

# CAULDRON CHARACTER TRAITS

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## **Child of Jzadirune**

This trait is for gnomes that are from Cauldron or a village in the immediate vicinity. If you want to play a gnome let me know. I will give you details for this trait.

## **Demonscarred**

One of your ancestors was a half-fiend; as a result you carry some of the taint with you. This would be a good trait for a warlock or a hexblade, and possibly even a sorcerer. This would not be a good trait to take if there is a standard evil detecting paladin in the party.

*Benefit:* Regardless of your actual alignment, spells and spell like abilities with the evil descriptor treat you as if your alignment were evil. Magic Items treat you as if your alignment were evil. Magic items are similarly fooled.

*Drawback:* Regardless of your actual alignment spells and spell like abilities with the good descriptor treat you as if your alignment were evil. Magic items are similarly fooled.

*Roleplaying Ideas:* You are gloomy and wear dark clothing. You might be given to a short temper or foul moods. You also might just be the strong silent type, and while you treat your closest friends like gold, you give your enemies no quarter. Michael Moorcock's Elric would be a good example of this type of character.

## **Dream Haunted**

Your dreams are haunted by strange visions, of tortured landscapes and deformed monsters. In some of these dreams you are the deformed monster.

*Benefit:* you are used to fatigue and suffer no penalties when you become fatigued. When you become exhausted, you are instead treated as if you are fatigued.

*Drawback:* You suffer a -2 penalty on saving throws against effects that cause madness or insanity, and on saving throws against sleep effects. If you are normally immune to sleep effects; you lose that immunity.

*Roleplaying ideas:* you are always tired, though not to the point of fatigue. You tend to nod off when bored, and sometimes find it difficult to remember minor bits of information. You yawn a lot, and seem distracted. You might be able to sleep virtually anywhere anytime (such as on a bumpy wagon ride or in a loud tavern).

## **Long Shadowed**

You are descended from a tribe of indigenous peoples who died out as a separate tribe many centuries ago. Still this tribe's penchant for necromantic magic runs in your blood.

*Benefit:* You automatically stabilize if reduced to negative hit points. When you take damage from negative energy, you reduce the actual damage you take by 5 points.

*Drawback:* Healing magic works poorly on you. Whenever you regain lost hit points through healing magic you can one less point of healing per character level you possess, to a minimum of one point per die rolled.

*Roleplaying Ideas:* You are dark and morbid, fascinated with death and undeath.

\*This would be a good trait for a character of Olman blood, part Olman blood, particularly for a character of Suel-Olman mixture.

**Mark of the Beast:** One of your ancestors was a lycanthrope, a were-beast. Select a predatory animal of your choice (such as tiger, or wolf). That animal feels a mystic bond with you.

*Benefit:* Animals have a strange reticence when they attack you and suffer a -2 penalty on all attack roles made against you. If you have wild empathy ability you gain a +1 bonus on wild empathy checks.

*Drawback:* You suffer a -4 penalty to saving throws made to resist lycanthropy, and take +1 point of damage from attacks made by silver weapons.

*Roleplaying:* Wolverine anyone? Sabertooth perhaps? Your manners might be a bit crude but you are loyal to your friends, you have an animal magnetism.

\*This trait would be a natural fit for Shifters, though I think it could work out well any race. This trait would also be a natural for rangers, but as I noted earlier rangers are a far from optimal choice in this campaign. However without giving anything away, this trait like all the others could prove to be very interesting as the game progresses.

### **Nobility:**

You were born into a noble family. That's right you are a ' nob' .

*Benefit:* You start play with an addition 200 GP, and gain a +1 bonus on all Diplomacy and Intimidate checks made against citizens of Cauldron or the nearby villages. You also gain a +1 Knowledge, Local Nobility bonus. Certain NPCs in this campaign may react more favorably in your presence.

*Drawback:* You are well known and recognizable, and suffer a -4 penalty on Disguise rolls made against citizens of Cauldron or the nearby villages. Certain NPCs in this campaign may react more poorly to your presence.

*Roleplaying Notes:* You might be haughty, snobbish, a boor, a dandy, impatient, condescending, a spendthrift (believing there is more to always be had), or you could take the opposite tack, and be fatherly (or motherly) to the citizens beneath your station, you could be very kind to those poor unfortunates.

\*If anyone decides they want to be a noble in Cauldron I am going to require they take this trait.

**Scarred Soul:** You have led a very rough life, perhaps an orphan, or you suffered some traumatic experience as a child. Whatever the cause your child hood experience has left you jumpy and haunted.

*Benefit:* you gain a +2 bonus to Initiative checks.

*Drawback:* you don't deal well with trauma; as a result you receive a -1 penalty to all Will saves.

*Roleplaying Notes:* You are jumpy, paranoid, and nervous.

\* Excellent choice for a street urchin thief type.

**Scion of Surabar:** You are a direct descendent of the founder of Cauldron, and renowned demon slayer, holy warrior.

*Benefits:* pride for your lineage girds your mind and soul. You gain a +2 bonus to checks made against fear, death effects, sanity, and confusion.

*Drawback:* Special

*Roleplaying Notes:* you are proud of your heritage. This should be taken by a character of good alignment, but it does not have to be lawful. This would be a good choice for a Paladin or a Cleric, and this must be taken by a Human or Half-elf. Constantine would be a good example of a character of this type.

**Touched in the Head:** You are a little crazy.

*Benefits:* You' re mind is disorganized and chaotic. You receive a +1 bonus to all saving throws against mind effecting effects, save for those that cause confusion or insanity.

*Drawback:* You' re mind is disorganized ad chaotic; You receive a -1 penalty to all Wisdom based checks.

*Roleplaying Notes:* You find it difficult to concentrate; you probably talk to yourself, or mumble to yourself. You have some odd habits. A good example of this type of character would be the Irish guy in Braveheart, or Brad Pitt' s character in 12 Monkeys.

**Wyrn Blooded:** One of your ancestors was a half - black dragon. You have some distinctive feature, such as scales on your hands, short horns, or a short tail.

*Benefit:* +4 Bonus on all saving throws against acid effects, +2 bonus on swim checks, and a +1 bonus on all spot and listen checks.

*Drawback:* Your body isn't quite as limber as it should be; you suffer a -1 penalty on all Reflex saves.

*Roleplaying Notes:* You are intense, and your emotions are often difficult to control. You have a habit of hoarding.

### SECRET EFFECTS

Note that some of these traits have secret effects, that you will not find out about until the proper time or event is occurring or has occurred.

### NOTES

\* I will entertain traits from the UA. Please check with me first.

\* Many traits have roleplaying effects that could annoy your fellow players, so please beware of how you handle this. It is better to act one way to your characters friends and fellow adventurers and act a different way to the NPCs in the game. This will also add a level of depth to your characterization. For example, a noble might be haughty and disdainful to anyone beneath his station except for those he has come to count on as his friends. These friends he treats as he would his own family, and perhaps better, regardless of their true station.