}	Blight ^{E1} , Feral Survival ^{E1}							
RAISED BY BELIEF	By Deity	(Deity)	By Deity	Assurance	Beacon of Faith ^{F12} , Ease of Faith ^{F121di}	Blessed Encounter ^{E1}							
RAISED BY HERITAGE	By Heritage	(Ancestry)	By Heritage	Assurance	Dedicated Defender ^{F12} , Kin Bond ^{F12} , Kin Guardian ^{F12}	Foundling ^{E12}							
RAISED BY SAVAGES	CON or WIS	(Habitat)	Nature	Natural Medicine	No Escape ^{F12} , Self-Medicating ^{F121n}	Child Soldier ^{E1}							
RAISED CROSS-SPECIES	By Heritage	(Ancestry)	By Heritage	Assurance	Adopted ^{F12} , Heritage Lore ^{F11}	Foundling ^{E12}							
THE OMEN	WIS or CHA	Prophecy	Intimidate	Intimidating Glare	Bloody-Minded ^{F12} , Demoralizing Reaction ^{F121}	Horrific Vision ^{E1} , Horrific Vision ^{E1}							
THE WAR	DEX or WIS	Warfare	Thievery	Subtle Theft	Vagabond Child ^{F121t}	Deny the Reaper ^{E1?}							
UNSCRUPULOUS FAMILY	INT or CHA	Underworld	Deception	Charming Liar	Deft Dodger ^{F12} , Unpredictable ^{F121}	Child Soldier ^{E1}							
B12	HABITAT				d100								
Habitat	Biomes or Population			Origin	Dwarf	Elf	Gnome	Goblin	Halfling	Human	Half-Elf	Half-Orc	Other
ALIEN	Marginal, harsh and extreme planets and planes	BREATHER	01	01	01	01	01	01-02	01	01-03	01-02		
		RAISED BY ANGELS	02-04	02-04	02-03	02-03	02-05	03-04	02-03	04-05	03-04		
		RAISED BY FIENDS	05-07	05-07	04-05	04-07	06-07	05-06	04-05	06-07	05-06		
		WASTES REFUGEE	08	08	06-08	08	08	07-08	06-08	08	07-08		
		HOME OF THE DEEP	09	09-18	09-10	09	09-19	09	09-14	09-10	09-10		
AQUATIC	Rivers, streams, lakes and wetland	UNDERSEA ENTHUSIAST	10	19-28	11-12	10	18-22	10	15-19	11-12	09-10		
ARBOREAL	Boreal, forests and jungles	SODDEN SCAVENGER	11-12	29-37	13-14	11	23-26	11	20-24	13-14	09-10		
COSMOPOLITAN	Densely populated cities	WOODLANDER	13-16	38-67	15-19	12-14	27	12-15	25-38	15-18	11-18		
DESERT	Hot Deserts, Salt Flats and Dust bowls	CHILD OF THE ROOFTOPS	17-20	68-69	20-35	22-36	28-32	15-30	39-49	19-25	19-20		
LOWLAND	Savannah, Planes, Scrub	DESERT BORN	21-24	70-72	36-45	37-46	33	31-35	50-53	26-32	31-38		
FROZEN	Frozen Seas, Polar, Tundra, and Glaciers	MAMMOTH SPEAKER	25-28	72-81	46-65	47-66	34-61	36-45	54-63	33-45	39-46		
MARINE	Oceans, Seas, Reefs and Estuaries	WINTER'S CHILD	29-32	82-90	66-70	67-86	62-66	46-50	64-70	46-50	47-54		
		RAISED ON THE SEA	33-34	91	71-73	87	67	51-55	71-73	51-55	55-60		
		WAVE-TOUCHED	35-36	92	75-77	88	68	56-60	74-76	56-60	55-60		
RUGGED	Badlands, Hills, Highland and Mountains	BUSHMAN	37-48	93	78-80	89	69-73	61-65	77-79	61-67	61-60		
RURAL	Hamlets, Villages and Farmsteads	TRIBAL SLAYER	49-60	94	81-83	90	74-78	66-70	80-82	68-73	61-60		
		CARAVAN WANDERER	61-62	95	84-88	91-94	79-86	71-80	83-87	74-82	65-80		
		ROOTLESS WANDERER	63-64	96	89-93	95-98	87-98	81-86	88-91	83-86	65-80		
SUBTERRANEAN	Caves, Caverns, and Underground rivers	SUNLESS	65-94	97-98	94-95	99	96	87-90	92-93	87-96	81-95		
URBAN	Towns and dispersed cities	CHILD OF THE RESISTANCE	93-100	99-100	96-100	100	97-100	91-100	94-100	97-100	96-100		
Origin	Traits	Boost	Lore	Trained Skill	Grants	Access	Story						
BREATHER	Alien	CON or Cha	Undead	Deception	Charming Liar	Anatomist ^{F12} , Unpredictable ^{F121de}	Ghost Encounter ^{E1} , Horror Encounter ^{E1}						
BUSHMAN	Rugged	CON or WIS	(Biome)	Survival	Survey Wildlife	History of Materialism ^{F12} , Wilderness Survivor ^{F121so}	Explorer ^{E1}						
CARAVAN WANDERER	Rural	DEX or CHA	Circus	Performance	Fascinating Performance	Log Roller ^{F121} , River Rat ^{F12}	Left to Die ^{E1}						
CHILD OF THE RESISTANCE	Urban	INT or CHA	(Community)	Society	Streetwise	Dedicated Defender ^{F12} , Natural-Born Leader ^{F121di}	Slave Emancipation ^{E1}						
CHILD OF THE ROOFTOPS	Cosmopolitan	DEX or INT	(Settlement)	Acrobatics	Steady Balance	Life of Toil ^{F12} , Low-Light Vision ^{F11}	Heist ^{E1}						
DESERT BORN	Desert	CON or WIS	Desert	Survival	Experienced Tracker	Animal Friend ^{F11} , Flame-touched ^{F12}	Explorer ^{E1}						
HOME IN THE DEEP	Aquatic	CON or DEX	Maritime	Athletics	Underwater Marauder	Simple Disciple ^{F121st} , Water-touched ^{F12}	Memory Loss ^{E1}						
MAMMOTH SPEAKER	Lowland	CON or WIS	Animal	Nature	Train Animal	Animal Friend ^{F11} , Deft Dodger ^{F12}	Feral Survivor ^{E1}						
RAISED BY ANGELS	Alien	INT or CHA	Angel	Diplomacy	Group Impression	Celestial Ancestry ^{F11} , Blessed ^{F12} , Patient Optimist ^{F121di}	Blessed Encounter ^{E1}						
RAISED BY FIENDS	Alien	STR or CHA	(Monster)	Intimidation	Quick Coercion	Fiendish Ancestry ^{F11} , Fiend Blood ^{F11} , Damned ^{F14}	Fiendish Encounter ^{E1} , Fiendish Murder ^{E1} , Monster Survivor ^{E1}						
							Explorer ^{E1}						
							Inexorable Authority ^{F121i} , Storm-Touched ^{F12}						
RAISED ON THE SEA	Marine	STR or CHA	Sailing	Intimidation	Intimidating Glare	Friend in Every Town ^{F121so} , Reactionary ^{F12} , Secret Shame ^{F23}	Robbed ^{E1}						
ROOTLESS WANDERER	Rural	DEX or CON	(Ancestry)	Diplomacy	Group Impression	Storm-touched ^{F12} , Wilderness Survivor ^{F121so}	Sole Survivor ^{E1}						
SODDEN SCAVENGER	Aquatic	CON or WIS	Swamp	Survival	Forager	Earth-touched ^{F12} , Horror Slayer ^{F12} , Tunnel Fighter ^{F12}	Horror Slayer ^{E1}						
SUNLESS	Subterranean	DEX or WIS	Underground	Stealth	Terrain Stalker	Axe to Grind ^{F12} , Unnatural Revenge ^{F121i}	Monster Survivor ^{E1}						
TRIBAL SLAYER	Rugged	STR or CHA	(Ancestry)	Intimidation	Intimidating Glare	Simple Disciple ^{F121st} , Water-touched ^{F12}	Duel ^{E1}						
UNDERSEA ENTHUSIAST	Marine	STR or CON	Ocean	Athletics	Underwater Marauder	Decipher Scroll ^{F121s} , Failed Apprentice ^{F11} , Gifted Adept ^{F12}	Planer Encounter ^{E1}						
WASTE REFUGEE	Alien	CON or INT	(Biome)	Arcana	Trick Magic	Water-Touched ^{F12} , Wisdom in the Flesh ^{F12}	Enslaved ^{E1}						
WAVE-TOUCHED	Aquatic	STR or WIS	Ocean	Athletics	Combat Climber	Frost-Touched ^{F12} , Outcast's Intuition ^{F121s}	Dead Inside ^{E1}						
WINTER'S CHILD	Frozen	CON or CHA	Weather	Arcana	Arcane Sense	Devotee of the Green ^{F121n} , Log Roller ^{F12}	Self Exile ^{E1}						
WOODLANDER	Arboreal	DEX or WIS	Forest	Nature	Natural Medicine								

B2		ROLE					
B22		LIFESTYLE					
Name	Boost	Lore	Trained Skill	Grants	Access	Story	
UNEVENTFUL LIFESTYLE	(Two Free)	None	None	None	Ordinary ^{F121st}	-	
ADVENTURER	CON or INT	(Faction)	Society	Additional Lore	Courageous ^{F12} , Friend in Every Town ^{F121so}	Explorer ^{E1}	
ALCHEMICAL PRODIGY	DEX or INT	Alchemical	Crafting	Speciality Crafting	Eldritch Crafter ^{F121c} , Past Life ^{F12}	Apotheosis ^{E1}	
ANCIENT TRAVELLER	DEX or INT	(Archaeology)	Arcana	Dubious Knowledge	History of Civilization ^{F12} , Planar Savant ^{F121o}	Artefact Activation ^{E1}	
ASSASSIN'S SCION	DEX or WIS	Assassin	Stealth	Assurance (Stealth)	Vigilant Battler ^{F12}	Murderer ^{E1}	
BOARDER	INT or WIS	(Academic)	Deception	Charming Liar	Rich Parents ^{F12}	Subdued ^{E1}	
BONDED LABOURER	STR or DEX	(Biome)	Athletics	Assurance (Athletics)	Wrecking Wrath ^{F12}	Foundling ^{E12}	
CLAN TRAINING	DEX or CHA	(Community)	Stealth	Assurance (Stealth)	Amiable Blunder ^{F121di} , Deft Dodger ^{F12} , Imposing Scion ^{F121i}	Injustice ^{E1}	
DEATH CULT SCION	INT or WIS	Undead	Religion	Student of the Canon	Anatomist ^{F12}	Explorer ^{E1}	
DOUBLE AGENT	WIS OR CHA	(Faction)	Intimidation	Group Coercion	Ambitious ^{F121di} , Vigilant Battler ^{F12} , Paranoid ^{F23}	Undercover ^{E1}	
GANG MEMBER	DEX or CHA	Underworld	Deception	Lengthy Diversion	Child of the Streets ^{F121i}	Heist ^{E1} , Faction War Survivor ^{E1}	
IMPERIAL SCION	INT or WIS	(Archaeology)	Society	Courtly Graces	Hardly a Fool ^{F12} , Worldly ^{F121}	Evidence of Birth-Right ^{E1}	
IMPRISED	DEX or CHA	Underworld	Intimidation	Group Coercion	Desperate Resolve ^{F12}	Enslaved ^{E1} , Criminal ^{E11}	
FREED SLAVE	CON or INT	(Settlement)	Society	Streetwise	Life of Toil ^{F12}	Slave Emancipation ^{E1}	
GUERRILLA	DEX or WIS	(Biome)	Survival	Terrain Expertise	Wild Orphan ^{F121su}	Commander ^{E1}	
MERCANE SCION	DEX or CHA	Mercantile	Society	Multilingual	Supernatural Reactions ^{F12}	Archaeological Discovery ^{E1}	
MILITARY STRATEGIST	STR or INT	Warfare	Society	Streetwise	Militia Veteran ^{F121i}	Successful Commander ^{E11}	
MODERNISER	WIS or CHA	(Monster)	Diplomacy	Group Impression	Patient Optimist ^{F121di} , Voice of Monsters ^{F12}	Injustice ^{E11}	
POLITICAL OPPOSITION	STR or CHA	(Settlement)	Diplomacy	Group Impression	Mediator ^{F12} , Well Informed ^{F121di}	Duel ^{E11}	
PRESS GANGED	STR or WIS	Sailing	Nature	Experienced Professional	Fencer ^{F12}	Criminal ^{E11}	
RITE OF PASSAGE	STR or WIS	(Culture)	Athletics	Combat Climber	Careful Combatant ^{F12} , Climber ^{F121}	Secret Society Inductee ^{E1}	
SHADOW HUNTED	INT or WIS	Shadow Plane	Intimidation	Quick Coercion	Bloody-Minded ^{F12} , Bully ^{F121i}	Sole Survivor ^{E1}	
TRIBE-WAR ORPHAN	DEX or CON	(Ancestry)	Survival	Assurance (Survival)	Battle Disciple ^{F12}	Left to Die ^{E1}	
WITCH WARY	DEX or INT	Curse	Occultism	Oddity Identification	Dispelled Battler ^{F12} , Lucky Identification ^{F121*}	Propheisied ^{E1}	
B23		OBSESSION					
ACTOR OF INTRIGUE	DEX or CHA	Theatre	Diplomacy	Hobnobber	Empty Mask ^{F23} , Mentored ^{F121i} , Tactician ^{F12}	Archaeological Discovery ^{E1}	
ADHERENT	CON or INT	Prophet	Diplomacy	Bargain Hunter	Disdainful Defender ^{F12} , Ease of Faith ^{F121di}	Marked by the Gods ^{E1}	
ASPIRING CAPTAIN	WIS or CHA	Sailing	Intimidation	Group Coercion	Detect Disobedience ^{F12} , Imposing Scion ^{F121i}	Drafted ^{E1}	
ASPIRING MONARCH	WIS or CHA	Politics	Society	Courtly Graces	Mentored ^{F121i} , Punish Insurrection ^{F12}	Commander ^{E1}	
AVENGER	CON or CHA	Warfare	Society	Streetwise	Grief Filled ^{F12} , Tactician ^{F12} , Attached ^{F23}	Monster Survivor ^{E1}	
COLLABORATOR	STR or CHA	Warfare	Deception	Charming Liar	Bully ^{F121i} , Guilty Fraud ^{F12}	Negotiated Encounter ^{E1}	
COMPETING	INT or CHA	Gaming	Deception	Charming Liar	Influence ^{F121so} , Unpredictable ^{F121de}	Minute of Fame ^{E1}	
CRIMINAL ENFORCER	STR or DEX	Underworld	Thievery	Subtle Theft	Dirty Fighter ^{F12} , Infamous ^{F23}	Slaughter ^{E1}	
EXILED	INT or CHA	(Community)	Society	Skill Training	Poverty-Stricken ^{F121so} , Unabashed Gall ^{F12}	Self-Exile ^{E1}	
FAMILY CURSE	INT or CHA	Curse	Occultism	Oddity Identification	Kin Bond ^{F12} , Kin Guardian ^{F12}	Betrayed ^{E1}	
IMPURE THINKER	INT or WIS	(Deity)	Religion	Student of the Canon	Disdainful Defender ^{F12} , History of Heresy ^{F12}	Dead Inside ^{E1}	
LOVESICK WARDEN	WIS or CHA	(Habitat)	Survival	Experienced Tracker	Lovesick ^{F23} , Tactician ^{F12} , Wilderness Survivor ^{F121su}	Missing ^{E1}	
LOYALIST	INT or CHA	Hell	Religion	Student of the Canon	Dedicated Defender ^{F12} , Mentored ^{F121i}	Child Soldier ^{E1}	
OOZE-TENDER	CON or INT	Ooze	Crafting	Dubious Knowledge	Corpse Cannibal ^{F12} , Harvester ^{F121c}	Long-Term Hostage ^{E12}	
PEOPLE SMUGGLER	DEX or CHA	Underworld	Stealth	Experienced Smuggler	Unpredictable Reactions ^{F12}	Missing ^{E1}	
PERFECTION SEEKER	DEX or WIS	Warfare	Acrobatics	Cat Fall	Log Roller ^{F12}	Humiliation ^{E1}	
RESTORE THE LAND	CON or WIS	Abyssal	Medicine	Battle Medicine	Weapon of Peace ^{F12} , Reactive Medic ^{F121m}	Faction War Survivor ^{E1}	
REVOLUTIONARY	CHA or WIS	Revolution	Deception	Charming Liar	Passionate Inertia ^{F12} , Trustworthy ^{F121de}	Heist ^{E1}	
SURVIVOR	CON or STR	(Community)	Survival	Forager	Slow to Trust ^{F12}	Arisen ^{E1}	
TOMB SEEKER	CON or INT	(Archaeology)	Occultism	Oddity Identification	Classically Schooled ^{F121*} , Malleable Magic ^{F12}	Archaeological Discovery ^{E1}	
UNDEAD CRUSADER	CON or WIS	Undead	Religion	Student of the Canon	Possessed ^{F12}	Blight ^{E1}	
UNIFIER	STR or CHA	Politics	Intimidation	Quick Coercion	Entitled ^{F121i} , Veteran of Battle ^{F12}	Lawbringer ^{E1}	
B24		PHILOSOPHY					
CREATOR	LG	STR OR CHA	(Community)	Diplomacy	Charming ^{F121di}	Blessed Touch ^{F12}	Ear for Music ^{E11}
CRUSADER	LG	WIS or CHA	(Cultural)	Society	Influence ^{F121so}	Divine Warrior ^{F12} , Mountain Stoutness ^{PF2e}	Injustice ^{E1}
GUARDIAN	LG	CON or INT	(Monster)	Society	Know the Enemy ^{F121}	Weapon of Peace ^{F12} , Patient Optimist ^{F121di}	Forge Guardian ^{E11}
HEALER	NG	DEX or WIS	(Biological)	Medicine	Bedside Manner ^{F121m}	Helpful Halfling ^{LO2}	Combat Healer ^{E1}
MEDIATOR	NG	WIS or CHA	(History)	Diplomacy	Well Informed ^{F121di}	Mediator ^{F12}	Negotiated Encounter ^{E1}
REDEEMER	NG	CON or CHA	(Monster)	Diplomacy	Natural Born Leader ^{F121}	Redeemer ^{F12} , Flame of the Redeemer ^{F12}	Enemy Cult ^{E1}
ACTIVIST	CG	INT or WIS	(Political)	Crafting	Lore Specialist ^{F121i}	Eldritch Crafter ^{F121c} , Spark of Creation ^{F121}	Blessed Encounter ^{E1}
FREEDOM FIGHTER	CG	DEX or CON	(Martial)	Stealth	Worldly ^{F121}	Hardly a Foo ^{F12} , Fortified Drinker ^{F12} , Unfettered halfling ^{PF2e}	Faction War Survivor ^{E1}
VIGILANTE	CG	DEX or WIS	(Community)	Acrobatics	Seeker ^{F121}	Careful Combatant ^{F12} , Starchild ^{F121su}	Injustice ^{E1}
EXECUTOR	LN	INT or WIS	(Service)	Survival	Urban Jungle ^{F121su}	No Escape ^{F12} , Wisdom in the Flesh ^{F12}	Humiliation ^{E1}
FACILITATOR	LN	STR or INT	(Cultural)	Crafting	Tireless Logic ^{F121}	Eyes and Ears of the City ^{F12}	Invent Spell ^{E1}
JUDGE	LN	INT or CHA	(Political)	Lore	Mentored ^{F121i}	Inexorable Authority ^{F121i}	Lawbringer ^{E1}
AGENT OF BALANCE	N	WIS OR CHA	(Contest)	Diplomacy	Ambitious ^{F121di}	Amiable Blunder ^{F121di} , Magic is Life ^{F12}	Preventable Death ^{E1}
FATALIST	N	STR or WIS	(Archaeological)	Religion	Outcast's Intuition ^{F121*}	Balancer's Banishing ^{F12}	Duel ^{E1}
NATURALIST	N	DEX or WIS	(Habitat)	Nature	Devotee of the Green ^{F121n}	Child of Nature ^{F121r} , Horror Slayer ^{F12}	Monster Survivor ^{E1}
IMPULSIVE	CN	DEX or CHA	(Entertainment)	Performance	Inspired ^{F121}	Divine Courtesan ^{F12}	Heist ^{E1}
REBEL	CN	CON or CHA	(Community)	Society	Friend in Every Town ^{F121so}	Unabashed Gall ^{F12} , Veteran of Battle ^{F12}	Subdued ^{E1}
SABOTEUR	CN	DEX or WIS	(Criminal)	Thievery	Vagabond Child ^{F121i}	Unpredictable Reactions ^{F12}	Undercover ^{E1}
DESPOT	LE	INT or CHA	(Criminal)	Intimidation	Inexorable Authority ^{F121}	Punish Insurrection ^{F12}	Slaughter ^{E1}
MINION	LE	STR or CON	(Faction)	Athletics	Simple Disciple ^{F121at}	Detect Disobedience ^{F12} , Horror Slayer ^{F12}	Drafted ^{E1}
SWINDLER	LE	DEX or CHA	(Logistics)	Deception	Fast Talker ^{F121de}	Pain is Pleasure ^{F12}	Inheritance ^{E1}
ANNIHILIST	NE	DEX or CHA	(Industrial)	Intimidation	Bruising Intellect ^{F121i}	Horrifying Mind ^{F12}	Planar Offering ^{E1}
NARCISSIST	NE	CON or INT	(Planar)	Occultism	Planar Savant ^{F121o}	Shadow Whispers ^{F12}	Planar Encounter ^{E1}
PSYCHOPATH	NE	STR or CHA	(Criminal)	Athletics	Child of the Streets ^{F121i}	Subjective Truth ^{F121de} , Corpse Cannibal ^{F12}	Dead Inside ^{E1}
DEVOTEE	CE	CON or WIS	(Philosophical)	Religion	Classically Schooled ^{F121*}	Bloody-Minded ^{F12} , Horror Slayer ^{F12}	Apotheosis ^{E1}
FURY	CE	STR or WIS	(Habitat)	Survival	Starchild ^{F121su}	Voice of Monsters ^{F12} , Wrecking Wrath ^{F12}	Feral Survivor ^{E1}
HEDONIST	CE	INT or CHA	(Substance)	Arcana	Lucky Identification ^{F121*}	Passionate Inertia ^{F12}	Famous Artist ^{E1}

B3 PROFESSION

B31 DESTITUTE

Name	Ability Scores	Lore	Trained Skill	Grants	Access	Story
(All)					Poverty-Stricken ^{F12Iso}	
ALIEN	DEX or WIS	(Community)	Stealth	Experienced Smuggler	Ordinary ^{F121st}	Explorer ^{E1}
BANDIT	STR or DEX	(Habitat)	Deception	Lengthy Diversion	Deep Cover ^{F121de}	Sole Survivor ^{E1}
CRIMINAL	DEX or INT	Underworld	Stealth	Experienced Smuggler	Child of the Streets ^{F121l}	Undercover ^{E1}
DUNG SWEEPER	CON or WIS	Animal	Nature	Train Animal	Beast Bond ^{F121n}	Penniless Hier ^{E1}
HERMIT	CON or INT	(Habitat)	Nature	Dubious Knowledge	Grief Filled ^{F12}	Self Exile ^{E1}
OUTCAST	CON or WIS	(Habitat)	Survival	Terrain Expertise	Wild Orphan ^{F121su}	Subdued ^{E1}
PRISONER	STR or CON	Underworld	Stealth	Experienced Smuggler	Life of Toil ^{F12}	Enslaved ^{E1}
RECLUSE	CON or INT	(Plane)	Occultism	Dubious Knowledge	Grief Filled ^{F12}	Dead Inside ^{E1}
SERF	STR or CON	Farming	Nature	Natural Medicine	Self-Medicating ^{F121n}	Injustice ^{E1}
STREET URCHIN	DEX or CON	(Community)	Thievery	Pick Pocket	Child of the Streets ^{F121l}	Missing ^{E1}

B32 POOR

(All)					Life of Toil ^{F12}	
ACROBAT	STR or DEX	Circus	Acrobatics	Steady Balance	Acrobat ^{F121ac}	Heist ^{E1}
ANIMAL WHISPERER	WIS or CHA	(Habitat)	Nature	Train Animal	Beast Bond ^{F121n}	Foundling ^{E12}
ARTIST	DEX or CHA	Art	Crafting	Specialty Crafting	Artisan Crafting ^{F121c}	Famous Artist ^{E1}
BOHEMIAN	WIS OR CHA	Art	Society	Streetwise	Urban Jungle ^{F121su}	Horror Encounter ^{E1}
BOUNTY HUNTER	STR or WIS	Legal	Survival	Experienced Tracker	Influence ^{F121so}	Enemy Cult ^{E1}
CHARLATAN	INT or CHA	Underworld	Deception	Charming Liar	Subjective Truth ^{F121de}	Undercover ^{E1}
ENTERTAINER	DEX or CHA	Theatre	Performance	Virtuosic Performance	Majestic Performance ^{F121p}	Negotiated Encounter ^{E1}
FARMHAND	CON or WIS	Farming	Athletics	Assurance (Athletics)	History of Physicality ^{F12}	Evidence of Birth-right ^{E1}
GUARD	STR or CHA	Legal	Intimidation	Quick Coercion	Tactician ^{F12}	Lawbringer ^{E1}
HERBALIST	CON or WIS	Herbalism	Nature	Natural Medicine	Blessed Touch ^{F12}	Combat Healer ^{E1}
HUNTER	DEX or WIS	Tanning	Survival	Survey Wildlife	Armour Expoert ^{F12}	Monster Survivor ^{E1}
INITIATE	WIS or CHA	Temple	Diplomacy	Hobnobber	Divine Courtesan ^{F12} , Charming ^{F121di} , Lonely ^{F23}	Murderer ^{E1}
ITINERANT SCHOLAR	CON or INT	(Habitat)	Occultism	Quick Identify	Decipher Scroll ^{F121*}	Planar Encounter ^{E1}
JESTER	INT OR CHA	Nobility	Performance	Fascinating Performance	Hardly a Fool ^{F12}	Humiliation ^{E1}
LABOURER	STR or CON	Labour	Athletics	Hefty Hauler (Athletics)	Poverty-Stricken ^{F12Iso}	Robbed ^{E1}
MINER	STR or WIS	Mining	Survival	Terrain Expertise (Underground)	Goldniffer ^{F11}	Major Disaster ^{E12}
NOMAD	CON or WIS	(Biome)	Survival	Assurance (Survival)	Guarded ^{F12}	Explorer ^{E1}
RANCHER	STR or DEX	Animal	Nature	Train Animal	Born to the Saddle ^{F121n}	Raiders ^{E12}
SOLDIER	STR or CHA	Warfare	Intimidation	Quick Coercion	Tactician ^{F12}	Commander ^{E1}
SAILOR	STR or DEX	Maritime	Athletics	Underwater Marauder	Worldly ^{F121}	Missing ^{E1}
SCOUT	STR or WIS	(Habitat)	Survival	Forager	Wilderness Survivor ^{F121su}	Fiendish Encounter ^{E1}
SMUGGLER	WIS or CHA	Underworld	Stealth	Experienced Smuggler	Militia Veteran ^{F121l}	Corrupted Contact ^{E1}
STUDENT	INT OR WIS	Institution	Society	Multilingual	Influence ^{F121so}	Duel ^{E1}
SPIRITUAL GUIDE	WIS or CHA	(Diety)	Diplomacy	Group Impression	Persuasive Insight ^{F121di}	Ghastly Encounter ^{E1}
TINKER	DEX or INT	Engineering	Crafting	Speciality Crafting	Artisan Crafting ^{F121c}	Artefact Activation ^{E1}
WARRIOR	STR or CON	Warfare	Intimidation	Intimidating Glare	Tactician ^{F12}	Drafted ^{E1}

B33 MODEST

(All)					Artisan Crafting ^{F121c}	
ACOLYTE	INT or WIS	Scribing	Religion	Student of the Canon	Divine Grade ^{F11} , Beacon of Faith ^{F12}	Ordained ^{E1}
ARTISAN	STR or INT	Guild	Crafting	Specialty Crafting	Harvester ^{F121c}	Famous Architect ^{E1}
BARKEEP	CON or CHA	Alcohol	Diplomacy	Hobnobber	Well Informed ^{F121di}	Robbed ^{E1}
BOATWRIGHT	INT or WIS	Sailing	Crafting	Quick Repair	River Rat ^{F12}	Slave Emancipation ^{E1}
BUREAUCRAT	INT or CHA	Government	Society	Group Impression	Tireless Logic ^{F121}	Negotiated Encounter ^{E1}
CLERK	INT or WIS	Business	Society	Experienced Professional	Self-Taught Scholar ^{F121}	Public Family Secret ^{E1}
DETECTIVE	INT or WIS	Underworld	Society	Streetwise	Friend in Every Town ^{F121so}	Missing ^{E1}
DISCIPLE OF ACROBATICS	STR or DEX	Warfare	Acrobatics	Cat Fall	Acrobat ^{F121ac}	Undercover ^{E1}
DISCIPLE OF ATHLETICS	STR or DEX	Warfare	Athletics	Quick Jump	Simple Disciple ^{F121at}	Faction War Survivor ^{E1}
ESOTERIST	INT or WIS	(Plane)	Arcana	Arcane Sense	Reluctant Apprentice ^{F121*}	Invent Spell ^{E1}
EVANGELIST	STR or CHA	(Deific)	Intimidation	Group Coercion	Battle Disciple ^{F12}	Apotheosis ^{E1}
FIELD MEDIC	CON or WIS	Anatomy	Medicine	Battle Medicine	Bedside Manner ^{F121m} Reactive Medic ^{F121m}	Combat Healer ^{E1}
FORTUNE TELLER	INT or CHA	Fortune-Telling	Occultism	Oddity Identification	Malleable Magic ^{F12}	Prophesised ^{E1}
GAMBLER	DEX or CHA	Games	Deception	Lie to Me	Focused Mind ^{F12}	Duel ^{E1}
GLADIATOR	STR or CHA	Gladiatorial	Performance	Impressive Performance	History of Physicality ^{F12}	Minute of Fame ^{E1}
MAGE	INT or CHA	Academia	Arcane or Nature	Recognise Spell	Decipher Scroll ^{F121*}	Planar Offering ^{E1}
MERCENARY	STR or CON	Mercenary	Athletics	Experienced Professional	Magic is Life ^{F12}	Successful Commander ^{E1}
MERCHANTISER	INT or WIS	Mercantile	Arcana	Trick Magic Item	Dangerously Curious ^{F121*} , Partial Protege ^{F121*}	Planar Encounter ^{E1}
MERCHANT	INT or CHA	Mercantile	Diplomacy	Bargain Hunter	Amiable Blunder ^{F121di}	Market-savvy ^{E11}
OPERATIVE	STR or CHA	(Organisation)	Deception	Lie to Me	Fast Talker ^{F121de}	Child Soldier ^{E1}
SCHOLAR	INT or WIS	Academia	(A, N, O or R)	Assurance	Classically Schooled ^{F121*}	Minute of Fame ^{E1}
SPIRITUALIST	CON or WIS	Spirit	Occultism	Recognise Spell	Lucky Identification ^{F121*}	Ghastly Encounter ^{E1}
TECHNOLOGIST	DEX or INT	Engineering	Crafting	Alchemical Crafting	Alchemical Intuition ^{F121c}	Blight ^{E1}

B34 AFFLUENT

Name		Ability Scores	Lore	Trained Skill	Grants	Access	Story
(All)						<i>Influence</i> ^{F121so} , <i>Rich Parents</i> ^{F12}	<i>Minute of Fame</i> ^{E1}
ACADEMIC		INT or WIS	Academia	Crafting	Skill Training	<i>Focused Mind</i> ^{F12}	<i>Mathematical Prodigy</i> ^{E11}
AGITATOR		CON or CHA	Politics	Diplomacy	Group Impression	<i>Pain is Pleasure</i> ^{F12}	<i>Bullied</i> ^{E12}
AMBASSADOR		CHA or INT	Politics	Society	Multilingual	<i>Redeemer</i> ^{F12}	<i>Negotiated Encounter</i> ^{E1}
ANTIQUARIAN		INT or CHA	(Archaeology)	Arcana	Quick Identification	<i>Lucky Identification</i> ^{F121*}	<i>Archaeological Discovery</i> ^{E1}
BARRISTER		INT or CHA	Legal	Diplomacy	Group Impression	<i>Tireless Logic</i> ^{F121}	<i>Scholar of Ruins</i> ^{E11}
ELIXIR RESEARCHER		CON or INT	Alchemical	Crafting	Alchemical Crafting	<i>Perfectionist's Brew</i> ^{F121c}	<i>Market-Savvy</i> ^{E11}
EMISSARY		INT or CHA	(Settlement)	Society	Multilingual	<i>Dedicated Defender</i> ^{F12}	<i>Conciliator</i> ^{E1}
HISTORIAN		DEX or INT	(Archaeology)	Crafting	Specialty Crafting	<i>Artisan Crafting</i> ^{F121c}	<i>World Traveller</i> ^{E11}
NOBLE		INT or CHA	Genealogy	Society	Courtly Graces	<i>Courageous</i> ^{F12}	<i>Ennobled</i> ^{E1}
POLITICIAN		DEX or CHA	Politics	Diplomacy	Hobnobber	<i>Worldly</i> ^{F121}	<i>Lawbringer</i> ^{E1}
SCHEMER		CHA or CON	Politics	Deception	Charming Liar	<i>Bravado</i> ^{F121dc}	<i>Secret Society Inductee</i> ^{E1}

B4 CLASS

B411 ALCHEMIST

WASN'T STRONG ENOUGH	Origin	STR or INT	(Martial)	Athletics	Hefty Hauler	<i>Enduring Mutagen</i> ^{F13}	<i>Dead Inside</i> ^{E1}
ACCIDENTAL DISCOVERY	Obsession	INT or WIS	Alchemical	Survival	Dubious Knowledge	<i>Alchemical Intuition</i> ^{F121c}	<i>Blight</i> ^{E1}
FIREBUG	Obsession	DEX or INT	(Industrial)	Acrobatics	Assurance	<i>Focused Burn</i> ^{F13}	<i>Planar Offering</i> ^{E1}
MAGIC OF THE UNINCLINED	Obsession	INT or CHA	Alchemical	Occultism	Trick Magic Item	<i>Cross-Knowledge</i> ^{F13}	<i>Negotiated Encounter</i> ^{E1}
FORMULAE STICKLER	Obsession	CON or INT	(Substance)	Arcana	Recognise Spell	<i>Meticulous Concoction</i> ^{F13}	<i>Artefact Activation</i> ^{E1}
NATURE'S FOE	Role	STR or CHA	Animal	Intimidation	Intimidating Glare	<i>Unnatural Revenge</i> ^{F121i}	<i>Monster Survivor</i> ^{E1}
TO RECREATE A MIRACLE	Obsession	INT or WIS	(Philosophical)	Religion	Student of the Canon	<i>Perfectionist's Brew</i> ^{F121c}	<i>Preventable Death</i> ^{E1}
MASTER CRAFTSMAN	Modest	DEX or INT	(Industrial)	Crafting	Specialty Crafting	<i>Alchemical Adept</i> ^{F121c}	<i>Famous Architect</i> ^{E1}
MAD ALCHEMIST	Poor	CON or INT	(Community)	Society	Multilingual	<i>Unstable Mutagen</i> ^{F13}	<i>Betrayed</i> ^{E1}
PHYSICIAN	Affluent	INT or WIS	Anatomy	Medicine	Battle Medic	<i>Precise Treatment</i> ^{F121m}	<i>Combat Healing</i> ^{E1}

B412 BARBARIAN

HATED FOE	Origin	STR or DEX	Scouting	Acrobatics	Steady Balance	<i>Indelible Ire</i> ^{F13}	<i>Robbed</i> ^{E1}
VENGEANCE	Origin	STR or INT	(Community)	Society	Streetwise	<i>Axe to Grind</i> ^{F12}	<i>Robbed</i> ^{E1} , <i>Vengeance</i> ^{E1}
PERSECUTION	Origin	STR or DEX	Underworld	Thievery	Subtle Theft	<i>Guarded</i> ^{F12}	<i>Enslaved</i> ^{E1}
BLOODTHIRSTY	Obsession	STR or DEX	Gladiatorial	Athletics	Titan Wrestler	<i>Bloodthirsty</i> ^{F13}	<i>Slaughter</i> ^{E1}
CHAOS EMBRACED	Obsession	STR or CHA	Mercenary	Deception	Lengthy Diversion	<i>Unpredictable</i> ^{F121dc}	<i>Preventable Death</i> ^{E1}
HATRED OF CIVILIZATION	Obsession	STR or WIS	(Habitat)	Nature	Natural Medicine	<i>Self-Medicating</i> ^{F121n}	<i>Feral Survival</i> ^{E1}
ONE OF A DYING BREED	Obsession	STR or CHA	(History)	Intimidation	Intimidating Glare	<i>Reactionary</i> ^{F12}	<i>Sole Survivor</i> ^{E1}
PERSONAL FLAW	Obsession	STR or INT	Mercantile	Crafting	Quick Repair	<i>Axe to Grind</i> ^{F12}	<i>Fiendish Murder</i> ^{E1}
CHAMPION OF A GOD	Poor	STR or WIS	(Deity)	Religion	Student of the Canon	<i>Inspired</i> ^{F121}	<i>Champion</i> ^{E1}
CONQUEST	Affluent	STR or CON	Warfare	Intimidation	Group Coercion	<i>Killer</i> ^{F12}	<i>Slaughter</i> ^{E1}

B413 BARD

CELEBRITY	Origin	CON or CHA	(Community)	Diplomacy	Group Impression	<i>Charming</i> ^{F121di} , <i>Influence</i> ^{F121so}	<i>Lawbringer</i> ^{E1}
CULTURAL MANDATE	Origin	INT or CHA	Genealogy	Diplomacy	Hobnobber	<i>Fast Talker</i> ^{F121de}	<i>Evidence of Birth-right</i> ^{E1}
FOR LOVE	Obsession	WIS or CHA	(Entertainment)	Religion	Trick Magic Item	<i>Partial Protégé</i> ^{F121}	<i>True Love</i> ^{E1}
GIFT	Obsession	INT or CHA	(Community)	Society	Courtly Graces	<i>Seeker</i> ^{F121}	<i>Minute of Fame</i> ^{E11}
WORLDShAKER	Role	WIS or CHA	(Political)	Intimidation	Intimidating Glare	<i>Natural-Born Leader</i> ^{F121di}	<i>Injustice</i> ^{E1}
DABBLER	Poor	INT or CHA	(Substance)	Crafting	Quick Repair	<i>Hedge Magician</i> ^{F121c} , <i>Worldly</i> ^{F121c}	<i>Explorer</i> ^{E11}
OUTGOING PATRON	Affluent	CON or CHA	Mercantile	Diplomacy	Bargain Hunter	<i>Oathbound</i> ^{F12}	<i>Famous Artist</i> ^{E11}
SPY	Modest	DEX or CHA	Underworld	Thievery	Wary Disarmament	<i>Vagabond Child</i> ^{F121t}	<i>Criminal</i> ^{E11}
TROUPE OF PLAYERS	Modest	DEX or CHA	Tavern	Acrobatics	Steady Balance	<i>Acrobat</i> ^{F121ac}	<i>Ear for Music</i> ^{E11}
VIRTUOSO	Affluent	STR or CHA	Circus	Athletics	Assurance	<i>Majestic performance</i> ^{F121o}	<i>Masterpiece</i> ^{E1}

B414 CHAMPION

MARK OF FAITH	Origin	DEX or CON	(Deity)	Acrobatics	Steady Balance	<i>Birthmark</i> ^{F12}	<i>Marked by the Gods</i> ^{E1}
RIGHTEOUS MENTOR	Origin	DEX or CHA	(Community)	Diplomacy	Group Impression	<i>Natural-Born Leader</i> ^{F121di}	<i>Lawbringer</i> ^{E1}
DIVINE CALLING	Role	STR or WIS	(Deity)	Religion	Assurance	<i>Blessed</i> ^{F12}	<i>Blessed Encounter</i> ^{E1}
DREAD PENANCE	Obsession	STR or CON	Underworld	Intimidation	Intimidating Glare	<i>Oathbound</i> ^{F12}	<i>Public Family Secret</i> ^{E1}
HOLY EPIPHANY	Obsession	DEX or INT	(Monster)	Occultism	Oddity Identification	<i>Inspired</i> ^{F121}	<i>Apotheosis</i> ^{E1}
ZEALOUS DEVOTION	Obsession	STR or CHA	(Political)	Deception	Lie to Me	<i>Indomitable Faith</i> ^{F13}	<i>Blessed Encounter</i> ^{E1}
MORTAL DEBT	Obsession	STR or INT	Mercantile	Society	Multilingual	<i>Principled</i> ^{F13}	<i>Ordained</i> ^{E1}
WARRIOR OF TRUTH	Role	STR or INT	(Philosophy)	Religion	Additional Lore	<i>Sceptic</i> ^{F13}	<i>Preventable Death</i> ^{E1}
TERRIBLE SECRET	Obsession	DEX or INT	(Archaeology)	Society	Dubious Knowledge	<i>Wanderer's Shroud</i> ^{F12}	<i>Scholar of the Great Beyond</i> ^{E11}
KNIGHT-ERRANT	Modest	STR or DEX	(Faction)	Athletics	Titan Wrestler	<i>Seeker</i> ^{F121}	<i>Successful Commander</i> ^{E1}

B415 CLERIC

DEVOTED	Origin	WIS or CHA	(Deity)	Intimidation	Group Coercion	<i>Blessed</i> ^{F12}	<i>Ordained</i> ^{E1}
HEALED	Origin	CON or WIS	(Biological)	Medicine	Battle Medicine	<i>Mobile Medic</i> ^{F121m} , <i>Sacred Touch</i> ^{F121m}	<i>Combat Healing</i> ^{E1}
RELIGIOUS COLONY	Origin	WIS or CHA	(Community)	Society	Streetwise	<i>Natural-Born Leader</i> ^{F121di}	<i>Successful Commander</i> ^{E1}
SANCTUARY	Origin	WIS or CHA	Underworld	Deception	Lie to Me		<i>Criminal</i> ^{E11}
ANGELIC ENCOUNTER	Role	STR or WIS	(Monster)	Athletics	Titan Wrestler	<i>Entitled</i> ^{F121i} , <i>Fearful Reputation</i> ^{F121di}	<i>Blessed Encounter</i> ^{E1}
ATONEMENT	Obsession	CON or WIS	(Philosophical)	Religion	Quick Identification	<i>Oathbound</i> ^{F12}	<i>Preventable Death</i> ^{E1}
CONVERTED	Role	DEX or WIS	(Faction)	Diplomacy	Group Impression	<i>Inspired</i> ^{F121}	<i>Negotiated Encounter</i> ^{E1}
REBORN	Obsession	DEX or WIS	Undead	Nature	Train Animal	<i>Deathtouched</i> ^{F11}	<i>Arisen</i> ^{E1}
REVELATION	Obsession	INT or WIS	(Fortune)	Crafting	Dubious Knowledge	<i>Worldly</i> ^{F121}	<i>Disturbing Vision</i> ^{E1}
TAKEN IN BY THE CHURCH	Poor	WIS or CHA	Temple	Society	Additional Lore	<i>Beacon of Faith</i> ^{F12}	<i>Secret Society Inductee</i> ^{E1}

B41b DRUID

Name		Ability Scores	Lore	Trained Skill	Grants	Access	Story
LOST IN THE WILD	Origin	CON or WIS	(Exploration)	Survival	Forager	Resilient ^{F12} , Wild Orphan ^{F12isu}	Explorer ^{E1} , Shipwrecked ^{E12}
SAVAGE	Origin	STR or WID	(Habitat)	Athletics	Assurance	Self-Medicating ^{F121n}	Dead Inside ^{E1}
RAISED BY BEASTS	Origin	WIS or CHA	(Biological)	Intimidation	Quick Coercion	Bully ^{F121i}	Feral Survival ^{E1}
AVATAR	Role	INT or WIS	(Habitat)	Society	Sign Language	Air Touched ^{F12} , Child of Nature ^{F121r}	Prophesised ^{E1}
DRUID CIRCLE	Role	INT or WIS	(Numeracy)	Occultism	Recognise Spell	Magical Knack ^{F12}	Invent Spell ^{E1}
FEY MEETING	Role	INT or WIS	(Planar)	Nature	Dubious Knowledge	Mentored ^{F121i}	Refuse Valuable Offer ^{E1}
SPIRIT OF NATURE	Obsession	DEX or WIS	Underworld	Thievery	Subtle Theft	Focused Disciple ^{F12} , Sacred Touch ^{F121m}	Reincarnated ^{E1}
TREE TENDER	Obsession	WIS or CHA	(Habitat)	Nature	Recognise Spell	Devotee of the Green ^{F121n}	Blight ^{E1}
CIVILIZED OUTCAST	Poor	WIS or CHA	(Community)	Survival	Terrain Expertise	Urban Jungle ^{F121su}	Self-Exile ^{E1}
BEASTLORD	Poor	WIS or CHA	Animal	Nature	Train Animal	Animal Friend ^{F121n} , Beast Bond ^{F121n}	Monster Survivor ^{E1}

B417 FIGHTER

ON THE STREET	Origin	DEX or WIS	Underworld	Deception	Secret Speech	Child of the Street ^{F121i}	Enslaved ^{E1}
SCHOOLED	Origin	STR or INT	(Academia)	Society	Courtly Graces	Tactician ^{F12}	Child Soldier ^{E1}
SURVIVAL	Origin	DEX or WIS	(Habitat)	Survival	Forager	Resilient ^{F12}	Bratrayed ^{E1}
ADVENTURE	Obsession	DEX or CHA	(History)	Crafting	Skill Training	Seeker ^{F121}	Explorer ^{E1}
DUTY	Role	STR or CON	(Monster)	Athletics	Assurance	Courageous ^{F12}	Monster Hunter ^{E13}
CONSCRIPT	Poor	STR or DEX	(Service)	Thievery	Pickpocket	Worldly ^{F121}	Drafted ^{E1}
GLADIATOR	Affluent	STR or CHA	(Contest)	Athletics	Titan Wrestler	Killer ^{F12} , Life of Toil ^{F12}	Due ^{E1}
JOINED THE WATCH	Modest	STR OR CHA	Militia	Diplomacy	Hobnobber	Militia Veteran ^{F121i}	Lawbringer ^{E1}
KNIGHT	Affluent	STR or WIS	(Faction)	Religion	Student of the Canon	Influence ^{F121so}	Successful Commander ^{E1}
MERCENARY	Modest	STR or CHA	Mercantile	Intimidation	Group Coercion	Entitled ^{F121i}	Contract Negotiator ^{E11}

B418 MONK

CLASSICALLY SCHOOLED	Origin	DEX or WIS	Martial Arts	Athletics	Quick Jump	Simple Disciple ^{F121at}	Style Sage ^{E11}
SECRET STUDENT	Origin	DEX or INT	(Community)	Deception	Lie to Me	Hidden Hand ^{F13}	Secret Society Inductee ^{E1}
BELUCOSE HISTORIAN	Obsession	STR or DEX	Martial Arts	Athletics	Titan Wrestler	Simple Disciple ^{F121at}	Style Sage ^{E11}
ELITE FIGHTING FORCE	Role	DEX or CHA	Temple	Diplomacy	Group Impression	Veiled Disciple, Canter ^{F121dc}	Successful Commander ^{E1}
SPIRIT TEACHER	Obsession	STR or WIS	(Philosophy)	Religion	Student of the Canon	Spirit Sense ^{F13}	Ghastly Encounter ^{E1}
UNSUSPECTING MASTER	Role	DEX or CON	Underworld	Thievery	Subtle Theft	Surprise Weapon ^{F13}	Humiliation ^{E1}
WANDERING SAVANT	Role	STR or WIS	(Habitat)	Survival	Survey Wildlife	Wanderer's Shroud ^{F12}	Explorer ^{E1}
TOURNAMENT CHAMPION	Affluent	STR or CHA	(Contest)	Performance	Virtuosic Performance	Martial Performer ^{F13}	Minute of Fame ^{E1}
LINEAGE HOLDER	Modest	STR or INT	(History)	Society	Multilingual	Martial Manuscript ^{F13}	Reincarnated ^{E1}
NATURE'S DISCIPLE	Poor	DEX or WIS	Animal	Nature	Train Animal	Nature's Mimic ^{F121n}	Raiders ^{E12}

B419 RANGER

ANCIENT HATRED	Origin	STR or INT	(History)	Society	Streetwise	Know the Enemy ^{F121}	Faction War Survivor ^{E1}
NIGHTMARE SLAYER	Origin	DEX or INT	(Monster)	Occultism	Oddity Identification	Fearless Defiance ^{F12} , Horror Slayer ^{F12}	Horror Survivor ^{E1}
AN EYE FOR AN EYE	Obsession	STR or DEX	Warfare	Athletics	Hefty Hauler	Tireless Avenger ^{F13}	Injustice ^{E1} , Robbed ^{E1}
BLOOD CLEANSING	Obsession	CON or CHA	(Faction)	Deception	Length Diversion	Scarred Descendant ^{F13}	Public Family Secret ^{E1}
DETACHED OBSERVER	Role	DEX or WIS	(Community)	Stealth	Experienced Smuggler	Cold and Calculating ^{F13}	Dead Inside ^{E1}
DIVINE PURPOSE	Role	WIS or CHA	(Deity)	Religion	Quick Identification	Faith's Hunter ^{F13}	Apotheosis ^{E1}
BIG GAME HUNTER	Affluent	CON or WIS	(Biological)	Nature	Train Animal	Evasive Sting ^{F13}	Big Game Hunter ^{E1}
BOUNTY HUNTER	Modest	STR or CHA	(Political)	Intimidation	Quick Coercion	Easy Way or the Hard Way ^{F13}	Lawbringer ^{E1}
OPPORTUNIST	Modest	DEX or WIS	Animal	Crafting	Specialist Crafting	Harvester ^{F121c}	Reputable Business ^{E12}
SURVIVAL	Poor	INT or WIS	(Habitat)	Survival	Terrain Stalker	Hunter's Knack ^{F13} , Wild Orphan ^{F121su}	Feral Survival ^{E1}

B41a ROGUE

THE TRAINED	Origin	STR or DEX	(Martial)	Athletics	Titan Wrestler	Mentored ^{F121i}	First Kill ^{E12}
GANG WAR	Role	DEX or INT	(Faction)	Crafting	Quick Repair	Dirty Fighter ^{F12}	Faction War Survivor ^{E1}
GREED	Obsession	DEX or CHA	(Substance)	Intimidation	Intimidating Glare	Ambitious ^{F121de}	Heist ^{E1}
SPY	Role	INT or CHA	Underworld	Deception	Charming Liar	Fast Talker ^{F121de}	Undercover ^{E1}
THE KILL	Obsession	STR or WIS	(Biological)	Medicine	Assurance	Killer ^{F12}	Slaughter ^{E1}
THRILL SEEKER	Obsession	DEX or CON	(Contest)	Acrobatics	Cat Fall	Acrobat ^{F121ac}	Magical Accident ^{E12}
POVERTY	Destitute	DEX or WIS	(Service)	Society	Streetwise	Poverty-Stricken ^{F121so}	Evidence of Birth-right ^{E1}
OUTLAWED	Destitute	STR or WIS	(Community)	Survival	Experienced Tracker		Criminal ^{E11}
HENCHMAN	Poor	DEX or CON	Underworld	Thievery	Subtle Theft	Oathbound ^{F12} , Child of the Street ^{F121ac}	Long-Term Hostage ^{E12}
SCOUT	Modest	DEX or CHA	(Habitat)	Stealth	Terrain Stalker	Canter ^{F121de}	Famous Expedition ^{E1}

B41b SORCERER

FAILED WIZARD	Origin	INT or CHA	(Academia)	Arcana	Dubious Knowledge	Magical Lineage ^{F121*} , Reluctant Apprentice ^{F121*}	Planar Encounter ^{E1}
UNHARMED	Origin	CON or CHA	(Exploration)	Survival	Assurance	Unscathed ^{F13}	Magical Accident ^{E12}
WILD TALENT	Origin	CON or CHA	(Planar)	Nature	Trick Magic Item	Volatile Conduit ^{F13}	Magical Gift ^{E12}
AWAKENED MOMENT	Role	INT or CHA	(Monster)	Diplomacy	Group Impression	Ascendant Recollection ^{F13}	Apotheosis ^{E1}
DIFFERENT DREAMS	Obsession	WIS or CHA	(Philosophical)	Occultism	Recognise Spell	Strength Foretold ^{F13}	Righteous Vision ^{E1}
ONE OF A KIND	Obsession	INT or CHA	(History)	Lore	Skill Training	Knowledgeable Caster ^{F13}	Public Family Secret ^{E1}
SHAMEFUL HERITAGE	Role	DEX or CHA	Underworld	Stealth	Assurance	Unseen but Not Undone ^{F13}	Humiliated ^{E1}
TOO LUCKY	Role	WIS or CHA	(Fortune)	Religion	Quick Identification	Fate's Favoured ^{F13}	Ordained Target ^{E1}
OUTCAST	Poor	WIS or CHA	(Community)	Society	Streetwise	Outcast's Intuition ^{F121*}	Self-Exile ^{E1}
PROUD HERITAGE	Affluent	STR or CHA	(Cultural)	Intimidate	Intimidating Glare	Imposing Scion ^{F121i}	Inheritance ^{E12}

B41c WIZARD

DANGEROUS INTELLECT	Origin	INT or WIS	(Literacy)	Occultism	Quick Identification	Tireless Logic ^{F121}	Mathematical Prodigy ^{E11}
BRAINS OVER BRAWN	Role	DEX or INT	(Academia)	Lore	Skill Training	Tenacious Shifting ^{F13}	Invent Spell ^{E1}
FITTING IN	Role	INT or CHA	(Community)	Deception	Charming Liar	Shrouded Casting ^{F13}	Corrupt ^{E12}
GIFTED PRIDE	Role	INT or CHA	(Political)	Intimidation	Intimidating Glare	Bruising Intellect ^{F121i}	Humiliation ^{E1}
MORTALITY'S MIRROR	Obsession	STR or INT	(Habitat)	Survival	Survey Wildlife	Eldritch Delver ^{F13}	Scholar of the Great Beyond ^{E1}
RIGHTING A WRONG	Obsession	CON or INT	(Philosophical)	Religion	Dubious Knowledge	Greater Purpose ^{F13}	Death in the Family ^{E1} , Horror Survivor ^{E1}
THE WAY THINGS WORK	Obsession	INT or WIS	(Martial)	Nature	Recognise Spell	Desperate Resolve ^{F12}	Preventable Death ^{E1} , Major Disaster ^{E12}
UNPAID DEBT	Obsession	DEX or INT	(Substance)	Crafting	Magical Crafting	Eldritch Crafter ^{F121c}	Eldritch Researcher ^{E1}
HUNGER FOR KNOWLEDGE	Obsession	INT or WIS	(Criminal)	Society	Courtly Graces	Principled ^{F13}	Enemy Cult ^{E1}
STORIED LINEAGE	Affluent	CON or INT	(Cultural)	Arcana	Assurance	Resilient Caster ^{F13}	Public Family Secret ^{E1}

E1 STORY

Name	Level	Traits	Severity	Access	Goal
ARCHAEOLOGICAL DISCOVERY	1	Exploration		Trap Instinct ^{F14}	Archaeological Publication
APOTHEOSIS	1	Role		Entitled ^{F12i} , Inner Reserve ^{F14} , Deific Intervention ^{F14}	Divine Encounter
ARTEFACT ACTIVATION	1	Exploration		Artefact Hunter ^{F14}	Artefact Acquired
ARISEN	1	Encounter	Extreme	Inner Reserve ^{F14} , Deific Intervention ^{F14}	Divine Encounter
REINCARNATED	1	Origin		Forgotten Past ^{F14} , Inner Reserve ^{F14} , Past Life ^{F12} , Deific Intervention ^{F14}	Divine Encounter
BETRAYED	1	Contact, Enemy, Role		Masked Alignment ^{F14} , Missed Me ^{F14} , Slow to Trust ^{F12}	Justice
BLESSED ENCOUNTER	1	Encounter	Extreme	Mentor ^{C11} , Protection from Evil Aggressor ^{F14}	Redemption Encounter
BLIGHT	1	Origin		Purifier ^{F14}	Fight Corruption
CHILD SOLDIER	1	Enemy, Origin		Faction Spotter ^{F14}	Faction Slayer
CODE VIOLATION	1	Profession		Redemption ^{F14}	Atoning Quest
COMBAT HEALER	1	Ally, Encounter	Moderate	Remote Medicine ^{F14}	Battlefield Healing
COMMANDER	1	Encounter	Moderate	Inspiring Commander ^{F14}	Stronghold Established
CONCILIATOR	1	Encounter	Extreme	Request a Pause ^{F14} , Request Clemency ^{F14}	Seasoned Negotiator
CORRUPTED CONTACT	1	Contact, Encounter	Extreme	Purifier ^{F14}	Fight Corruption
CURSED	1	Encounter	Extreme	Accursed ^{F14}	Curse Removed
DEAD INSIDE	1	Encounter, Iterative	Moderate	Lacking in Emotion ^{F14}	Emotional Purge
DEATH IN THE FAMILY	1	Family, Role		Deny the Reaper ^{F14} , Reactionary ^{F12}	Return Ally to Life
DISTURBING VISION	1	Quest		Corrupt Aspirant ^{F14}	Mass Conversion
DRAFTED	1	Enemy, Role		Faction Spotter ^{F14}	Faction Slayer
DUEL	3	Encounter, Enemy	Extreme	Aspiring Champion ^{F14}	Veteran Dueller
ENEMY CULT	1	Encounter, Enemy	Extreme	Sense Alignment ^{F14}	Cult Eradicated
ENSLAVED	1	Enemy, Origin		Liberator ^{F14}	Return Ally to Life
EVIDENCE OF BIRTH-RIGHT	1	Origin, Family		Lost Legacy ^{F14}	Restored Legacy
EXPLORER	1	Encounter	Moderate	Neural Compass ^{F14}	Dangerous Journey
FACTION WAR SURVIVOR	1	Encounter, Enemy	Extreme	Faction Spotter ^{F14}	Faction Slayer
FAMOUS ARCHITECT	1	Downtime, Iterative		Monument Architect ^{F14}	Monument Constructed
FAMOUS ARTIST	1	Downtime, Iterative		Luminaire Opus ^{F14}	Acclaimed Theatre Run, Artistic Patron, Masterpiece
FAMOUS EXPEDITION	1	Exploration		Colonial Aspirant ^{F14}	Nation Founded
FERAL SURVIVAL	1	Exploration		Feral Heart ^{F14}	Civilized Spouse
FIENDISH ENCOUNTER	1	Encounter	Extreme	Fiend ^{C11} , Aspiring Damnation ^{F14}	Accept Damnation
FIENDISH MURDER	1	Contact, Encounter, Enemy	Extreme	Resist Fiends ^{F14}	Redeem Cultist
GHOSTLY ENCOUNTER	1	Encounter	Extreme	Ghost Friend ^{F14}	Lay to Rest
HEIST	1	Downtime		Fortunate Thief ^{F14}	Infamous Heist
HORROR ENCOUNTER	1	Encounter, Enemy	Extreme	Glimpse Beyond ^{F14}	Slain by Madness
HUMILIATION	1	Encounter, Enemy	Moderate	Shamed ^{F14} , Resilient ^{F14}	Chosen Hero, Honoured, Public Victory, Humiliating Victory
INJUSTICE	1	Encounter, Enemy	Extreme	Forceful Surprise ^{F14}	Justice
INVENT SPELL	1	Downtime		Eldritch Apprentice ^{F14}	Invent Powerful Spell
LAWBRINGER	1	Role		One of the Watch ^{F14}	Criminal Crackdown
LEFT TO DIE	1	Enemy, Family, Origin		Courageous ^{F14} , Inner Reserve ^{F14} , Self-Medicating ^{F12in}	Emancipation Victory
MARKED BY THE GODS	1	Origin		Blessed ^{F14} , Birthmark ^{F12} , Sacred Touch ^{F12im} , Corrupt Aspirant ^{E1} , Righteous Aspirant ^{E1}	Mass Conversion
MEMORY LOSS	1	Encounter	Extreme	Clouded Memories ^{F14}	Recover Memory
MINUTE OF FAME	1	Downtime		Aspiring Noble ^{F14}	Ennobled
MISSING	1	Contact		Unforgotten ^{F14}	Rescue
MONSTER SURVIVOR	1	Encounter, Enemy, Monitor	Extreme	Monster Vendetta ^{F14} , Monster Hunter ^{F14}	Monster Slayer, Monster Defender
MURDERER	1	Contact, Encounter, Enemy	Extreme	Vengeful ^{F14}	Vengeance
NEGOTIATED ENCOUNTER	1	Encounter	Extreme	Impressive Requests ^{F14}	Negotiation Veteran, Puppet Master
ORDAINED	1	Profession		Fearless Zeal ^{F14}	Martyred
ORDAINED TARGET	1	Origin		Sense Alignment ^{F14}	Cult Eradicated
PENILESS HEIR	1	Origin		Lost Legacy ^{F14}	Restored Legacy
PLANAR ENCOUNTER	5	Encounter	Extreme	Portal Traveller ^{F14}	Planar Explorer, Planar Resident
PLANAR OFFERING	1	Origin		Species Influence ^{F14}	Accepted Valuable Offer
PROPHESED	1	Origin		Fearful Reserve ^{F12i} , Inner Reserve ^{F14}	Divine Encounter
PREVENTABLE DEATH	1	Encounter, Ally	Extreme	Taunt the Reaper ^{F14}	Return Ally to Life
PUBLIC FAMILY SECRET	1	Role, Family, Society		Masked Alignment ^{F14}	Family Redeemed
REFUSE VALUABLE OFFER	1	Encounter	Extreme	Species Influence ^{F14}	Accepted Valuable Offer
RIGHTEOUS VISION	1	Quest		Righteous Aspirant ^{F14}	Mass Conversion
ROBBED	1	Encounter, Enemy	Extreme	Feud ^{F14}	Genocide
SECRET SOCIETY INDUCTEE	1	Encounter, Enemy, Roll	Moderate	Evil Purchases ^{F14} , Good Purchases ^{F14}	Evil Library, Good Library
SELF-EXILE	1	Enemy, Role		Innate Disguise ^{F14}	Emancipated Victory
SLAUGHTER	1	Encounter, Iterative	Trivial	Innocent Blood ^{F14}	Blood Bath
SLAVE EMANCIPATION	1	Role		Liberator ^{F14} , Slave-Friend ^{F12} , Slave Runner ^{F12}	Liberation
SOLE SURVIVOR	1	Origin		Lacking in Emotion ^{F14}	Emotional Purge
SUBDUED	1	Encounter, Enemy, Iterative	Severe	Resilient ^{F14}	Humiliating Victory
SUCCESSFUL COMMANDER	1	Role	Severe	Perceptive Defences ^{F14}	Ambusher
UNDERCOVER	1	Role		Divination Mirror ^{F14}	Inside Job

E11

LORE STORY

Name	Level	Traits	Group	Example Lore	Access
ALL					Lore Specialist ^{F121i} , Lore Expertise ^{E4}
ANALYTICAL	1	Obsession	Academia	Architecture, Business, Education	
ASTROLOGER	1	Obsession	Fortune	Curse, Fortune Telling, Prophecy	
AVID READER	1	Obsession	Literacy	Library, Scribing, Heraldry	
BUREAUCRAT	1	Role	Political	Government, Guild, Politics	
CARTEL SCION	1	Origin	Substance	Alchemical, Drugs, Medicines, Poisons	
CHILD OF THE TEMPLE	1	Role	Deity	Specific deity	
CIVILIZED CITIZEN	1	Origin	Cultural	Art, Noble, Genealogy	
CONTRACT NEGOTIATOR	1	Role	Martial	Mercenary, Warfare, Militia	
CRIMINAL	1	Role	Criminal	Underworld, Peacekeeper, Legal	
EAR FOR MUSIC	1	Origin	Entertainment	Circus, Games, Theatre, Tavern	
FORGE GUARDIAN	1	Role	Industrial	Mining, Smelting, Ceramics	
HERBAL TRADITION	1	Role	Botanic	Herbalism, Tea, Alcohol	
HISTORIAN	1	Role	History	History of a specific community or region	
KNOW THE LAND	1	Obsession	Agricultural	Fishing, Farming, Milling, Hunting	
LOREKEEPER	1	Obsession	Ancestry	A specific ancestry	
MARKET-SAVVY	1	Role	Logistics	Mercantile, Warehousing, Transport	
MATHEMATICAL PRODIGY	1	Profession	Numeracy	Accounting, Engineering, Astronomy, Astrology	
MONSTER SCHOLAR	1	Role	Monster	Demon, Devil, Dragon, Undead, Spirit	
MYSTERY INITIATE	1	Role	Faction	A specific society or organisation	
NATURALIST	1	Obsession	Biological	Anatomy, Animal, Disease, Tanning, Midwifery, Butchery	
PIONEER	1	Origin	Service	Labour, Stabling, Baking, Cooking	
RITUAL SCION	1	Origin	Philosophical	Monastic, Temple, Festival	
SCHOLAR OF RUINS	1	Role	Archaeological	Specific lost empire or community	
SCHOLAR OF THE GREAT BEYOND	1	Role	Planar	Shadow, Infernal, Abyssal, Astral, Heaven	
SHORELINE SKIRMISHER	1	Origin	Maritime	Sailing, Fishing	
STYLE SAGE	1	Origin	Contest	Gladiatorial, Martial Arts, Track, Field	
UNCIVILIZED	1	Origin	Habitat	Rugged, Lowland, Wetland, Desert, Ocean, Swamp, Arctic, Forest	
WINDSPEAKER	1	Role	Exploration	Scouting, Weather	
WORLD TRAVELLER	1	Origin	Community	Specific community	

E12

BACKGROUND STORIES

Name	Level	Traits	Severity	Grants	Story
ANIMALISTIC AFFLICTION	1	Origin		Beast Bond ^{F121n}	-
AWAKENED FROM STASIS	1	Origin		Supernatural Reactions ^{F12}	Memory Loss ^{E1}
BALANCED EDUCATION	1	Origin		Unconventionally Skilled ^{F121}	-
BULLIED	1	Enemy, Origin		Guarded ^{F12}	-
CORRUPT	1	Origin		Shadow Whispers ^{F12}	-
CRIMINAL ROOTS	1	Origin		Natural Born Leader ^{F121di}	Commander ^{E1} , Slaughter ^{E1}
CROWD DODGER	1	Origin		Bouncy Goblin ^{GW2}	-
DIED	1	Role		Fearless Defiance ^{F12}	Arisen ^{E1} , Ghostly Encounter ^{E1}
DIVINELY MARKED	1	Role		Deific Calling ^{F12} , Deific Inspiration ^{F12} , Not-so-random Effect ^{F12} , Precise Augury ^{F12}	Divine Encounter ^{E1}
ENTRAPMENT	1	Role		Ordinary ^{F121st} , Surprise Weapon ^{F13} , Too Many Secrets ^{F23}	-
FANTASTIC ENCOUNTER	1	Origin		Gifted Adept ^{F12}	Explorer ^{E1} , Minute of Fame ^{E1}
FIRST KILL	1	Origin		Killer ^{F12}	-
FOUNDLING	1	Origin		Wanderer's Shroud ^{F12}	-
CROWN DODGER	1	Origin		Bouncy Goblin ^{GW2}	-
FERAL COMMUNITY	1	Origin		Adaptive Linguist ^{F121so}	-
FUGITIVE	1	Origin		Deny Advantage ^{F12}	-
INHERITANCE	1	Origin		Rich Parents ^{F121}	Public Family Secret ^{E1}
KIDNAPPED	1	Origin		Canter ^{F121de}	Liberator ^{E1}
LARGE FAMILY	1	Origin		Memorable ^{F12}	Conciliator ^{E1} , Penniless Heir ^{E1}
LONG-TERM HOSTAGE	1	Enemy, Origin		Desperate Resolve ^{F12}	-
MAGICAL ACCIDENT	1	Role		Dangerously Curious ^{F121s} , Magical Klutz ^{F23}	World traveller ^{E11}
MAGICAL GIFT	1	Origin		Magical Talent ^{F12}	Artefact Activation ^{E1}
MAJOR DISASTER	1	Origin		Resilient ^{F12}	Unforgotten ^{E1}
ORPHANED	1	Origin		Ordinary ^{F121so}	Evidence of Birthright ^{E1} , Public Family Secret ^{E1}
OUTSIDER TIES	1	Origin		Fiend ^{C1} , Unliving ^{C1}	Monster Hunter ^{E1} , Ghostly Encounter ^{E1}
RAIDERS	1	Enemy, Role		Axe to Grind ^{F12}	Injustice ^{E1} , Left to Die ^{E1} , Murder ^{E1} , Sole Survivor ^{E1}
REPUTABLE BUSINESS	1	Role		Mediator ^{F12}	Conciliator ^{E1}
SAVANT	1	Origin		Majestic Performance ^{F121p}	Famous Artist ^{E1} , Minute of Fame ^{E1}
SECRET OF THE FAITHFUL	1	Enemy, Role		Slow to Trust ^{F12} , Divine Confidante ^{F14}	-
SLAVE MAESTRO	1	Enemy, Role		Pain is Pleasure ^{F12}	Self-Exile ^{E1} , Slaughter ^{E1}
TROUBLED FIRST LOVE	1	Origin		Cordial Relations ^{F14} , Worldly ^{F121}	Reject Lover ^{E4}

E2 STRATAGEM

Name	Level	Traits	Severity	Prerequisite	Goal
ABANDONED DESTINATION	1	Exploration	Severe	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment</i>
AMBUSH	1	Encounter	Severe	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment</i>
ANIMAL INCURSION	1	Encounter	Moderate	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment</i>
ARSON	1	Encounter	Severe	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment</i>
ASSASSINATION	1	Contact, Encounter	Extreme	-	<i>Crimes Exposed, Powerful Allies</i>
AVALANCHE TRAP	1	Encounter	Severe	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment, Captured Agents</i>
BLOCKED ROUTE	1	Encounter	Moderate	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment, Captured Agents</i>
BURGLARY	1	Downtime	Severe	-	<i>Heist</i>
CALL ON DARK POWER	1	Downtime	Severe	-	<i>Enemies Flaw, Sacrificial Rituals</i>
CONTINGENCY HAZARD	1	Downtime	Severe	-	<i>Compromising Secret</i>
CONTINGENCY SPELL	1	Downtime	Severe	-	<i>Compromising Secret</i>
COUNTERFEIT GOODS	1	Downtime	Moderate	-	<i>Curse Research</i>
DANGEROUS JOURNEY	1	Exploration	Severe	-	<i>Enemy Assessment</i>
ENEMY AFFLUENCE	1	Downtime	Moderate	-	<i>Enemy Research</i>
ENEMY ALLIANCE	1	Downtime	Severe	-	<i>Splinter Alliance, Report Alliance</i>
ENEMY OF THE STATE	1	Downtime	Extreme	-	<i>Crimes Exposed</i>
FALSE WITNESS	1	Role	Moderate	-	??
GHOSTLY CATHEXIS	1	Criminal, Role	Extreme	Enemy has been slain	<i>Otherworldly Allies</i>
HOSTAGE	1	Contact, Encounter	Severe	-	<i>Rescue, Inside Information</i>
LIQUIDATE ASSETS	1	Encounter	Extreme	-	<i>Weaken Defences, Financial Audit</i>
LOYALTY BEYOND DEATH	1	Encounter	Extreme	Enemies follower has been slain	<i>Devout Allies</i>
MISTAKEN IDENTITY	1	Encounter	Extreme	-	<i>Fake Victory</i>
MONSTER INCURSION	1	Encounter	Severe	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment, Captured Agents</i>
REFUSAL OF SERVICE	1	Downtime	Moderate	-	<i>Counter Coercion</i>
ROBBERY	1	Encounter	Severe	-	<i>Heist</i>
SABOTAGE	1	Encounter	Severe	-	<i>Resource Windfall</i>
SCANDALOUS SUBVERSION	1	Encounter	Moderate	-	<i>Debunk Rumour</i>
STOLEN TRANSPORT	1	Encounter	Moderate	<i>Dangerous Journey, Trail</i>	<i>Enemy Assessment, Captured Agents</i>
SURPRISE ATTACK	1	Encounter	Severe	-	<i>Resource Windfall</i>
TRAIL	1	Downtime	Moderate	-	<i>False Information, Unmask Agent</i>
TRUMP CARD	1	See Text	Extreme	-	See Text

E4 GOAL

Name	Level	Traits	Severity	Grants	Retrains
ACCEPT DAMNATION	3	Encounter	Extreme	<i>Fiend^{C11}</i>	<i>Aspiring Damnation^{F14} ▶ Damned^{F14}</i>
ACCEPT VALUABLE OFFER	7	Encounter	Extreme	-	<i>Species Influence^{F14} ▶ Ancestry Influence^{F14}</i>
ACCLAIMED THEATRE RUN	3	Downtime	-	-	<i>Luminaire Opus^{F14} ▶ Magnus Opus^{F14}</i>
AMBUSER	9	Downtime, Exploration	Extreme	-	<i>Perceptive Defences^{F14} ▶ Perceptive Encounters^{F14}</i>
ARCHAEOLOGICAL PUBLICATION	7	Downtime	-	-	<i>Trap Instinct^{F14} ▶ Amateur Trap Finder^{F14}</i>
ARTEFACT ACQUIRED	3	(Quest)	Severe	<i>Patron^{C11}</i>	<i>Artefact Hunter^{F14} ▶ Artefact Influence^{F14}</i>
ARTISTIC PATRON	3	Downtime	-	-	<i>Luminaire Opus^{F14} ▶ Magnus Opus^{F14}</i>
ATONING QUEST	5	Quest	Extreme	-	<i>Redemption^{F14} ▶ Redeemed^{F14}</i>
BATTLEFIELD HEALING	8	Encounter, Iterative	Moderate	-	<i>Remote Medicine^{F14} ▶ Inspiring Medicine^{F14}</i>
BIRTH-RIGHT RESTORED	3	Encounter, Enemy, Family	Extreme	-	<i>Lost Legacy^{F14} ▶ Restored Legacy^{F14}</i>
BLOOD BATH	7	Encounter	Extreme	-	<i>Innocent Blood^{F14} ▶ Slayer of the Innocent^{F14}</i>
CAPTURED AGENT	1+	Encounter, Enemy	Severe	-	-
CHOSEN HERO	1	Role	-	-	<i>Shamed^{F14} ▶ Shameless^{F14}</i>
CIVILIZED SPOUSE	11	Paramour	-	<i>Current Love^{C11}</i>	<i>Fearless Zeal^{F14} ▶ Fearless Sacrifice^{F14}</i>
CLEANSE CULT	7	Encounter, Enemy, Iterative	Extreme	-	<i>Resist Fiends^{F14} ▶ Deathly Banishment^{F14}</i>
COMMUNITY EXPANDS	3	Downtime, Iterative	-	-	<i>Prosperous Instinct^{F14} ▶ Prosperous Touch^{F14} Proud to Help^{F14} ▶ Proud to Shine^{F14}</i>
COMPROMISING SECRET	1+	Encounter, Enemy	Severe	-	-
CORRUPTED	5	Role	-	-	<i>Doomed Crusader^{F14} ▶ Tenacious Crusader^{F14}</i>
COUNTER COERCION	1+	Downtime, Enemy	Moderate	An appropriate boon	-
CRIMINAL CRACKDOWN	5	Encounter, Iterative	Moderate	-	<i>One of the Watch^{F14} ▶ Watch Veteran^{F14}</i>
CRIMES EXPOSED	1+	Downtime, Enemy	Extreme	-	-
CULT ERADICATED	5	Encounter, Enemy	Extreme	-	<i>Sense Alignment^{F14} ▶ Locate Alignment^{F14}</i>
CURSE REMOVED	3	Quest	Severe	-	<i>Accursed^{F14} ▶ Uncursed^{F14}</i>
CURSE RESEARCH	1+	Downtime, Enemy	Moderate	-	-
DANGEROUS JOURNEY	5	Quest	Extreme	-	<i>Neural Compass^{F14} ▶ Trekker^{F14}</i>
DEBUNK RUMOUR	1+	Downtime, Enemy	Moderate	-	-
DEVOUT ALLIES	1+	Encounter	Extreme	-	-
DISCREDIT WITNESS	1+	Encounter, Enemy	Moderate	-	-
DIVINE ENCOUNTER	3	Encounter	Severe	-	<i>Inner Reserves^{F14} ▶ Averse to Death^{F14}</i>
EMANCIPATED VICTORY	7	Encounter, Enemy, Family	Extreme	-	<i>Innate Disguise^{F14} ▶ Heroes' Sustenance^{F14} Inner Reserve^{F14} ▶ Averse to Death^{F14}</i>
EMOTIONAL VICTORIES	3	Encounter, Iterative	Severe	-	<i>Inner Reserve^{F14} ▶ Averse to Death^{F14}</i>
EMOTIONAL PURGE	5	Role	-	-	<i>Lacking in Emotion^{F14} ▶ Mastery of Emotion^{F14}</i>
ENEMY ASSESSMENT	1+	Exploration, Enemy	Severe	-	-
ENEMY RESEARCH	1+	Downtime, Enemy	Moderate	-	-
ENEMY SLAIN	3	Encounter, Enemy	Extreme	-	<i>Rival^{F14} ▶ Fallen Enemy^{F14}</i>
ENEMIES FLAW	1+	Downtime	Severe	-	-
ENNOBLED	7	Role	-	-	<i>Aspiring Noble^{F14} ▶ Noble^{F14}</i>
EVIL LIBRARY	8	Downtime, Iterative	-	-	<i>Evil Purchases^{F14} ▶ Not-so-evil Caster^{F14}</i>
FACTION SLAYER	5	Encounter, Enemy, Iterative	Moderate	-	<i>Faction Spotter^{F14} ▶ Faction Slayer^{F14}</i>
FAMILY REDEEMED	5	Role, Family, Society	-	-	<i>Masked Alignment^{F14} ▶ Faked Alignment^{F14}</i>
FAKED VICTORY	1+	Downtime, Enemy	Extreme	-	-
FALES INFORMATION	1+	Downtime, Enemy	Moderate	-	-
FINANCIAL AUDIT	1+	Downtime, Enemy	Moderate	-	-
FREED FROM EVIL	5	Contact, Encounter	Extreme	-	<i>Doomed Crusader^{F14} ▶ Tenacious Crusader^{F14}</i>
GENOCIDE	5	Encounter, Enemy, Iterative	Extreme	-	<i>Feud^{F14} ▶ Blood Feud^{F14}</i>

GOOD LIBRARY	8	Downtime, Iterative	-	-	Good Purchases ^{F14} ▶ Not-so-good Caster ^{F14}
HONOURED	1	Role	-	-	Shamed ^{F14} ▶ Shameless ^{F14}
HUMILIATING VICTORY	3	Encounter, Enemy	Moderate	-	Resilient ^{F14} ▶ Astounding Resilience ^{F14}
INFAMOUS HEIST	3	Downtime	Extreme	-	Fortunate Thief ^{F14} ▶ Reactive Disarm ^{F14}
INSIDE INFORMATION	1+	Downtime, Enemy	Severe	-	-
INSIDE JOB	5	Encounter, Enemy	Extreme	-	Divination Mirror ^{F14} ▶ Divination Canvas ^{F14}
INVENT POWERFUL SPELL	12	Downtime	-	-	Eldritch Apprentice ^{F14} ▶ Eldritch Researcher ^{F14}
JUSTICE	5	Encounter, Enemy	Extreme	-	Forceful Surprise ^{F14} ▶ Painful Surprise ^{F14} Missed Me ^{F14} ▶ Cover Me ^{F14}
LAY TO REST	7	Encounter, Iterative	Extreme	-	Ghost Friend ^{F14} ▶ Ghostly Truths ^{F14}
LIBERATION	5	Encounter, Enemy, Iterative	Extreme	-	Liberator ^{F14} ▶ Liberating Aura ^{F14} Slave-Friend ^{F14} ▶ Slavers-Bane ^{F14} Slave Runner ^{F14} ▶ Slave Underground ^{F14}
LORE EXPERTISE	3	Downtime	-	See text	-
LORE MASTERY	7	Downtime	-	See text	-
LEGENDARY LORE	15	Downtime	-	See text	-
MARTYRED	11	Encounter	Extreme	-	Fearless Zeal ^{F14} ▶ Fearless Sacrifice ^{F14}
MASS CONVERSION	7	Iterative, Quest	-	-	Corrupt Aspirant ^{F14} ▶ Prophet of Corruption ^{F14} Righteous Aspirant ^{F14} ▶ Prophet of Righteousness ^{F14}
MASTERPIECE	3	Downtime	-	-	Luminaire Opus ^{F14} ▶ Magnus Opus ^{F14}
MISSIONARY	5	Downtime	-	-	Blessed ^{F14} ▶ Enthralling ^{F14}
MONSTER DEFENDER	5	Encounter, Enemy	Extreme	-	Monster Hunter ^{F14} ▶ Monster Bane ^{F14}
MONSTER SLAYER	5	Encounter, Enemy	Extreme	-	Monster Vendetta ^{F14} ▶ Monster Bane ^{F14}
MONUMENT CONSTRUCTED	11	Downtime	Extreme	-	Monument Architect ^{F14} ▶ Monument Builder ^{F14}
NATION FOUNDED	7	Encounter	Extreme	-	Colonial Aspirant ^{F14} ▶ nation Builder ^{F14}
NEGOTIATION VETERAN	6	Encounter, Iterative	Moderate	-	Impressive Requests ¹³ ▶ Repeated Requests ^{F14}
NOBLE IMPOSTER	3	Downtime, Iterative	-	-	Hidden Credentials ^{F14} ▶ Faked Credentials ^{F14}
OTHERWORLDLY ALLIES	1+	Encounter, Enemy	Extreme	-	-
PERSONAL VICTORY	3	Encounter	Severe	-	Distracting Critical ^{F14} ▶ Frightening Critical ^{F14}
PLANAR EXPLORER	5	Exploration, Iterative	-	-	Portal Traveller ^{F14} ▶ Accurate Traveller ^{F14}
PLANAR RESIDENT	5	Downtime, Iterative	-	-	Portal Traveller ^{F14} ▶ Accurate Traveller ^{F14}
POWERFUL ALLIES	1+	Encounter, Enemy	Extreme	-	-
PUBLIC VICTORY	1	Encounter, Enemy	Moderate	-	Shamed ^{F14} ▶ Shameless ^{F14}
PUPPET MASTER	6	Downtime, Iterative	-	-	Impressive Requests ^{F14} ▶ Repeated Requests ^{F14}
RECOVER MEMORY	?	Quest	-	-	Clouded Memories ^{F14} ▶ Clear Recall ^{F14}
REDEEM CULTIST	7	Downtime, Enemy	-	-	Resist Fiends ^{F14} ▶ Deadly Banishment ^{F14}
REDEMPTION ENCOUNTER	6	Downtime	Extreme	-	Protection from Evil Aggressor ^{F14} ▶ Aura of Protection from Evil ^{F14}
REJECT LOVER	7	Encounter, Enemy, Iterative	Moderate	-	Cordial Relations ^{F14} ▶ Emetically Secure ^{F14}
REMOVE CORRUPTION	3	Encounter, Iterative	Extreme	-	Purifier ^{F14} ▶ Purified ^{F14}
REPORT ALLIANCE	1+	Downtime, Enemy	Severe	-	-
RESCUE	3	Contact, Encounter, Enemy	Extreme	-	Unforgotten ^{F14} ▶ Found ^{F14}
RESOURCE WINDFALL	1+	Downtime, Enemy	Severe	-	-
RETURN ALLY TO LIFE	10	Ally, Encounter	Extreme	-	Taunt the Reaper ^{F14} ▶ Deny the Reaper ^{F14}
REUNITED LOVERS	3	Paramour	-	-	True Loves Lost ^{F14} ▶ True Love ^{F14}
RIVAL THWARTED	6	Downtime, Enemy, Iterative	Moderate	-	Skilful ^{F14} ▶ Skilful Assurance ^{F14}
SACRIFICIAL RITUALS	1+	Encounter, Enemy	Severe	-	-
SEASONED NEGOTIATOR	3	Encounter, Iterative	Extreme	-	Request a Pause ^{F14} ▶ Frequent Pause ^{F14} Request Clemency ^{F14} ▶ Frequent Clemency ^{F14}
SINGLE COMAT VETERAN	3	Encounter, Iterative	Extreme	-	Aspiring Champion ^{F14} ▶ Champion ^{F14}
SLAIN BY MADNESS	7	Encounter, Enemy	Extreme	-	Glimpse Beyond ^{F14} ▶ Beyond Madness ^{F14}
SPLINTER ALLIANCE	1+	Downtime, Enemy	Severe	-	-
STRONGHOLD ESTABLISHED	3	Downtime	-	-	Inspiring Commander ^{F14} ▶ Siege Commander ^{F14}
UNDERGROUND REBELLION	1+	Downtime, Enemy, Iterative	Moderate	-	-
UNMASK AGENT	1+	Encounter, Enemy	Moderate	-	-
VENGEANCE	8	Encounter, Enemy	Extreme	-	Vengeful ^{F14} ▶ Avenged ^{F14}
WEAKEN DEFENCES	1+	Encounter, Enemy	Trivial	-	-

F1 FEATS

F11 ANCESTRY FEATS

Name	Level	Traits	Prerequisites	Benefits
ANIMAL FRIEND	1	Gnome	<i>Raised by Beasts</i> ^{B12} or <i>Desert Born</i> ^{B12}	Bonus with will saves when adjacent to an animal
BLOOD OF DRAGONS	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Bonus to skills and perception targeting draconic creatures
CELESTIAL ANCESTRY	1	Ancestry	Celestial class path or <i>Raised by Angels</i> ^{B12}	Gain a 1 st level Aasimar feat
DARKVISION	1	Ancestry, Universal	Low-light vision, universal heritage	You gain darkvision
DEATHLESS	1	Ancestry	Death/Undead class path or <i>Raised Among the Dead</i> ^{B11}	Gain a 1 st level Dhampir feat
DEATHTOUCHED	1	Dhampir, Duskwalker	<i>Raised Among the Dead</i> ^{B11} , <i>Reborn</i> ^{B415} , <i>Unliving</i> ^{C11}	Bonus to saves against Death, Haunt and Possession effects
DRACONIC RESILIENCE	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Bonus to saves against incapacitation effects
DRACONIC SENSES	1	Draconic, Kobold	<i>Adopted by Dragons</i> ^{B11}	Low-Light vision
DIVINE GRACE	1	Asasimar, Duskwalker, Tiefling	<i>Acolyte</i> ^{B33}	Gain a divine cantrip
FAILED APPRENTICE	1	Half-Elf	<i>Waste Refuge</i> ^{B12}	Bonus to save against arcane effects
Fey ANCESTRY	1	Ancestry	Fey class path or <i>Raised by Fey</i> ^{B12}	Gain a 1 st level Gnome feat
FIENDISH ANCESTRY	1	Ancestry	Fiendish class path or <i>Raised by Fiends</i> ^{B12}	Gain a 1 st level Tiefling feat
FIEND BLOOD	1	Tiefling	<i>Cursed Birth</i> ^{B11} or <i>Raised by Fiends</i> ^{B12}	Bonus to skills and perception targeting good creatures
GOLDSNIFFER	1	Dwarf	<i>Mine</i> ^{B32}	Bonus to perception while underground
HERITAGE LORE	1	Ancestry, Universal	<i>Raised Cross-Species</i> ^{B11}	Trained in your heritage's lore skill
HERITAGE RESISTANCE	1	Ancestry, Universal		Gain resistance equal to half level in one heritage resistances.
LEECHING BITE	1	Tiefling	Ancestral bite attack	Gain temporary hit points from a critically successful bite attack
LOW-LIGHT VISION	1	Ancestry, Universal	<i>Child of the Rooftops</i> ^{B12}	Gain low-light vision
MIGHTY CLAWS	1	Tiefling		Gain the claws special ability
MIGHTY CUNNING	1	Ancestry	Ancestral bite, claw or tail attack	Ancestral unarmed attacks gain the deadly d6 trait
MIGHTY TAIL	1	Tiefling		Gain the tail attack special ability
MONITOR ANCESTRY	1	Ancestry	Monitor class path	Gain a 1 st level Duskwalker feat
TUNNEL FIGHTER	1	Dwarf	<i>Sunless</i> ^{B12}	Cultural weapons gain deadly d8 trait
VESTIGIAL WINGS	1	Tiefling		Use vestigial wings to glide or control your descent
HERITAGE GRACE	5	Ancestry, Universal	<i>Divine Grace</i> ^{F11}	Gain your heritages spell as a 2 nd level divine innate spell
ANCESTRAL WEAPON MASTERY	9	Ancestry	Ancestral bite, claw or tail attack	Proficiency with unarmed ancestral attacks matches class training
FLIGHT	9	Tiefling	<i>Vestigial Wings</i> ^{F11}	Gain a flight speed equal to your speed

F12

BACKGROUND FEATS

Name	Level	Prerequisites/Access	Benefits
UNCOMMON	ANCESTRY	GENERAL	
ADOPTED	1	<i>Raised Cross Species</i> ^{B11}	Gain an ancestry feat from your adopted ancestry
AIR-TOUCHED	1	<i>Avatar</i> ^{B416}	Gain resistance against creatures and attacks with the air trait
ANATOMIST	1	<i>Breather</i> ^{B12} , <i>Death Cult Scion</i> ^{B22}	Gain weapons critical specialisation with critically successful weapon strikes
ARCANE REVITALIZATION	1	<i>Born out of Time</i> ^{B11}	Once per day regain focus with a critically successful strike
ARMOUR EXPERT	1	<i>Hunter</i> ^{B22}	Reduce armour check penalty
AXE TO GRIND	1	<i>Born of Violence</i> ^{B11} , <i>Personal Flaw</i> ^{B412} , <i>Raiders</i> ^{E12} , <i>Tribal Slayer</i> ^{B12} , <i>Vengeance</i> ^{B412}	Gain weapons critical specialisation with critically successful weapon strikes against a foe you threaten
BALANCER'S BANISHING	1	Neutral alignment; <i>Fatalist</i> ^{B24}	Bonus to DC and proficiency with alignment effects
BATTLE DISCIPLE	1	<i>Evangelist</i> ^{B33} , <i>Tribe War Orphan</i> ^{B22}	Easier aid to assist allies attack roll
BEACON OF FAITH	1	<i>Raised by Belief</i> ^{B11} , <i>Acolyte</i> ^{B33} , <i>Taken by the Church</i> ^{B415} , <i>Mystic</i> ^{C11}	Once per day recover used focus point
BIRTHMARK	1	<i>Blessed Birth</i> ^{B11} , <i>Marked by the Gods</i> ^{E1} , <i>Mark of Faith</i> ^{B414}	Bonus to saving throws against charm and compulsion
BLESSED	1	<i>Blessed Birth</i> ^{B11} , <i>Raised by Angels</i> ^{B12} , <i>Divine Calling</i> ^{B414} , <i>Devoted</i> ^{B415}	Once per day gain bonus to saves equal to CHA modifier
BLESSED TOUCH	1	<i>Herbalist</i> ^{B32} , <i>Creator</i> ^{B24}	Extra healing with the heal spell
BLOODY-MINDED	1	<i>Devotee</i> ^{B24} , <i>Shadow Hunted</i> ^{B22} , <i>The Omen</i> ^{B11}	Bonus to initiative checks based on intimidation
CAREFUL COMBATANT	1	<i>Rite of Passage</i> ^{B22} , <i>Vigilante</i> ^{B24}	Use and action to step twice
CORPSE CANNIBAL	1	<i>Ooze Tender</i> ^{B22} , <i>Psychopath</i> ^{B24}	Bonus to fortitude saves against disease and safely consume rolling flesh
COURAGEOUS	1	<i>Adventurer</i> ^{B22} , <i>Left to Die</i> ^{E1} , <i>Noble</i> ^{B34} , <i>Duty</i> ^{B417}	Bonus to saves against fear
DEDICATED DEFENDER	1	<i>Child of the Resistance</i> ^{B12} , <i>Emissary</i> ^{B34} , <i>Loyalist</i> ^{B23} , <i>Ooze Tender</i> ^{B22} , <i>Raised by Heritage</i> ^{B11}	Once per round make a strike without multiple attack penalty to defend a dying or disabled ally
DEIFIC CALLING	1	<i>Divinely Marked</i> ^{E12}	Once per day reroll a natural 1.
DEIFIC INSPIRATION	1	<i>Divinely Marked</i> ^{E12}	Grant bonus to an ally within 30'.
DEFT DODGER	1	<i>Clan Training</i> ^{B22} , <i>Unscrupulous Family</i> ^{B11} , <i>Mammoth Speaker</i> ^{B12}	Cannot critically fail a reflex save.
DEFY ADVANTAGE	1	<i>Fugitive</i> ^{E12}	Gain the rogues deny advantage ability.
DESPERATE RESOLVE	1	<i>Righting a Wrong</i> ^{B41c} , <i>Imprisoned</i> ^{B22} , <i>Long-Term Hostage</i> ^{E12}	Replace material and somatic components with verbal components while grappled or restrained.
DETECT DISOBEDIENCE	1	<i>Aspiring Captain</i> ^{B22} , <i>Minion</i> ^{B24}	Bonus to Perception DC against Deception attempts to Lie
DIRTY FIGHTER	1	<i>Criminal Enforcer</i> ^{B23} , <i>Gang War</i> ^{B41a}	Apply the critical specialisation effect for critically successful strikes with finesse weapons
DISDAINFUL DEFENDER	1	<i>Adherent</i> ^{B22} , <i>Impure Thinker</i> ^{B23}	Gain a bonus to saves against divine spells from a follower of a different religion.
DISPELLED BATTLER	1	<i>Witch Wary</i> ^{B22}	Bonus to strikes and damage after being targeted by a counteract or antimagic.
DIVINE COURTESAN	1	<i>Impulsive</i> ^{B24} , <i>Initiate</i> ^{B32}	Quickly attempt Diplomacy to Gather Information from an adjacent target.
DIVINE WARRIOR	1	<i>Crusader</i> ^{B24}	Next divine spell grants a weapon it effects the deadly d6 trait
MATAMAGIC			
EARTH-TOUCHED	1	<i>Sunless</i> ^{B12}	Gain resistance to creatures and attacks with earth trait
EYES AND EARS OF THE CITY	1	<i>Facilitator</i> ^{B24}	Bonus to Perception checks in an urban terrain
FEARLESS DEFIANCE	1	<i>Died</i> ^{E12} , <i>Nightmare Slayer</i> ^{B419}	Bonus to saves against fear effects
FENCER	1	<i>Press Ganged</i> ^{B22}	Apply critical specialisation to successful strike reactions with blades.
FLAME-TOUCHED	1	<i>Desert-Born</i> ^{B12}	Gain resistance against creatures and attacks with the fire trait
FLAME OF THE REDEEMER	1	<i>Redeemer</i> ^{B24}	Weapon strikes with a deities favoured weapon deal 1d6 persistent fire damage
FOCUSED DISCIPLE	1	<i>Fey Meeting</i> ^{B416}	Bonus on saves against charm and compulsion
FOCUSED MIND	1	<i>Academic</i> ^{B34} , <i>Gambler</i> ^{B33}	Bonus to checks that have the concentrate trait
FORTIFIED DRINKER	1	<i>Freedom Fighter</i> ^{B24}	Once a day imbibe an alcoholic drink to gain a bonus on saves against mental effects for 1 hour
FROST-TOUCHED	1	<i>Winter's Child</i> ^{B12}	Gain resistance against creatures and attacks with the cold trait
GIFTED ADEPT	1	<i>Fantastic Encounter</i> ^{E12} , <i>Waste Refugee</i> ^{B12}	Bonus to DC and attack rolls with a selected spell
GRIEF FILLED	1	<i>Avenger</i> ^{B23} , <i>Hermit</i> ^{B31} , <i>Recluse</i> ^{B31}	Bonus of saves against emotion effects
GUARDED	1	<i>Bullied</i> ^{E12} , <i>Nomad</i> ^{B32} , <i>Persecution</i> ^{B412}	Opponent is flat-footed against your unarmed reactions
HARDLY A FOOL	1	<i>Freedom Fighter</i> ^{B24} , <i>Imperial Scion</i> ^{B22} , <i>Jester</i> ^{B32}	Bonus to saving throws against illusion effects
HISTORY OF HERESY	1	<i>Impure Thinker</i> ^{B23}	Prevent critical failures and improve successes with saves against Divine effects.
HISTORY OF MATERIALISM	1	<i>Bushman</i> ^{B12}	Prevent critical failures and improve successes with saves against Occult effects.
HISTORY OF CIVILIZATION	1	<i>Ancient Traveller</i> ^{B31}	Prevent critical failures and improve successes with saves against Primal effects.
HISTORY OF PHYSICALITY	1	<i>Farm Hand</i> ^{B32} , <i>Gladiator</i> ^{B33}	Prevent critical failures and improve successes with saves against Arcane effects.
HORRIFYING MIND	1	<i>Annihilist</i> ^{B24}	Attacker becomes frightened or stupefied when you fail to save against a mental attack
HORROR SLAYER	1	<i>Devotee</i> ^{B24} , <i>Minion</i> ^{B24} , <i>Naturalist</i> ^{B24} , <i>Nightmare Slayer</i> ^{B419} , <i>Sunless</i> ^{B12}	Attacks against a selected type of creature are gain the Forceful trait
KILLER	1	<i>First Kill</i> ^{E12} , <i>Conquest</i> ^{B412} , <i>Gladiator</i> ^{B417} , <i>The Kill</i> ^{B41a}	React to a critically successful strike to increase damage
KIN BOND	1	<i>Family Curse</i> ^{B23} , <i>Raised by Heritage</i> ^{B11}	Once a day reroll a failed save using your bonded siblings' modifiers.
KIN GUARDIAN	1	<i>Family Curse</i> ^{B23} , <i>Raised by Heritage</i> ^{B11}	Treat successes to Aid a family member as a critical success, and you cannot critically fail.
LIFE OF TOIL	1	Any Poor ^{B32} profession; <i>Born into Bondage</i> ^{B11} , <i>Child of the Rooftops</i> ^{B12} , <i>Freed Slave</i> ^{B22} , <i>Gladiator</i> ^{B417} , <i>Prisoner</i> ^{B31}	Gain a bonus to Fortitude saves
LOG ROLLER	1	<i>Caravel Wanderer</i> ^{B12} , <i>Perfection Seeker</i> ^{B22} , <i>Woodlander</i> ^{B12}	Bonus to Reflex DC against trip attacks
MAGIC IS LIFE	1	<i>Agent of Balance</i> ^{B24} , <i>Mercenary</i> ^{B33}	Bonus to saves against death effect and cannot gain the wounded condition while under the effects of a spell
MAGICAL KNACK	1	<i>Adopted by Dragons</i> ^{B11} , <i>Adopted by Fey</i> ^{B11} , <i>Raised Among the Dead</i> ^{B11} , <i>Fey Meeting</i> ^{B416}	Add your level as a proficiency to untrained Arcana, Nature, Occultism or Religion checks.
MAGICAL LINEAGE	5	One or more metamagic feats; <i>Failed Wizard</i> ^{B41b}	Use chosen metamagic feat on a chosen spell for free
MAGICAL TALENT	1	<i>Progeny of Power</i> ^{B11} , <i>Magical Gift</i> ^{E12}	Gain a cantrip from a chosen tradition.
MALLEABLE MAGIC	1	<i>Fortune Teller</i> ^{B33} , <i>Tomb Seeker</i> ^{B23}	Once a day loose a 1 st to 3 rd level spell slot to regain focus
MEDIATOR	1	<i>Mediator</i> ^{B24} , <i>Political Opposition</i> ^{B22} , <i>Reputable Business</i> ^{E12}	Bonus to DC of effects with the emotion trait
MEMORABLE	1	<i>Large Family</i> ^{E12}	Sustain mental effects
NO ESCAPE	1	<i>Executor</i> ^{B24} , <i>Raised by Savages</i> ^{B11}	Cannot critically fail and improve success at Athletics checks to Grapple a target you have witnessed committing a crime
NOT SO RANDOM EFFECTS	1	<i>Divinely Marked</i> ^{E12}	Roll twice and pick when rolling a random effect.
OATHBOUND	1	<i>Atonement</i> ^{B415} , <i>Dread Penance</i> ^{B414} , <i>Henchman</i> ^{B41a} , <i>Ongoing Patron</i> ^{B413} , <i>Role Model</i> ^{C13}	Reroll a failed save against a charm or compulsion effect

PAIN IS PLEASURE	1	<i>Agitator</i> ^{B34} , <i>Slave Maestro</i> ^{E12} , <i>Swindler</i> ^{B24}	Bonus to Fortitude and Will saves when below half your hit points
PASSIONATE INERTIA	1	<i>Hedonist</i> ^{B24} , <i>Revolutionary</i> ^{B22}	Bonus to Will saves against mental effects
PAST LIFE	1	<i>Alchemical Prodigy</i> ^{B22} , <i>Reincarnated</i> ^{E1}	Bonus to saves against fear and death effects
PRECISE AUGURY	1	<i>Divinely Marked</i> ^{E12}	Once per day avoid a ‘nothing’ augury result.
POSSESSED	1	<i>Fiend</i> ^{C11} , <i>Undead Crusader</i> ^{B22}	Add your level to any check to Recall Knowledge in a skill in which you are untrained.
PUNISH INSURRECTION FORTUNE	1	<i>Aspiring Monarch</i> ^{B22} , <i>Despot</i> ^{B24}	Reroll a critical failure to attack a subordinate
REACTIONARY	1	<i>Death in the Family</i> ^{E1} , <i>Dishonoured Family</i> ^{B11} , <i>One of a Dying Breed</i> ^{B412} , <i>Rootless Wanderer</i> ^{B12}	Bonus to initiative and activate rage at the start of an encounter.
REDEEMER	1	<i>Ambassador</i> ^{B34} , <i>Redeemer</i> ^{B24}	Once per hour a creature adjacent to you can reroll a saving throw
RESILIENT	1	<i>Raised by Beasts</i> ^{B11} , <i>Major Disaster</i> ^{E12} , <i>Lost in the Wild</i> ^{B416} , <i>Survival</i> ^{B417}	Bonus to fortitude saves
RICH PARENTS	1	<i>Affluent</i> ^{B34} background; <i>Boarder</i> ^{B22} , <i>Heir to a Legacy</i> ^{B11} , <i>Inheritance</i> ^{E12}	Increase starting wealth
RIVER RAT	1	<i>Boadwright</i> ^{B33} , <i>Caravel Wanderer</i> ^{B12}	Ignore the penalty for underwater strikes with finesse weapons
SACRED CONDUIT	1	<i>Energy Infused</i> ^{B11}	Bonus to DC of Heal and Harm spells
SLOW TO TRUST	1	<i>Betrayed</i> ^{E1} , <i>Bastard Born</i> ^{B11} , <i>Born of Violence</i> ^{B11} , <i>Pariah</i> ^{C11} , <i>Secret of the Faithful</i> ^{E12} , <i>Survivor</i> ^{B22}	Bonus to perception checks to sense motive.
STORM-TOUCHED	1	<i>Raised on the Sea</i> ^{B12} <i>Sodden Scavenger</i> ^{B12}	Gain resistance to creatures and attacks with electricity trait
SUPERNATURAL REACTIONS	1	<i>Mercane Scion</i> ^{B22} , <i>Awakened from Stasis</i> ^{E12}	Use tradition skills for initiative with a bonus
SHADOW WHISPERS DOWNTIME	7	Expert in Intimidation; <i>Corruption</i> ^{E12} , <i>Faction Uprising</i> ^{B11} , <i>Narcissist</i> ^{B24}	Spend a day to intimidating a target in advance of a meeting
TACTICIAN	1	<i>Actor of Intrigue</i> ^{B23} , <i>Avenger</i> ^{B23} , <i>Guard</i> ^{B32} , <i>Lovesick Warden</i> ^{B32} , <i>Soldier</i> ^{B32} , <i>Warrior</i> ^{B32} , <i>Schooled</i> ^{B417}	Once per day treat a successful strike against a flat-footed foe as a critical success.
UNABASHED GALL	1	<i>Exiled</i> ^{B22} , <i>Rebel</i> ^{B24}	Check to force target to be flat-footed at the start of an encounter when they are the victims of your crime
UNPREDICTABLE REACTIONS	1	<i>People Smuggler</i> ^{B22} , <i>Saboteur</i> ^{B24}	Weapon attacks gain the Agile trait during the first round of an encounter
VETERAN OF BATTLE	1	<i>Rebel</i> ^{B24} , <i>Unifier</i> ^{B22}	Draw a weapon before the first round of an encounter
VIGILANT BATTLER	1	<i>Assassin’s Scion</i> ^{B22} , <i>Double Agent</i> ^{B22}	Bonus to DC against Feint, and cannot critically fail perception checks to Sense Motive
VOICE OF MONSTERS	1	<i>Fury</i> ^{B24} , <i>Moderniser</i> ^{B22}	Cast 2 nd -level Speak with Animals once per day
WANDERER’S SHROUD	1	<i>Foundling</i> ^{E12} , <i>Groomed Agent</i> ^{B11} , <i>Terrible Secret</i> ^{B414} , <i>Wandering Savant</i> ^{B418}	Difficult to Gather Information about you, and you gain a bonus on saving throws against scrying and mental effects
WATER-TOUCHED	1	<i>Home in the Deep</i> ^{B12} , <i>Undersea Enthusiast</i> ^{B12} , <i>Wave-touched</i> ^{B12}	Gain resistance to creatures and attacks with water trait
WEAPON OF PEACE	1	<i>Guardian</i> ^{B24} , <i>Restore the Land</i> ^{B22}	No penalty for making nonlethal attacks with a lethal weapon
WISDOM IN THE FLESH	1	<i>Executor</i> ^{B24} , <i>Wave-touched</i> ^{B12}	Use wisdom in place of normal ability score for one of Athletics, Acrobatics, Stealth or Thievery.
WRECKING WRATH	1	<i>Bonded Labourer</i> ^{B22} , <i>Fury</i> ^{B24}	Double strength bonus to damage on critical weapon attacks, but risk breaking weapon

F121 BACKGROUND SKILL FEATS

Name	Level	Additional Prerequisites/Access	Benefits
UNCOMMON ANCESTRY GENERAL SKILL			
ASSURANCE PF2e FORTUNE	1	trained in at least one skill	Receive a fixed result on a skill check
DUBIOUS KNOWLEDGE PF2e	1	trained in a Recall Knowledge skill	Learn true and erroneous knowledge on failed check
SKILL TRAINING PF2e	1	Intelligence 12	Become trained in a skill
INSPIRED FORTUNE	1	<i>Impulsive</i> ^{B24} , <i>Champion of a God</i> ^{B412} , <i>Holy Epiphany</i> ^{B414} , <i>Converted</i> ^{B415}	Reroll a failed skill check
KNOW THE ENEMY	1	trained in a Recall Knowledge skill; <i>Born into Bondage</i> ^{B11} , <i>Guardian</i> ^{B24} , <i>Ancient Hatred</i>	Recall Knowledge before the start of an encounter
SEEKER	1	<i>Vigilante</i> ^{B24} , <i>Gift</i> ^{B413} , <i>Knight-Errant</i> ^{B414} , <i>Adventurer</i> ^{B417}	Automatically critically succeed a seek before encounter starts
TIRELESS LOGIC FORTUNE	1	<i>Faciliator</i> ^{B24} , <i>Barrister</i> ^{B34} , <i>Bureaucrat</i> ^{B33} , <i>Dangerous Intellect</i> ^{B41c}	Once a day roll twice for an intelligence-based skill check
UNCONVENTIONALLY SKILLED FORTUNE	1	<i>Balanced Education</i> ^{E12}	Once per day use mental ability score in place of physical or physical in place of mental.
WORLDLY	1	<i>Conscripted</i> ^{B417} , <i>Dabbler</i> ^{B413} , <i>Imperial Scion</i> ^{B22} , <i>Imperial Scion</i> ^{B22} , <i>Politician</i> ^{B34} , <i>Revelation</i> ^{B415} , <i>Sailor</i> ^{B32} , <i>Wanderer</i> ^{C11} , <i>Troubled First Love</i> ^{E12}	Once a day roll twice for an untrained skill
SELF-TAUGHT SCHOLAR	3	trained in a Decipher Writing skill, <i>Born out of Time</i> ^{B11} , <i>Clerk</i> ^{B33}	Prevent critical failures and improve successes to Decipher Writing

F121* Trained in Arcana, Nature, Occultism or Religion

QUICK IDENTIFICATION PF2e	1		Identify Magic in 1 minute or less
RECOGNIZE SPELL PF2e	1		Identify a spell as a reaction as it's being cast
SECRET			
TRICK MAGIC ITEM PF2e	1		Activate a magic item you normally can't activate
MANIPULATE			
DANGEROUSLY CURIOUS	5	MerchandiserB33, Magical AccidentE12	Prevent critical failures to Trick Magic Item
PARTIAL PROTÉGÉ	5	MerchandiserB33	Your success lasts until the end of your next turn
CLASSICALLY SCHOOLED	1	DevoteeB24, ScholarB33, Tomb SeekerB23	Prevent critical failures to Recall Knowledge
LUCKY IDENTIFICATION	1	AntiquarianB34, HedonistB24, SpiritualistB33, Witch WaryB12	Reroll critical failures and non-critical successes
FORTUNE			
OUTCAST'S INTUITION	1	FatalistB24, OutcastB41b, Winter's ChildB12	+2 bonus to DC of foes counteracting your spells
DECIPHER SCROLL	3	Itinerant ScholarB32, MageB33, Waste RefugeeB12	Learn a spell from a scroll in 10 minutes
RELUCTANT APPRENTICE	5	EsoteristB33, Failed WizardB41b	Attempt higher proficiency tradition checks

F121ac Trained in Acrobatics

CAT FALL PF2e	1	Treat falls as shorter than they are	
QUICK SQUEEZE PF2e	1	Move swiftly as you Squeeze	
STEADY BALANCE PF2e	1	Maintain your balance in adverse conditions	
ACROBAT	3	Acrobat ^{B32} , Disciple of Acrobatics ^{B33} , Thrill Seeker ^{B41a}	Treat a balance success as a critical success

F121at Trained in Athletics

COMBAT CLIMBER PF2e	1		Fight more effectively as you Climb
HEFTY HAULER PF2e	1		Increase your Bulk limits by 2
QUICK JUMP PF2e	1		High Jump or Long Jump as a single action
UNDERWATER MARAUDER PF2e	1		Fight more effectively underwater
TITAN WRESTLER PF2e	1		Disarm, Grapple, Shove, or Trip larger creatures
SIMPLE DISCIPLE	1	Bellicose HistorianB418, Classically SchooledB418, Disciple of AthleticsB33, Home in the DeepB12, MinionB24, Undersea EnthusiastB12	Once a day you cannot fail an Athletics attack
CLIMBER	3	Rite of PassageB22, Thrill SeekerB41a	Treat a climb success as a critical success

F121ar Trained in Arcana

ARCANE SENSE PF2e	1	Cast detect magic at will as an arcane innate spell
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F121c Trained in Crafting

ALCHEMICAL CRAFTING PF2e	1		Craft alchemical items
ALCHEMICAL ADEPT	3	Master CraftsmanB411	Prevent critical failures from alchemical crafting
ALCHEMICAL INTUITION	3	TechnologistB32, Accidental DiscoveryB411	Improve successes with alchemical crafting
PERFECTIONIST'S BREW	3	Elixir ResearcherB33, To Recreate a MiracleB411	Once per day double the duration of an alchemical elixir
MAGICAL CRAFTING PF2e	2		Craft magic items
ELDRITCH CRAFTER	5	ActivistB24, Alchemical ProdigyB22, The Way Things WorkB41c	Improve successes with magical crafting
SPARK OF CREATION	5	ActivistB24	Cannot critically fail and improve success with magical crafting
HEDGE MAGICIAN	3	DabblerB413	Reduce the material cost to make a magic item by 5%.
QUICK REPAIR PF2e	1		Repair items quickly
SNARE CRAFTING PF2e	1		Craft snares
SPECIALTY CRAFTING PF2e	1		Gain bonuses to Craft certain items
ARTISAN CRAFTING	5	Any ModestB33, ArtistB32, BohemianB32, CreativeC11, HistorianB34, TinkerB32	Prevent critical failures and improve successes from Speciality Crafting
HARVESTER	3	ArtisanR33, OpportunistB419, Ooze-TenderR23	Craft talismans

F121de Trained in Deception

CHARMING LIAR PF2e	1		Improve a target's attitude with your lies
TRUSTWORTHY	3	Confidante C11, Revolutionary B23	Prevent critical failures from a Lie
LENGTHY DIVERSION PF2e	1		Remain hidden after you Create a Diversion
LIE TO ME PF2e	1		Use Deception to detect lies
SECRET SPEECH PF2e	1		Learn the secret language of a society
CANTER	5	Criminal C11, Elite Fighting Force B418, Kidnapped E12, Scout B41a	Bonus to deception DC against observers
FAST TALKER	1	Cultural Mandate B413, Operative B33, Spy B41a, Swindler B24	Use deception to Lie then stride.
BRAVADO	3	Schemer B34	Improve successes when deceiving the opposite sex.
DEEP COVER	3	Bandit B31, Groomed Agent B11	Reroll critical failures to impersonate
FORTUNE			
SUBJECTIVE TRUTH	3	Charlatan B32, Psychopath B24	Bonus to checks to Lie when the target has never known you to lie to them before
UNPREDICTABLE	3	Breather B12, Chaos Embraced B412, Competing B22, Fool C11	Once per day reroll an unsuccessful check.

F121di Trained in Diplomacy

BARGAIN HUNTER PF2e	1		Earn Income by searching for deals
GROUP IMPRESSION PF2e	1		Make an Impression on multiple targets at once
HOBNOBBER PF2e	1		Gather Information rapidly
AMBITIOUS	1	ChampionC11, Double AgentB22, GreedB41a	Prevent critical failures and improve successes from Requests.
CHARMING	1	Adopted by FeyB11, CelebrityB413, CreatorB24, First LoveC11, InitiateB32, Progeny of PowerB11	Improve successes when deceiving the opposite sex.
WELL INFORMED FORTUNE	1	BarkeepB33, MediatorB24, Political OppositionB22, SocialiteC11	Cannot critically fail to Gather Information
AMIABLE BLUNDER	3	Agent of BalanceB24, Clan TrainingB22, MerchantB33	Reroll a critically failed Diplomacy check to Make an Impression
EASE OF FAITH	3	Raised by BeliefB11, AdherentB23	Prevent critical failures and improve successes to Make an Impression with creatures with opposing deity.
FEARFUL REPUTATION	3	Angelic EncounterB415	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
NATURAL-BORN LEADER	3	BossC11, Child of the ResistanceB11, Criminal RootsE12, Faction UpbringingB11, Outcast, WorldshakerB413, Righteous MentorB414, Religious ColonyB415	Grant controlled allies a bonus to will saves.
PATIENT OPTIMIST	3	Raised by AngelsB12, GuardianB24, ModerniserB22	React to reroll a critical failure to Make an Impression on a hostile or unfriendly creature.
PERSUASIVE INSIGHT	3	Spirit GuideB32	Use wisdom in place of charisma to make a request

F121i Trained in Intimidation

GROUP COERCION PF2e	1		Coerce multiple targets simultaneously
INTIMIDATING GLARE PF2e	1		Demoralize a creature without speaking
QUICK COERCION PF2e	1		Coerce a creature quickly
BULLY	5	Collaborator ^{B23} , Shadow Hunted ^{B22}	Stride and then Coerce
BRUISING INTELLECT	1	Gifted Pride ^{B14c}	Use intelligence instead of charisma to Demoralise
DEMORALIZING REACTION	1	The Omen ^{B11}	React to demoralize after taking damage
INEXORABLE AUTHORITY	1	Judge ^{B24} , Raised on the Sea ^{B12}	Cannot critically fail and improve success to Coerce or Demoralise when pronouncing a lawful judgement
ENTITLED	3	Apotheosis ^{E1} , Angelic Encounter ^{B415} , Unifier ^{B23}	Prevent critical failures and improve successes with anyone familiar with you or your reputation.
IMPOSING SCION	5	Aspiring Captain ^{B23} , Clan Training ^{B22} , Proud Heritage ^{B22}	Regain focus from a critically successful Coerce.
UNNATURAL REVENGE	5	Nature's Foe ^{B411} , Tribal Slayer ^{B12}	Using intimidation to Demoralize loses the Emotion and Mental traits.

F121l Trained in Lore

ADDITIONAL LORE ^{PF2e}	1		Become trained in another Lore subcategory
EXPERIENCED PROFESSIONAL ^{PF2e}	1		Prevent critical failures when Earning Income
CHILD OF THE STREETS	1	Any Criminal Lore. <i>Criminal</i> ^{B31} , <i>Gang Member</i> ^{B22} , <i>Hentchman</i> ^{B41a} , <i>On the Street</i> ^{B417} , <i>Street Urchin</i> ^{B31}	Use Lore instead of Stealth to Conceal an Object
LORE SPECIALIST	1	Any Lore ^{E12} story.	Once a day you cannot fail a Lore check
MENTORED	1	<i>Actor of Intrigue</i> ^{B23} , <i>Aspiring Monarch</i> ^{B23} , <i>Druid Circle</i> ^{B416} , <i>Loyalist</i> ^{B23} , <i>Mentor</i> ^{C11} , <i>Smuggler</i> ^{B32} , <i>The Trained</i> ^{B41a}	+2 bonus when using Lore to Aid a related skill check
MILITIA VETERAN	3	Ride; Any Martial Lore. <i>Joined the Watch</i> ^{B417} , <i>Military Strategist</i> ^{B22} , <i>Smuggler</i> ^{B32}	Use Lore in place of Nature to ride and Survival in an urban environment

F121m Trained in Medicine

BATTLE MEDICINE ^{PF2e}	1		Heal yourself or an ally in battle
HEALING MANIPULATE			
MOBILE MEDIC	5	Healed ^{B415}	As an action stride and apply battle medicine.
BEDSIDE MANNER	1	Field Medic ^{B23}	Reduce the DC to treat wounds
PRECISE TREATMENT	3	Physician ^{B411}	Use intelligence instead of wisdom to Treat Wounds
REACTIVE MEDIC	3	Medic ^{B33} , Restore the Land ^{B23}	Attempt first aid as a reaction which you cannot critically fail.
SACRED TOUCH	10	Expert; Energy Infused ^{B11} , Healed ^{B415} , Marked by the Gods ^{E1} , Progeny of Power ^{B11} , Spirit of Nature ^{B416}	Automatically stabilize a creature by touch.

F121n Trained in Nature

NATURAL MEDICINE PF2c	1		Use Nature to Treat Wounds
SELF-MEDICATING	3	Born into Bondage ^{B11} , Hatred of Civilization ^{B412} , Left to Die ^{E1} , Raised by Savages ^{B11} , Savage ^{B416} , Serf ^{B31}	Use CON instead of WIS when using Natural Medicine on yourself
TRAIN ANIMAL PF2c	1		Teach an animal a trick
DOWNTIME MANIPULATE			
DEVOTEE OF THE GREEN	1	Tree Tender ^{B416} , Woodlander ^{B12}	Improve successes with Recall Knowledge
BEAST BOND	3	Animal Whisperer ^{B32} , Dung Sweeper ^{B31} , Beastlord ^{B416} , Animalistic Affliction ^{E12}	Prevent critical failures when you Command an Animal
BORN TO THE SADDLE	3	Rancher ^{B32}	While riding treat you cannot critically fail and improve successes
NATURE'S MIMIC	3	Nature's Disciple ^{B418}	While you have a stance active you cannot fail a Nature check to Command an Animal

F121o Trained in Occultism

ODDITY IDENTIFICATION PF2c	1		+2 to Occultism checks to Identify Magic with certain traits
PLANAR SAVANT	1	Ancient traveller ^{B122}	Use charisma instead of intelligence to Recall Knowledge

F121p Trained in Performance

FASCINATING PERFORMANCE PF2c	1		Perform to fascinate observers
IMPRESSIVE PERFORMANCE PF2c	1		Make an Impression with Performance
VIRTUOSIC PERFORMER PF2c	1		+1 with a certain type of performance
MAJESTIC PERFORMANCE	5	Entertainer ^{B32} , Savant ^{E12} , Virtuoso ^{B413}	Once a day you cannot fail a Performance check that benefits from Virtuosoic Performance

F121r Trained in Religion

STUDENT OF THE CANON PF2c	1		More accurately recognize the tenets of your faith or philosophy
CHILD OF NATURE	3	Avatar ^{B416} , Hunter ^{C11} , Naturalist ^{B124}	Use Religion in place of Survival to Subsist in the Wild, and in place of Nature to Recall Knowledge about natural creatures

F121so Trained in Society

COURTLY GRACES PF2c	1		Use Society to get along in noble society
MULTILINGUAL PF2c	1		Learn two new languages
ADAPTIVE LINGUIST	5	Feral Community ^{E12}	During your daily preparation select a temporary additional language.
READ LIPS PF2c	1		Read the lips of people you can see
SIGN LANGUAGE PF2c	1		Learn sign languages
STREETWISE PF2c	1		Use Society to Gather Information and Recall Knowledge
INFLUENCE	1	Any Affluent ^{B34} profession; Bounty Hunter ^{B32} , Celebrity ^{B413} , Competing ^{B23} , Heir to a Legacy ^{B11} , Knighted ^{B417} , Liege Lord ^{C11} , Student ^{B32}	Prevent critical failures when you Recall Knowledge
FRIEND IN EVERY TOWN	1	Adventurer ^{B22} , Detective ^{B33} , Rootless Wanderer ^{B12}	Once a day per community automatically critically succeed.
POVERTY-STRICKEN	1	Any Destitute ^{B31} profession, Exiled ^{B23} , Labourer ^{B32} , Poverty ^{B41a}	Once per day acquire an inexpensive light 0 level item

F121st Trained in Stealth

EXPERIENCED SMUGGLER PF2c	1		Conceal items from observers more effectively
TERRAIN STALKER PF2c	1		Sneak in certain terrain without attempting a check
HIGHLANDER	5	Bushman ^{B12}	Use Terrain Stalker at full speed in hilly or rocky terrain
ORDINARY	3	Alien ^{B31} , Entrapment ^{E12} , Ordinary Childhood ^{B0} , Ordinary ^{E12} , Uneventful Lifestyle ^{B0}	Prevent critical failures and improve successes when hiding in a crowd.

F121su Trained in Survival

EXPERIENCED TRACKER PF2c	1		Track at your full Speed at a -5 penalty
FORAGER PF2c	1		Forage for supplies to provide for multiple creatures
SURVEY WILDLIFE PF2c	1		Identify nearby creatures through signs and clues
TERRAIN EXPERTISE PF2c	1		+1 to Survival checks in certain terrain
WILD ORPHAN	3	Guerrilla ^{B22} , Outcast ^{B31} , Survivalist ^{B419}	Use survival in place of diplomacy to make requests
STARCHILD	1	Vigilante ^{B24}	Once per hour, when the stars are visible, automatically critically succeed a Survival check to Sense Direction.
URBAN JUNGLE	1	Bohemian ^{B24} , Bounty Hunter ^{B32} , Civilized Outcast ^{B416}	Use survival for society Recall Knowledge topics.
WILDERNESS SURVIVOR FORTUNE	3	Bushman ^{B12} , Lovesick Warden ^{B23} , Scout ^{B32} , Sodden Scavenger ^{B12}	Roll twice against natural effects caused by a selected terrain

F121t Trained in Thievery

PICKPOCKET PF2c	1		Steal or Palm an Object more effectively
SUBTLE THEFT PF2c	1		Your thefts are harder to notice
VAGABOND CHILD	1	The War ^{B11}	Prevent critical failures

F13

CLASS FEATS

Name	Level	Class	Prerequisites/Background	Benefits
UNCOMMON				
ASCENDANT RECOLLECTION	1	Sorcerer	Awakened Monument ^{B41b}	Bonus to DC and attacks with bloodline powers
BLOODTHIRSTY	1	Barbarian	Bloodthirsty ^{B413}	Once per round disregard the multiple attack penalty of a critically successful strike
COLD AND CALCULATING	1	Ranger	Detached Observer ^{B419}	Hunt Prey with matching trait at the beginning of an encounter
CROSS-KNOWLEDGE	1	Alchemist	Magic of the Uninclined ^{B411}	Once per day bonus to elixir DC and the elixir becomes arcane.
EASY WAY OF THE HARD WAY	1	Ranger	Bounty Hunter ^{B419}	Subdue Hunted Prey without the usual subdual penalty
ELDRITCH DELVER	1	Wizard	Hunger for Knowledge ^{B41c}	Become trained in Occultism and gain an Occultism skill feat
ENDURING MUTAGEN	1	Alchemist	Wasn't Strong Enough ^{B411}	Double the duration of mutagens you drink
EVASIVE STING	1	Ranger	Big Game Hunter ^{B419}	Bonus to AC against oversized Hunted Prey
FAITH'S HUNTER	1	Ranger	Divine Purpose ^{B419}	Once per day Sustain a Spell as a free action
FATE'S FAVOURED	1	Sorcerer	Too Lucky ^{B41b}	Increase benefit from Fortune bonuses
FOCUSED BURN	1	Alchemist	Firebug ^{B411}	Double the persistent damage inflicted by Alchemist's Fire
GREATER PURPOSE	1	Wizard	Mortality's Mirror ^{B41c}	Bonus to saves against death effects
HIDDEN HAND	1	Monk	Secret Student ^{B418}	Bonus on Stealth checks to conceal a light weapon and with the first strike in an encounter
HUNTER'S KNACK	1	Ranger	Survival ^{B419}	Once per round ready a strike against your Hunted Prey as a free action.
INDELIBLE IRE	1	Barbarian	Hated Foe ^{B412}	React to damage from a critical strike to gain a bonus on strikes against that foe
INDOMITABLE FAITH	1	Champion	Zealous Devotion ^{B414}	Bonus to Will saves
KNOWLEDGEABLE CASTER	1	Sorcerer	One of a Kind ^{B41b}	Add your level as a proficiency bonus to untrained Lore checks relating to your sorcerer bloodline.
MARTIAL MANUSCRIPT	1	Monk	Lineage Holder ^{B418}	If you recite your mantra during an unarmed attack, the attack gains the Audible and Deadly d4 traits.
MARTIAL PERFORMER	1	Monk	Tournament Champion ^{B418}	Deception, Diplomacy, Intimidation or Performance skill increase and skill feat
METICULOUS CONCOCTION	1	Alchemist	Formulae Stickler ^{B411}	Once per day bonus to DC of elixir or bomb
PRINCIPLED	1	Champion, Wizard	Moral Debt ^{B414} , Unpaid Debt ^{B41c}	Penalty on Deception checks and a bonus on saves against charm, compulsion and emotion effects
RESILIENT CASTER	1	Wizard	Storied Lineage ^{B41c}	Bonus to DC against attempts to counteract your spells
SCARRED DESCENDANT	1	Ranger	Blood Cleansing ^{B419}	Cannot critically fail and improved success when tracking a hunted target of the same ancestry.
SHROUDED CASTING	1	Wizard	Fitting In ^{B41c}	For a selected school of magic replace material components with somatic.
SCEPTIC	1	Champion	Warrior of Truth ^{B414}	Bonus to saves against illusions
SPIRIT SENSE	1	Monk	Spirit Teacher ^{B418}	Once per round and before initiative attempt perception to Seek invisible or incorporeal creatures
SECRET				
STRENGTH FORETOLD	1	Sorcerer	Different Dreams ^{B41b}	Bonus to the DC of a bloodline spell
METAMAGIC				
SURPRISE WEAPON	1	Monk	Entrapment ^{E12} , Unsuspecting Master ^{B418}	Proficiency with improvised weapons equals proficiency in unarmed attacks
TENACIOUS SHIFTING	1	Wizard	Brains over Brawn ^{B41c}	Extend the duration of transmutation spells
TIRELESS AVENGER	1	Ranger	Eye for an Eye ^{B419}	Track your Hunted Enemy for an additional 4 hours per day without becoming fatigued.
UNSCATHED	1	Sorcerer	Unharmd ^{B41b}	Increase value of existing energy resistance
UNSEEN BUT NOT UNDONE	1	Sorcerer	Shameful Heritage ^{B41b}	Once per day you can replace verbal components with somatic components when casting a bloodline spell.
UNSTABLE MUTAGEN	1	Alchemist	Mad Alchemist ^{B411}	Once per day random change to power of a mutagen
VIOLATIVE CONDUIT	1	Sorcerer	Wild Talent ^{B41b}	Energy spells cause additional damage

F14 NARRATIVE FEATS

Name	Level	Narrative	Access (Prerequisites)
UNCOMMONANCESTRYGENERAL			
ACCURSED	1	Story	Cursed Birth ^{B11} , Cursed ^{E1}
UNCURSED	3	Goal	
ARTEFACT HUNTER	1	Story	Artefact Activation ^{E1}
ARTEFACT INFLUENCE	3	Goal	Artefact Acquired ^{E4}
ASPIRING ASCENDANT	1	Story	Secret Shame, Bastard-Born
ARTEFACT INFLUENCE	3	Goal	
ASPIRING CHAMPION	1	Story	Champion of a God ^{B35} , Competing ^{B23} , Gladiator ^{B35} , Duel ^{E1}
CHAMPION	3	Goal	Veteran Dueller ^{E4}
ASPIRING DAMNATION	1	Story	Raised by Fiends ^{B11} , Fiend ^{C11} , Fiendish Encounter ^{E1}
DAMNED	3	Goal	Accept Damnation ^{E4}
ASPIRING NOBLE	1	Story	Minute of Fame ^{E1}
NOBLE	3	Goal	Ennobled ^{E4}
BLESSED	1	Story	Devoted ^{B35} , Marked by the Gods ^{E1} , Righteous Mentor ^{B35}
ENTHRALLING	5	Goal	Missionary ^{E4}
CLOUDED MEMORIES	1	Story	Reincarnated ^{E1} , Memory Loss ^{E1}
CLEAR RECALL	5	Goal	Recover Memory ^{E4}
COLONIAL ASPIRANT	3	Story	Famous Expedition ^{E1}
NATION BUILDER	7	Goal	Nation Founded ^{E4}
CORDIAL RELATIONS	1	Story	Mistaken Love ^{C12} , Troubled First Love ^{E12} , Unwanted Love ^{C12}
EMOTIONALLY SECURE	7	Goal	Reject Lover ^{E4}
CORRUPT ASPIRANT	1	Story	Marked by the Gods ^{E1} , Disturbing Vision ^{E1}
PROPHET OF CORRUPTION	3	Goal	Mass Conversion ^{E4}
DEIFIC INTERVENTION	5	Story	Apotheosis ^{E1}
DEIFIC INTERFERENCE	10	Goal	??
DISTRACTING CRITICAL	1	Story	Adopted by Dragons ^{B11} , Proud Heritage ^{B35}
INCAPACITATIONVISUAL			
FRIGHTENING CRITICAL	3	Goal	Personal Victory ^{E4}
INCAPACITATIONVISUAL			
DIVINE CONFIDANTE	3	Story	Secret of the Faithful ^{E12}
DIVINATION MIRROR	1	Story	Undercover ^{E1}
DIVINATION CANVAS	5	Goal	Inside Job ^{E4}
DOOMED CRUSADER	1	Story	Cursed Love ^{C12} , Doomed Love ^{C12} , Unrequited Love ^{C12}
TENACIOUS CRUSADER	5	Goal	Freed from Evil ^{E4} , Corrupted ^{E4}
ELDRITCH APPRENTICE	1	Story	The Way Things Work ^{B35} , Invent Spell ^{E1}
ELDRITCH RESEARCHER	12	Goal	Invent Powerful Spell ^{E4}
EVIL PURCHASES	1	Story	Secret Society Inductee ^{E1} , Raised by Fiends ^{B11}
NOT-SO-EVIL CASTER	8	Goal	Evil Library ^{E4}
FACTION SPOTTER	1	Story	Child Soldier ^{E1} , Drafted ^{E1} , Faction War Survivor ^{E1}
FACTION BANE	5	Goal	Faction Slayer ^{E4}
FEARLESS ZEAL	1	Story	Devoted ^{B35} , Moral Debt ^{B35} , Ordained ^{E1}
FEARLESS SACRIFICE	11	Goal	Martyred ^{E4}
FERAL HEART	1	Story	Raised by Beasts ^{B35} , Feral Survival ^{E1}
FERAL EMBRACE	11	Goal	Civilized Spouse ^{E4}
FEUD	1	Story	An Eye for an Eye ^{B35} , Hated Foe ^{B35} , Raiders ^{E12} , Vengeance ^{B35} , Robbed ^{E1}
BLOOD FEUD	11	Goal	Genocide ^{E4}
FORCEFUL SURPRISE	1	Story	Eye for an Eye ^{B35} , Injustice ^{E1} , Raiders ^{E12}
PAINFUL SURPRISE	5	Goal	Justice ^{E4}
FORTUNATE THIEF	1	Story	Greed ^{B35} , Heist ^{E1}
REACTIVE DISARM	3	Goal	Infamous Thief ^{E4}
FUGAL SUSTENANCE	1	Story	Bloodthirsty ^{B35} , Omen ^{B11} , Tree Tender ^{B35} , Unsuspecting Master ^{B35}
HERO'S SUSTENANCE	3	Goal	Emotional Victories ^{E4}
GHOST FRIEND	1	Story	Ghostly Encounter ^{E1} , Raised Among the Dead ^{B11} , Unliving ^{C11}
GHOSTLY TRUTHS	7	Goal	Lay to Rest ^{E4}
GLIMPSE BEYOND	1	Story	Horror Encounter ^{E1} , Raised Among the Dead, Unliving ^{C11}
BEYOND MADNESS	3	Goal	Slain by Madness ^{E4}
GOOD PURCHASES	1	Story	Raised by Angels ^{B11} , Secret Society Inductee ^{E1}
NOT-SO-GOOF CASTER	8	Goal	Good Library ^{E4}
HIDDEN CREDENTIALS	1	Story	Any destitute or poor background.
MISFORTUNE			
FAKED CREDENTIALS	3	Goal	Noble Imposter ^{E4}
MISFORTUNE			
IMPRESSIVE REQUESTS	1	Story	Negotiated Encounter ^{E1} , Boss ^{C11} , Liege Lord ^{C11} , Socialite ^{C11}
EXPLORATION			
REPEATED REQUESTS	6	Goal	Negotiation Veteran ^{E4} , Puppet Master ^{E4}
INNATE DISGUISE	1	Story	Self Exile ^{E1}
PERSISTENT DISGUISE	3	Goal	Emancipated Victory ^{E4}
INNER RESERVE	1	Story	Apotheosis ^{E1} , Cursed Birth ^{B11} , Left to Die ^{E1} , Prophesised ^{E1} , Reincarnated ^{E1}
AVERSE TO DEATH	3	Goal	Divine Encounter ^{E4}
INNOCENT BLOOD	1	Story	First Kill ^{E12} , Slaughter ^{E1}
SLAYER OF THE INNOCENT	3	Goal	Blood Bath ^{E4}
INSPIRING COMMANDER	1	Story	Siege Commander ^{E1}
SIEGE COMMANDER	3	Goal	Stronghold Established ^{E4}
LACKING IN EMOTION	1	Story	Dead Inside ^{E1} , Soul Survivor ^{E1} , Sunless ^{B12}
MASTERY OF EMOTION	5	Goal	Emotional Purge ^{E4}
LIBERATOR	1	Story	Enslaved ^{E1} , Imprisoned ^{B23} , Kidnapped ^{E12}
LIBERATING AURA	5	Goal	Liberation ^{E4}
LOST LEGACY	1	Story	Evidence of Birth-right ^{E1}
RESTORED LEGACY	3	Goal	Birth-right Restored ^{E4}
MASKED ALIGNMENT	1	Story	Betrayal ^{E1} , Public Family Secret ^{E1}
FAKED ALIGNMENT	5	Goal	Family Redeemed ^{E4}

MISSED ME	1	Story	<i>Betrayed</i> ^{E1}
FORTUNE			
COVER ME	3	Goal	<i>Justice</i> ^{E4}
MONSTER VENDETTA	1	Story	<i>Monster Survivor</i> ^{E1}
MONSTER HUNTER	1	Story	<i>Duty</i> ^{B35} , <i>Raiders</i> ^{E12} , <i>Monster Survivor</i> ^{E1}
MONSTER BANE	5	Goal	<i>Monster Defender</i> ^{E4} , <i>Monster Slayer</i> ^{E4}
MONUMENT ARCHITECT	1	Story	<i>Famous Architect</i> ^{E1}
MONUMENT BUILDER	11	Goal	<i>Monument Constructed</i> ^{E1}
NEURAL COMPASS	1	Story	<i>Explorer</i> ^{E1} , <i>Survival</i> ^{B35}
TREKKER	5	Goal	<i>Dangerous Journey</i> ^{E4}
ONE OF THE WATCH	1	Story	<i>Bounty Hunter</i> ^{B35} , <i>Lawbringer</i> ^{E1}
WATCH VETERAN	5	Goal	<i>Criminal Crackdown</i> ^{E4}
WATCH CAPTAIN	10		
PERCEPTIVE DEFENCES	5	Story	<i>Successful Commander</i> ^{E1}
PERCEPTIVE ENCOUNTERS	9	Goal	<i>Ambusher</i> ^{E1}
POPULAR ARTISTE	1	Story	<i>Virtuoso</i> ^{B35} , <i>Famous Artist</i> ^{E1}
RENOWNED ARTISTE	3	Goal	<i>Acclaimed Theatre Run</i> ^{E4} , <i>Artistic Patron</i> ^{E4} , <i>Masterpiece</i> ^{E4}
PORTAL TRAVELLER	5	Story	<i>Any planar heritage or origin</i>
ACCURATE TRAVELLER	8	Goal	<i>Planar Explorer</i> ^{E1} , <i>Planar Resident</i> ^{E1}
PROSPEROUS INSTINCT	1	Story	<i>Inheritance</i> ^{E12} , <i>Socialite</i> ^{C11} , <i>Worldshaker</i> ^{B35}
PROSPEROUS TOUCH	3	Goal	<i>Community Expands</i> ^{E4}
PROTECTION FROM EVIL AGGRESSOR	1	Story	<i>Blessed Encounter</i> ^{E1} , <i>Blessed Bloodline</i> ^{A?} , <i>Zealous Devotion</i> ^{B35}
AURA OF PROTECTION FROM EVIL	3	Goal	<i>Redemption Encounter</i> ^{E4}
PROUD TO HELP	1	Story	<i>Planar Explorer</i> ^{E4} , <i>Planar Resident</i> ^{E4}
PROUD TO SHINE	3	Goal	<i>Community Expanded</i> ^{E4}
PURIFIER	1	Story	<i>Blight</i> ^{E1} , <i>Corrupted Friend</i> ^{E1}
PURIFIED	3	Goal	<i>Remove Corruption</i> ^{E4}
REDEMPTION	1	Story	<i>Dishonoured</i> ^{B11} , <i>Code Violation</i> ^{E1}
REDEEMED	5	Goal	<i>Atoning Quest</i> ^{E4}
REMOTE MEDICINE	1	Story	<i>Healed</i> ^{B35} , <i>Combat Healing</i> ^{E1}
INSPIRING MEDICINE	8	Goal	<i>Battlefield Healer</i> ^{E4}
COMMUNAL MEDICINE	16		
REQUEST A PAUSE	1	Story	<i>Conciliator</i> ^{E1}
FREQUENT PAUSES	3	Goal	<i>Seasoned Negotiator</i> ^{E4}
REQUEST CLEMENCY	1	Story	<i>Conciliator</i> ^{E1}
FREQUENT CLEMENCY	3	Goal	<i>Seasoned Clemency</i> ^{E4}
RESILIENT	1	Story	<i>Subdued</i> ^{E1} , <i>Boarder</i> ^{B12} , <i>Humiliation</i> ^{E1}
ASTOUNDING RESILIENCE	5	Goal	<i>Humiliating Victory</i> ^{E4}
RESIST FIENDS	1	Story	<i>Fiendish Murder</i> ^{E1} , <i>Hated Foe</i> ^{B35} , <i>An Eye for an Eye</i> ^{B35}
DEATHLY BANISHMENT	7	Goal	<i>Redeem Cultist</i> ^{E4}
RIGHTEOUS ASPIRANT	1	Story	<i>Marked by the Gods</i> ^{E1} , <i>Righteous Vision</i> ^{E1}
PROPHET OF RIGHTEOUSNESS	3	Goal	<i>Mass Conversion</i> ^{E4}
RIVAL	1	Story	<i>Nemesis Emerges</i> ^{E1}
FALLEN ENEMY	3	Goal	<i>Enemy Slain</i> ^{E4}
SENSE ALIGNMENT	1	Story	<i>Enemy Cult</i> ^{E1} , <i>Ordained Target</i> ^{E1}
LOCATE ALIGNMENT	5	Goal	<i>Cult Eradicated</i> ^{E4}
SHAMED	1	Story	<i>Bastard Born</i> ^{B11} , <i>Humiliation</i> ^{E1}
SHAMELESS	3	Goal	<i>Chosen Hero</i> ^{E4} , <i>Honoured</i> ^{E4} , <i>Public Victory</i> ^{E4}
SKILFUL	1	Story	<i>Rival Emerges</i> ^{E1}
SKILFUL ASSURANCE	5	Goal	<i>Rival Thwarted</i> ^{E4}
SLAVE-FRIEND	1	Story	<i>Slave Emancipation</i> ^{E1}
SLAVERS-BANE	5	Goal	<i>Liberation</i> ^{E4}
SLAVE RUNNER	1	Story	<i>Slave Emancipation</i> ^{E1}
SLAVE UNDERGROUND	5	Goal	<i>Liberation</i> ^{E4}
SPECIES INFLUENCE	1	Story	<i>Planar Offering</i> ^{B11} , <i>Refused Valuable Offer</i> ^{E1}
ANCESTRY INFLUENCE	7	Goal	<i>Accepted Valuable Offer</i> ^{E4}
TAUNT THE REAPER	1	Story	<i>Death in the Family</i> ^{E1} , <i>The War</i> ^{B2} , <i>Preventable Death</i> ^{E1}
DENY THE REAPER	10	Goal	<i>Return Ally to Life</i> ^{E4}
LIBERATING VOICE	9		
TRAP INSTINCT	1	Story	<i>Archaeological Discovery</i> ^{E1}
FORTUNE			
AMATEUR TRAP FINDER	7	Goal	<i>Archaeological Publication</i> ^{E4}
TRUE LOVES LOST	1	Story	<i>any paramour</i> ^{C12} , <i>For Love</i> ^{B35}
TRUE LOVE	3	Goal	<i>Return Reunited Lovers</i> ^{E4}
UNFORGOTTEN	1	Story	<i>Major Disaster</i> ^{E12} , <i>Missing</i> ^{E1}
FOUND	3	Goal	<i>Rescue</i> ^{E4}
VENGEFUL	1	Story	<i>Raiders</i> ^{E12} , <i>Vengeance</i> ^{B35} , <i>Murder</i> ^{E1}
AVENGED	8	Goal	<i>Vengeance</i> ^{E4}

F2 FLAWS

F21 BANES

Name	Level	Traits	Effect
ANXIOUS	3+	Emotion, Mental	Penalty to diplomacy, speak slowly and quietly
ATTACHED	3+	Emotion, Mental	Penalty to will saves and saves against fear
BITTER	2+	Emotion, Mental	Reduced benefit from healing
BURN SCARS	1+	Epidermal, Emotion, Fear, Mental	Penalty to saves against fire and to checks when near fire
CONDESCENDING	2+	Emotion, Mental	Penalty to diplomacy and intimidate to improve targets attitude
CRUELTY	2+	Emotion, Mental	Penalty to attack foes not dying or helpless
EMPTY MASK	2+	Fear, Mental	Penalty to will saves against compulsions
ENTOMOPHOB	1+	Fear, Mental	Penalty to attack swarms and animals with more than 4 legs
ENVY	1+	Emotion, Mental	Escalating penalty to will and reflex saves unless you steal each day
FAMILY TIES	2+	Emotion, Mental	Penalty of wisdom and charisma bases checks if you fail to complete a request from a family member
FEY-TAKEN	1+	Primal	Penalty on saves against death, illusion, poison and the abilities of fey
FOUL BRAND	4+	Divine	Penalty on diplomacy, thievery and deception checks
FUNGAL INFECTION	1+	Affliction	Penalty on saves against poison
GNARLED JOINTS	1+	Affliction	Penalty on reflex saves
GUILTY FRAUD	1+	Emotion, Mental	Penalty on deception checks against indifferent, friendly or helpful creatures
HAUNTED	1+	Fear, Emotion	Penalty on saves against evil spells
HAUNTING REGRET	1+	Primal	Penalty on saves against mental effects and the distraction ability of swarms
HELPLESS	4	Fear, Mental	Dazed if an ally within 30 ft. falls unconscious or dies
INFAMOUS	1+	Spat	Penalty on diplomacy checks to interact with law-abiding citizens
INFORMATION OVERLOAD	3+	Environmental	Penalty on recall knowledge checks and diametrically opposed information on a critical failure
INSATIABLE	5+	Mental	Goods and services cost more
LONER	2+	Mental	Penalty to AC and attacks while adjacent to allies or taking the aid action
LOVESICK	1+	Emotion, Mental	Penalty to initiative and perception when apart from lover
MAGICAL KLUTZ	6	Occult, Misfortune	Roll twice and take the worst result on reflex saves against effects produced by magic items
MARK OF SLAVERY	3+	Mental, Emotion	Penalty skill checks and attack rolls until the end on next turn after a failed skill check
MILKY EYE	1+	Affliction	Penalty to saves against light effects and dazzled when exposed to bright light
NATURE'S BANE	3	Primal	Succeed a nature check to handle animals to prevent animals staying more than 30 ft. away
NERVOUS	1+	Emotion, Mental	Penalty to checks with the concentration trait
OCCULT BARGAIN	6+	Occult, Misfortune	Penalty on checks with the concentration trait and extend daily preparation to two hours
OOZING SORE	3+	Affliction	Penalty on saves against disease
OPPRESSIVE EXPECTATIONS	3+	Mental	Penalty on skill checks after failing a check with that skill
OVERPROTECTIVE	3+	Mental	Penalty on attack rolls and skill checks when more than 10 ft. from a fallen ally
PARANOID	4+	Emotion, Mental	More difficult for others to aid you
RIGHTEOUS INDIGNATION	2+	Mental	Penalty to will saves against effects that have the emotion but not fear traits
SECRET SHAME	2+	Fear, Mental	Penalty on saves against fear and the DC of intimidate checks to demoralise you.
SHADOW-SCARRED	3+	Fear, Mental	Penalty on saves while in dim light or darkness
SHELTERED	4+	Fear, Mental	Frightened when less than half max hp
SPOOKED	3+	Fear, Mental	Frightened in the presence of monsters
STIFF JOINTS	1+	Affliction	Penalty on athletic attacks and checks to escape
STIGMATIZED	1+	Mental	Penalty on diplomacy checks to gather information or improve a creatures attitude
STONE ARM	1+	Affliction	Penalty on skill checks or attack rolls that require two hands
SUPERSTITIOUS	2+	Fear, Mental	DC 5 flat check to prevent spells cast on you from failing
SWOLLEN EYES	1+	Affliction	Penalty on sight based perception checks
TAINTED SPIRIT	3+	Mental, Origin	Chance of becoming fatigued at the end of an encounter
TOO MANY SECRETS	3+	Role	Penalty on deception checks and on saves against illusion
UMBRAL UNMASKING	3+	Occult	You cast no shadow
UNTRUSTING	2	Emotion, Mental, Misfortune	Roll twice and take the worst result on perception checks to sense motive

F22 CURSES

Name	Alignment	Level	Traits	Effect
			Divine	
CATASTROPHIC SUBTERFUGE	N	1	Fate, Trickery	Deception and Stealth failures become critical failures
CONCEALING VISIONS	CE	1	Nightmares, Trickery	Everything is concealed
DISHONOURABLE SICKNESS	NG	1	Confidence, Trickery	Vomit up small animal after refusing a request
ENCLOSING DARKNESS	LG	1	Delirium, Moon	Lose low-light vision and darkvision.
FEELING OLD	N	1	Freedom, Perfection	Penalty to initiative rolls
FRAGILE EQUIPMENT	LG	1	Duty, Perfection	After attempting an attack weapon or armour becomes broken
FRAGILE TOOLS	LG	1	Creation, Protection	Damaged items automatically become broken
HOSTILE INSECTS	LE	1	Death, Zeal	All insects are hostile and attack on sight
HUNGER	NE	1	Indulgence, Undeath	Eat 20 times as much as normal
LEADEN WARRIOR	CN	1	Destruction, Might	Weapons, armour and shields have half hit points and break threshold
MARKED CRIMINAL	LN	1	Cities	After any crime a symbol or word appears on your skin
PRONE TO VENGEANCE	CN	1	Pain	Stung whenever a new person desires vengeance against you
REVERSED CRITICAL	N	1	Luck, Trickery	Once per day a natural 20 becomes a natural 1
RESTRICTED ACCESS	NL	1	Protection, Time	It takes longer to open a stuck door or a lock
SHAKY CRAFT	N	1	Creation, Time	All craft or repair failures become critical failures
TAKE THE DIFFICULT PATH	LN	1	Perfection, Truth	Roll twice and take the lower result if using a better check when a lower one is appropriate
TASTELESS FOOD	LG	1	Earth, Nature	Any food not grown by you takes like ash and leaves you fatigued
UNFRIENDLY COMMUNITY	NG	1	Freedom, Cities	Indifferent humanoids in your community become unfriendly
UNREWARDING WORD	NE	1	Trickery, Wealth	Reduced level when attempting to earn income
UNWELCOME DRUNK	CG	1	Indulgence	Awake with a hang over and find that drink tastes foul
WEIGHT OF CHAINS	LE	1	Ambition	Permanently encumbered and noisy
YOU SCURVY DOG	CN	1	Destruction, Water	Difficult to remove bleed damage
FLAMMABLE	LE	1+	Fire, Tyranny	Weakness to fire
ANCIENT WOUND	LE	1+	Tyranny	Drained 1, and sicked 1 after performing a chaotic act
BEACON OF DESTRUCTION	CE	1+	Destruction	Permanently confused, attacks cause more damage
BROKEN ARMOUR	CE	1+	Destruction	Worn armour automatically becomes broken
CONFUSION INSIGHT	N	1+	Ambition, Knowledge	Once per day confused after receiving a strange insight
CROWN OF THORNS	CG	1+	Zeal	Weakness to piercing damage
DISTRACTING VISIONS	N	1+	Knowledge	Penalty to initiative rolls
DRY SPELL	CN	1+	Indulgence, Water	Penalty to charisma-based skills.
EASY PREY	CE	1+	Might, Trickery	Nearby creatures smell you as prey
ENTROPY	CN	1+	Destruction, Decay	Worn items become broken after 10 minutes
FEAR OF IMPRISONMENT	CE	1+	Earth	Clumsy and stupefied when imprisoned
GET LOST	CG	1+	Travel	Exploration movement is reduced
HOUNDED BY TRUTH	LG	1+	Knowledge, Truth	Penalty on deception checks
LIFEFORCE LEECH	CE	1+	Decay, Plague	Permanently drained
MENTALLY TAXED	N	1+	Magic	Permanently stupefied
MISFORTUNATE	CG	1+	Luck, Misfortune	Roll twice and take the worse result when attempting a check
NIGHT CLOSING IN	CN	1+	Darkness, Travel	Reduced visibility
PROTECT THE WEAK	NE	1+	Protection, Sorrow	Foes gain a bonus to attach you
RAINBOW HAIR	N	1+	Delirium, Music	Penalty to deception check to impersonate
SICKENED WITH REMORSE	NG	1+	Passion, Protection	Permanently sickened
SPLINTERED BLADES	CN	1+	Confidence, Destruction	Weapons become broken after use in combat
SUNBURNT	NG	1+	Fire, Sun	Permanently clumsy
TROUBLED SLEEP	CE	1+	Nightmares	Need extra time to achieve a full nights rest
VULNERABLE TO DRAGONS	LG	1+	Duty	Weakness to dragon breath and all imperial dragons and animals are hostile
VULNERABLE TO THE SEAS	N	1+	Travel, Water	Lose or penalty to swim speed
VULNERABLE TO THE SKY	N	1+	Air	Weakness to electricity
WARRING MAGIC	N	1+	Destruction, Magic	Flat check when casting a spell to prevent a harmful spell becoming beneficial and visa-versa.
WEAKNESS	NG	1+	Might	Reduced maximum and encumbered bulk limits
WEAKENED ARMOUR	CN	1+	Destruction	Reduced benefit from armour and shields
BURNING BOUNDS	CG	3+	Destruction, Freedom	Restrains burn and are destroyed
CHALLENGED TO PERFECTION	N	3+	Might, Perfection	Clumsy 1 and encumbered until a challenging task is accomplished
DAUNTING THRESHOLDS	LN	3+	Change	Sickened when crossing a threshold
EXPLOSIVE SCIENCE	N	3+	Fire, Knowledge	Attempt to interact with complex items cause fire damage
LIGHTWEIGHT	NG	3+	Might	Permanently enfeebled
PAIN	Le	3+	Pain	Take damage whenever you witness another creature take damage
SEASICKNESS	CN	3+	Water	Sickened when on or in sight of the sea
STARSTRUCK	CG	3+	Dreams	Sickened in starlight
STERILE	LG	3+	Nature, Family	Unable to reproduce
WITHERED	NG	3+	Ambition	Permanently enfeebled and possibly drained
INFORMATION LEAK	NE	4	Confidence, Freedom	A secret about you becomes known
MARKED FOR DEATH	CN	4	Darkness	When not in natural sunlight head appears to be a skull, and penalty to recovery checks
ANIMAL ANIMOSITY	LG	6	Nature	Animals attitudes are one category worse
CLUMSY	CN	6	Creation	Always untrained in Crafting, Performance and one other skill
COWARDICE	CG	6	Might	Worse results from saves against fear
EARTH-BOUND	N	6	Earth	Constantly affected by <i>earthbind</i>
EDGE OF THE CROWD	NG	6	Family	Diplomacy check failures become critical failures
EMOTIONALLY VULNERABLE	CN	6	Indulgence	Failed saves against emotion effects become critical failures
FINANCIAL FAILURE	LN	6	Wealth	The result of all checks to earn income are one step worse
IMPASSIONED AUDIENCE	CN	6	Passion, Trickery	Results of checks to make an impression are one step worse
LACKLUSTRE ATTACKS	CN	6	Confidence, Might, Zeal	Reduce the dice size of all weapon and unarmed attacks
LETTER OF THE LAW	LE	6	Confidence, Curse	Cannon voluntarily break an agreement
LIGHT OF TRUTH	NG	6	Sun, Truth	Unable to tell lies
LOSS OF KNOWLEDGE	LG	6	Knowledge, Truth	Results from Recall Knowledge checks are one degree worse.
LOST IN THE DARK	LG	6	Delirium, Moon	At night results from any navigation checks are one degree worse.
PERSONAL TOOLS	LG	6	Creation, Family	Gain item bonuses only from items you make yourself
PORTENT OF WOE	LG	6	Fate	Once per day critically fail a divination
TACTICAL FLAWS	CN	6	Confidence, Might	Cannot receive circumstance bonus on attack rolls
UNCOVERED SECRETS	N	6	Secrecy	Everyone who you are keeping secrets from immediately learns one of your secrets
VULNERABLE TO LIFE	NE	6	Undeath	Harmed, and not healed, by positive effects
VULNERABLE TO POISON	NE	6	Death	Failure to save against a poison becomes a critical failure

DOOMED LINEAGE	N	6+	Curse	Infertile and doomed
OVERWHELMED	CN	6+	Nightmares, Void	Permanently stupefied
WASTING DISEASE	NE	6+	Might, Undeath	Clumsy, enfeebled and can only crawl
WEB-BOUND	N	6+	Trickery	Permanently slowed and speed reduced
BORDER CASE	NG	8	Ambition	Fail if check result exactly equals DC
LIGHT BLINDNESS	LG	8	Sun, Vigil	Gain light blindness
STAMINA LEECH	CE	8	Decay, Plague	Become fatigued after failing a fortitude save
DO NO HARM	NG	8+	Healing	All attacks do nonlethal damage except against fiends and undead
ASSASSIN HUNTED	LE	10	Death, Might	Hunted by an assassin
BAD LUCK	NG	10	Luck, Misfortune	Always roll twice and take the worse result
CONTAGIOUS	CE	12	Decay, Plague	Struck by a contagious disease
CONTAGIOUS SPONGE	LG	12	Delirium, Moon	Touch contracts disease, curses and conditions from target
DENY THE ODDS	N	12	Earth	Compelled to accept all wagers
DEPENDANT	NG	12	Might	Must be given food, drink and equipment by another
EXILED	LG	12	Creation, Family	Community attitudes are one step worse
FACE IN THE CROWD	NG	12	Family	Lose the ability to distinguish one living creature from another
FORGOTTEN	LN	12	Knowledge, Truth	All living creatures forget your existence
HOSTILE CONSTRUCTS	N	12	Earth	All constructs are hostile and attack on sight
ILLITERATE	LG	12	Knowledge, Truth	Incapable of reading anything
JOYLESS	LE	12	Destruction	Something you value is taken
MIRROR-BANE	N	12	Delirium	Mirrors break and cannot be concealed by illusion magic
SLOW COMBATANT	CN	12	Confidence, Might, Zeal	Slowed which in combat
STOLEN MEMORIES	NE	12	Secret	A change each day of permanently forgetting the events of the previous day
UNDERDOG SUCCESS	N	12	Family	Successful checks against you from lower level foes become critical successes
UNREALISED VENGEANCE	CN	12	Pain, Passion	Manifested foe whenever an individual imagines vengeance upon you
VULNERABLE TO BLEED	CG	12	Destruction	Slashing or piercing damage also causes bleed
VULNERABLE TO HARM	N	12	Perfection	Never temporarily immune to a harmful effect
VULNERABLE TO NATURE	N	12	Nature	Nonsapient plant creatures become hostile
STORM-BOUND	CN	12+	Lightning, Water	Surrounded by a permanent storm cloud
CURSE OF HONESTY	LN	13	Cities	Constant Zone of Truth
FINANCIAL RUIN	CN	15	Wealth	All wealth is stolen
IMMUNE TO LUCK	NG	15	Luck	Cannot benefit from status bonuses
IMMUNE TO TELEPORTATION	LN	15	Magic	Cannot be teleported or transport, conjure or summon others
ISOLATION	CN	15	Creation	Cannot communicate with other creatures
PAINFUL HEALING	NE	15	Pain	Take damage instead of healing
BARRED FROM MAGIC	N	18	Magic	Lose all spellcasting abilities

F23

MALIGNANCIES

Name	Level	Traits	Effect
ANOSMATIC	2	Respiration	No sense of smell
ATROPHIED	7	Manipulation	Cannot wield two-handed weapons
AVARICE	1	Cognitive, Emotion, Mental	Need 10% more treasure
BACKWARD KNEES	1+	Locomotion	Penalty on athletics checks
BALLOONING THROAT	1+	Communication, Linguistic	Penalty on linguistic checks
BRITTLE BONES	3+	Skeletal	Extra damage from bludgeoning attacks
CATS EYES	1+	Sensory	Penalty on nature checks to Command an Animal
COWARDLY	3+	Cognitive, Fear, Mental	Flee faster and take greater penalty from frightened
CURLEY EARS	3+	Sensory	Penalty to hearing based perception checks
DEFORMITY	3+	Locomotion, Manipulation	Penalty on dexterity-based checks
DEPENDENT	1+	Cognitive, Emotion, Mental	Frightened after failing a diplomacy check
DISFIGURING BIRTHMARK	1+	Epidermal	Penalty to deception checks
DOUBT	1+	Cognitive, Emotion, Mental	Penalty after failing a skill check
EASILY EMBARRASSED	1+	Hormonal	Penalty on linguistic skill checks with an audience
EMOTIONLESS	3+	Cognitive	Penalty on perception checks to sense motive, and on the same checks against you
EXTRA DIGIT	1+	Manipulation	Penalty on craft and thievery checks
FACIAL WARTS	1+	Epidermal, Acquired	Penalty on deception checks involving a disguise
FAST GROWING FINGERNAILS	2+	Manipulation	Penalty on thievery checks
FLAT FEET	5+	Locomotion	If you move too much during your round you are flat-footed until your next round
FORKED TONGUE	1+	Communication, Linguistic	Penalty on diplomacy or deception to fool or persuade others
FORGETFUL	2+	Cognitive, Mental	Accidentally leave items behind on a failed will save
FRAIL LIMBS	1+	Locomotion	Worse DC against disarm, grapple and trip attacks
FURRY	1+	Epidermal	Worse armor check penalty
FUSED THUMBS	1+	Manipulation	Succeed a flat check or drop an item when you retrieve it
FUSED TOES	3+	Locomotion	Penalty on acrobatics, athletics and performance checks.
HUGE EARS	1+	Sensory	Extra damage from sonic attacks and are deafened
HEADSTRONG	4	Cognitive, Emotion, Mental	You must attempt to intervene in actions that contradict your alignment
HEDONISTIC	3	Cognitive, Emotion, Mental	Chance of becoming fatigued unless you earned enough money on the previous day
IMPATIENT	4+	Cognitive, Emotion, Mental	Cannot use Delay or Ready actions and take a penalty if you are last in the round
LIGHT BLINDNESS	12	Sensory	Blinded until the end of your next turn when exposed to bright light
LIGHT SENSITIVITY	6	Sensory	Dazzled when in an area of bright light
LONELY	3+	Cognitive, Emotion, Mental	Penalty to perception checks to sense motive, see through a disguise, and saves vs charm effects
LONG INCISORS	1	Consumption	Consuming a potion or magic foodstuff takes three actions
LONG TAIL	2+	Skeletal	Penalty on stealth checks and on deception checks to disguise yourself
MEGALOMANIA	1+	Cognitive, Emotion, Mental	Penalty on will saves vs charm or compulsion when offered wealth or power
METICULOUS	3+	Cognitive, Mental	Penalty on skill checks in which you are untrailed
MISALIGNED EYES	3+	Sensory	Penalty on ranged attack and damage rolls
MISMATCHED LEGS	1+	Locomotion	Penalty to DC against Bull Rush and Trip attacks
NARCOLEPTIC	3+	Hormonal	Penalty on saving throws vs sleep effects
NAÏVE	3+	Cognitive, Mental	Penalty to AC against attacks from improvised weapons
OBVIOUS	2+	Cognitive, Emotion, Mental	Penalty on perception checks to sense motive based on sight
ODDLY DEFINED	1+	Skeletal	Worst armour check penalty and penalty to AC when wearing medium or heave armour
PAINFUL TEETH	1+	Consumption	Penalty on saving throws against pain checks
PALLID COMPLEXION	1	Epidermal	Sickened when exposed to direct sunlight for more than 1 hour
PISCINE SCALES	1+	Epidermal	Take damage when your scales dry out
PRIDE	1+	Cognitive, Emotion, Mental	Penalty on diplomacy and perception checks to sense motive against a creature that insults you
PROVINCIAL	1+	Cognitive, Mental	Penalty on diplomacy and perception checks to sense motive against a creature with a different alignment
RAPID HAIR GROWTH	3+	Epidermal	Penalty of AC, attack rolls and stealth when outside
SCARRED	1+	Epidermal, Acquired	Penalty on deception checks to Impersonate or Lie
SELF-DOUBTING	1+	Cognitive, Emotion, Mental	After first failed will save or skill check each day take a penalty on the next one
SENSITIVE BREATH	2+	Respiration	Penalty on saves vs disease and inhaled poisons
SENTIMENTAL	3+	Cognitive, Emotion, Mental	Penalty on perception checks for initiative and reflex saves to avoid traps or hazards
SHAGGY PELT	2+	Epidermal	Penalty on checks and saves to resist environmental heat effects
SPELL ALLERGY	5	Hormonal, Acquired	Casting or being targeted by the spell you are allergic to cases damage and imposes a charisma penalty
TELEPATHY DEPENDANT	12	Communication, Sensory, Aura, Divination	Limited senses to 60 ft, and replace verbal components of spells with envision.
THIN SKINNER	1+	Epidermal	Take bleed damage whenever you take slashing damage
UNLEARNED	3+	Cognitive	Cannot attempt Lore skill checks untrained and take a penalty when using a library
VAIN	3+	Cognitive, Emotion, Mental	After failing a charisma based check take a penalty to all charisma based checks for 24 hours
VAINGLORY	7+	Cognitive, Emotion, Mental	Penalty on deception and stealth checks, and lower the DC of your illusion effects
VESTIGIAL GILLS	2	Respiration	Need 12 hours to recover from being fatigued.
WATER DEPENDANT	6	Respiration	Risk death if not submerged in water after 24 hours
XENOPHOBIC	3	Cognitive, Emotion, Fear, Mental	Penalty on diplomacy and perception checks to sense motive against a creature with a different ancestry or culture
ZEALOUS	5	Cognitive, Emotion, Mental	Penalty on attack rolls with attacking a creature with a different religion