

PATHFINDER SOCIETY FEATS & TRAITS LIST

~ SORTED BY SUPPLEMENT

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The purpose of this document is to index and showcase the allowed non-core sources for the Pathfinder game. Although it is broken down to the basic statistical elements, it is not designed to remove the flavor text of each of the traits and feats that take characters beyond being a min-maxed batch of numbers. Non-allowed feats are not typically listed in this document. Always check with the official Guide to Pathfinder Society Organized Play for accuracy. For additional non-Pathfinder Society listings of feats and traits, visit the archivesofnethys.com. Please let me know of any errors or omissions or general thoughts.

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ADVENTURER'S ARMORY

Trait	Type	Benefits
Augmented Disguise	Equipment	+2 to Disguise with prop
Dealmaker	Equipment	Can find expensive items in smaller communities
Extremely Fashionable	Equipment	+1 to Bluff, Diplomacy and Intimidate if wearing jewelry worth at least 150 gp
Heirloom Weapon	Equipment	Gain masterwork weapon for normal cost; gain +1 to attacks with it; proficiency gained
Improvisational Equipment	Equipment	Reduce improvisational penalty by 2
Iron Liver	Equipment	+2 to Fort saves vs. poison & drugs; +4 on Fort saves vs. Alcohol
Power of Suggestion	Equipment	Bluff check to convince someone an item is something else
Prehensile Whip	Equipment	Use whip as grappling hook with rope
Quick Learner	Equipment	Reduce non-proficiency penalty to -2 after first attack
Rough and Ready	Equipment	+1 to hit with Craft/profession tool; no improvised weapon penalty with that tool
Stage Magic	Equipment	+2 to Perform when using an attention-getting item
Stealthy Escape	Equipment	May use Sleight of hand instead of Escape artist; +2 to Bluff to pretend still bound
Thrown-Together Fashion	Equipment	Use Disguise to change one outfit into another outfit

Feat	Prerequisites	Benefits
Equipment Trick	BAB +1	Use equipment tricks p.22+
Sly Draw	Quick Draw	When you draw a light weapon, use Sleight of Hand instead of Bluff to feint
Splash Weapon Mastery	--	Equivalent to Far Shot Feat for splash weapon; additional splash square; adjust miss area

ANDORAN. SPIRIT OF LIBERTY

Trait	Type	Benefits
Bellis Axe Master	Regional	+2 to confirm criticals with axes
Bellis Honey Harvester	Regional	DR 3 vs. swarms and +1 to saves against distraction and poison from swarms
Bellis Log Roller	Regional	+1 on Acrobatics checks and +1 to CMD vs. trip attacks
Carpenden Lobber	Regional	+2 on attack rolls with non-damaging weapons
Carpenden Roof Runner	Regional	+2 on Acrobatics checks when 20+ feet above the ground
Kobold's Neighbor p.9	Regional	+2 to Perception checks to discover traps and +1 to disable device checks

Oregent Desperation	Regional	1x/day can change from dying to disabled by suffering 4 pts Int damage
Oregent Timing	Regional	1/day: +3 to one readied combat action if triggered by ally's action
Oregent Vandal	Regional	+2 to damage rolls vs. targets with hardness
Prismati Player p.7	Regional	+1 on attacks with fist-sized rocks, etc., and +1 to concentration checks

Feat	Prerequisites	Benefits
NONE		

CHELIAX, EMPIRE OF DEVILS

Trait	Type	Benefits
Accelerated Drinker	Combat	Drink potion as a move action instead of standard action if you start your turn with the potion in your hand.
Threatening Defender	Combat	Use combat expertise to reduce the number you subtract from melee attack rolls by 1.
Desperate Focus	Magic	+2 to concentration checks
Diabolical dabbler	Magic	Your summoned fiendish creatures gain +1 hp/hit die
Theoretical magician	Magic	+2 to Spellcraft checks or +3 bonus if you're not a spellcaster
Brastlework Businessman	Racial-Gnome	+2 on all Craft (alchemy) checks.
Infernal Influence	Racial-Chelax	Gain fire resistance 1 and +1 to Fort saves vs. poison
Masterful Demeanor	Racial-Chelax	+3 bonus to Intimidate checks vs. non-human humanoid races
Successful Shirker	Racial-Halfling	+1 bonus to Stealth checks and +3 bonus to Bluff and Diplomacy to avoid punishment by lawful authority.
Cliff Jumper	Regional	+1 to Acrobatic and Climb checks and Reflex saves vs. falling
Dump Salvager	Regional	+3 Perception to search for concealed items
Egorian School Apprentice	Regional	+3 to Knowledge (engineering) and +2 to Perception checks vs. secret doors or traps built in Egorian School Style Architecture (p.21)
Wharf Rat	Regional	+2 Climb and Rope use and +4 bonus on Appraise to determine quality of large bulk goods without opening containers
Whisper Woods Hunter	Regional	+2 to Survival checks to track evil outsiders and +2 trait on Initiative vs. known evil outsiders.
Asmodean Demon Hunter	Religion	+3 to Knowledge (planes) vs. demons and +2 to Will saves vs. mind-affecting demon abilities and spells
Patient Optimist	Religion	+2 Diplomacy vs. hostile or unfriendly and may retry once if you fail your attempt
Hellknight Ancestry	Social	+2 Diplomacy vs. Hellknights and +2 Intimidate vs. enemies of Hellknights
Lost Nobility	Social	+1 attack and damage vs. Chelish government officials and Hellknights
Nonchalant Thuggerly	Social	+4 Bluff checks to keep others (witnesses) from noticing your aggressive actions.

Feat	Prerequisites	Benefits
Belier's Bite	Improved Unarmed Strike	Unarmed strike does additional 1d4 bleed damage
Cornugon Shield	Dex15, Weapon Focus (Spkchain)	+1 shield bonus to AC with spiked chain; +2 when fight or total defensive
Cornugon Smash	Power Attack, Intimidate 6	Make Intimidate check as free action vs. opponents damaged with Power Attack
Cornugon Stun	Stunning Fist	Use Stunning Fist with special monk weapons
Cornugon Trip	Dex15, Improved Trip, Weapon Focus (spiked chain)	Throw spiked chain 10 feet as a trip attack
Fury's Fall	Improved Trip	Add Dex to CMB when making trip attack
Fury's Snare	Fury's Fall, Improved Trip	Trip a foe and they gain entangled condition when you drop your whip
Hamatula Grasp	Hamatula Strike, Improved Grapple, Str 13, BAB+9	-2 penalty to grapple check on impaled opponent and deal extra 1d6 damage
Hamatula Strike	Improved Grapple, Str13, BAB+7	Impale opponent on piercing weapon with successful grapple check
Hellcat Pounce	Hellcat Stealth, Skill Focus (Stealth), Sneak Att+2d6	Gain second attack during surprise round vs. same opponent
Hellcat Stealth	Skill Focus (Stealth), Stealth 6	Make stealth checks in any light, even observed, but at -10 penalty.
Osyluth Guile	Bluff 8, Dodge	Add Cha bonus to AC against one opponent when fighting defensively or using total defense action.

CITIES OF GOLARION

Feat	Prerequisites	Benefits
Corsair of Taldor	Worked on a Ship	+2 initiative while on ship and deal +1 damage with light or one-handed weapons on a ship
Endure Pain	Survived 10 tortures	Fort save to reduce non-lethal damage by half; endurance feat grants additional +4 to this fort save
Indomitable Mount	Mounted Combat, Ride 5, Handle Animal 5, Lastwall Affinity	Your mount succeeds at a saving throw if your ride check is greater than the DC of opponent's attack.
Irrisen Ice Mage	Sorcerer, Irrisian Affinity 1st level	Cold descriptor spells cast a +1 caster level; all others at –1 caster level.
Master Delver	Background in Exploration	+2 Knowledge (Dungeoneering) and Perception checks to notice traps. (Dungeoneering) becomes class skill.
Mounted Onslaught	Mounted Combat, Trample, Ride 5, Lastwall Affinity	Overrun more than one creature at cumulative –5 penalty.
Wheeling Charge	Mounted Combat, Ride-by-Attack, Ride 5, Lastwall Affinity	Mount can turn 90 degrees during a charge and you may still make an attack.

CLASSIC MONSTERS REVISITED

Feat	Prerequisites	Benefits
Minotaur's Charge	Str 13, Improved Bull Rush, Powerful Charge	Initiate bull rush as a free action when you hit an opponent with a charge

CLASSIC TREASURES REVISITED

Feat	Prerequisites	Benefits
Companion figurine	Handle Animal 1, Possess <i>figurine of wondrous power</i>	Figurine may be used as your animal companion or familiar.
Instrumental	Bardic performance, Perform (any instrument) 3	Use magical instruments to do bardic performances

CURSE OF THE CRIMSON THRONE PLAYERS GUIDE

Feat	Prerequisites	Benefits
Acadamae Graduate	Specialist Wizard 1st, Conjuration School can't be forbidden	Reduce casting time of conjuration (summoning) by one round (minimum std. action)
Crossbow Mastery	Dex 15, Point Blank Shot, Rapid Reload, Rapid Shot	Reload crossbow as free action. Fire as many times as you could if using a bow. No AoO on reload.

DARK MARKETS, A GUIDE TO KATAPESH

Feat	Prerequisites	Benefits
Jackal Blood	None	+4 to Saves vs. sleep spells or effects; +2 Listen checks.
Lucky Halfling	Halfling	1x/day you may make a saving throw for an ally.

DUNGEON DENIZENS REVISITED

Feat	Prerequisites	Benefits
Indigestible	Favored or survived ooze	Gain acid resistance 5
Ooze Whisperer	Wild empathy	Target oozes with spells and special abilities that would normally only affect animals.

DWARVES OF GOLARION

Trait	Type	Benefits
Clearheaded	Race	+1 vs. Bluff and Disguise; +1 to saves vs. illusion effects.
Deep Marker	Race	+1 to Survival checks and +1 to saves vs. fear effects.
Goldsniffer	Race	+2 to Perception checks related to metals, jewels, and gemstones
Grounded	Race	+2 to balance-related Acrobatics checks, and +1 to Reflex saves.
Ruthless	Race	+1 to confirm critical hits
Tunnel Fighter	Race	+2 to initiative and +1 on weapon damage rolls for critical hits
Warsmith	Race	+1 to damage rolls vs. objects made of clay, crystal, earth, metal or stone. Know (engineering) becomes a class skill
Zest for Battle	Race	+1 to weapon damage when you have a morale bonus to weapon attack rolls.
Alluring	Religion	+2 to Diplomacy checks with those who find you Attractive; may use Daze once per day as spell-like ability equal to level
Battlefield Caster	Religion	+1 to concentration checks while casting defensively and +1 to AC vs. readied spells
Guardian of the Forge	Religion	+1 Knowledge (engineering) and Knowledge (history). one of the two becomes a class skill.
Honeyed Words	Religion	+1 to Diplomacy checks. +1 to the DC of charm or compulsion such as calm emotions, sleep or suggestion to lay down arms.
Resigned	Religion	+1 on retrying a previously failed skill or ability check as well as taking 20 on skill and ability checks.
Blooded	Regional	+1 on weapon damage vs. giants, goblins and orcs.
Frostborn	Regional	+4 to saves vs. cold environments and +1 to saves vs. cold effects.
Glory of Old	Regional	+1 on saves vs. spells, spell-like abilities and poison
Perseverance	Regional	+3 when multiple Will saves required.
Warrior Poet	Regional	+1 to Knowledge checks related to dwarves and +1 to Fort saves during a round you use Bardic perform ability
Deep Guardian	Magic	Your conjured/summoned earth subtype or burrow gain +1 to attack rolls and +1 to AC
Earthbound	Magic	+2 to saves and caster level checks vs. spell resistance for air subtype creatures
Strength of the Land	Magic	+1 to caster level checks while touching the ground or unworked stone.

Feat	Prerequisites	Benefits
Bounding Hammer	BAB+6, Hammer Proficiency	Hammer rebounds off opponent and lands in your square. Can be caught if you have the Snatch Arrows feat.
Darting Viper	BAB+4, dorn-dergar Proficiency	May change the weapon from reach or normal as a swift action
Dorn-Dergar Master	Two Weapon Fighting, BAB+4, dorn-dergar Proficiency	You can use this weapon one-handed.
Sliding Axe Throw	Dex 13, BAB+1	Take –2 penalty to slide axe across ground and make trip attempt as free action; ignore AC in some circumstances
Stance of the Xorn	Wis 15, BAB+3	Opponents don't gain +2 to attack when flanking you as long as you haven't lost your Dex bonus.

ELVES OF GOLARION

Trait	Type	Benefits
Arcane Dabbler	Race	Cast one 0 level arcane spell as spell-like ability. Caster level equal to highest spellcasting level.
Seeker of Brightness	Race	+1 to Search checks and one Knowledge skill
Warrior of Old	Race	+2 to Initiative checks
Youthful Mischief	Race	+1 to Reflex saves
Calistrian Prostitute	Religious	+1 to Gather Information and Sense Motive checks.
Sacred Avenger	Religious	+1 weapon damage against a creature that damaged you. If creature is your ilduliel, bonus is +2.
Sovyrian Pantheist	Religious	+1 to Knowledge (history-art), (architecture/engineering), Survival (hunt), Con checks (run), and Spellcraft (crystals/gems)
Starchild	Religious	Always know true North. +4 Survival checks to avoid becoming lost.
Wasp Whisperer	Religious	+1 to Fort saves vs. poison. Diplomacy check/wild empathy to improve insectile vermin's attitude towards indifferent.
Forlorn	Regional	+1 to Fort saves
Iadaran Illusionist	Regional	+1 to caster level checks regarding illusion and +1 on Will saves vs. illusions.
Left Behind	Regional	+1 to Diplomacy and Gather Info checks regarding Forlorn elves and non-elf races.
Mordant Heritage	Regional	+1 to Swim checks and +1 to saves vs. enchantment effects.
Treerazer's Bane	Regional	+2 weapon damage vs. demons, evil fey and plants corrupted by evil.

Feat	Prerequisites	Benefits
Additional Traits	--	You gain two character traits of your choice from new/different lists.

GNOMES OF GOLARION

Trait	Type	Benefits
Brastlework Businessman	Social	+2 to all Craft (alchemy) checks
Charlatan	Magic	Bonus to next bluff check equal to expended spell slot level. Spell is consumed. 3x/day. only non-lawful alignment gnomes.
Collector	Social	+2 to selected skill when your collection is within 5 feet of you. Skill choices: Craft (one), Disable Device, Escape Artist, Perform (one)
Excitable	Combat	+2 to initiatives
Explorer	Social	+2 to Survival checks in desired terrain type. Select one new each level to replace old one: cold, desert, forest, jungle, mountains/hills, planes, planes, swamp, underground, urban, or water
Etymologist	Social	+1 bonus to Linguistics checks, know one additional bonus language, and treat linguistics as a class skill.
First Memories	Faith	Gain different set of gnome abilities (instead of core gnome abilities): detect poison, know direction, stabilize, and speak with animals.
Naturally Gifted	Magic	Gain an additional use of one of gnome spell-like abilities per day.
Rapscallion	Combat	+1 to Escape Artist and +1 to initiatives
Sprint	Combat	Move an extra 5 feet if you do nothing but move during your turn. Must be in light or no armor.
Trickster	Magic	+1 to caster level when determining duration, range and area of all spells from the illusion school.
Zealot	Faith	+1 to Knowledge (religion) and it becomes a class skill. Will not suffer from the "bleaching"

Feat	Prerequisites(gnomes only)	Benefits
Arcane School Spirit	Bluff 1, arcane	Use Bluff vs. Sense Motive to give target -2 penalty to your next spell
Bewildering Koan	Bluff 1, ki pool class feature	Use Bluff to cause opponent either to lose next action or you gain +2 to damage rolls for one round
Blood Ties	Bluff 1, bloodline	May use Bluff instead of Diplomacy to creatures in the same sorcerous bloodline
Caustic Slur	Bluff 1, favored enemy	Force favored enemy to use power attack against you, increasing his miss chance, with your Bluff and their Will save.
Effortless Trickery	--	Maintain concentration on one illusion spell as a swift action
Extra Gnome Magic	Cha 13	Add 3 uses per day of gnome spell-like abilities.
Helpless Prisoner	Bluff 5, Escape Artist 1	Bluff check to trick your captor and increase your Escape Artist attempt by +5.
Invoke Primal Instinct	Bluff 1, wild shape	Use wild shape to cause fear or contempt; opposed Bluff to their Will save
Tantrum	Bluff 1, rage	Use Bluff skill to feint while raging; lasts until you hit the target
Threatening Illusion(META)	Spell focus(illusion)	Target believes illusion is a threat with failed Will save; +1spell level slot
Witty Feint	Bluff 1,weapon proficiency	Successful feint grants you dodge bonus to your AC equal to weapon training bonus for current weapon.

GUIDE TO THE RIVER KINGDOMS

Feat	Prerequisites	Benefits
Touvette Defender	Touvette affinity	1x/day gain +4 to attack and +1 to damage to any non-citizen of Touvette; only when in Touvette

LEGACY OF FIRE PLAYERS GUIDE

Trait	Type	Benefits
(Notes: Uwaga Highlander applies only to the Stealth skill and Eyes and Ears of the City applies only to the Perception skill; no campaign traits are allowed.)		
Desert Child	Region	+4 to saves vs. hot conditions; +1 to fire effect saves
Freed Slave	Region	+1 Fort saves
Merchant's Child	Region	+1 Appraise checks; Appraise becomes a class skill
Nightstall Urchin	Region	+2 to fear saves; successful fear save grants +1 attack rolls and skill checks for one minute
Pesh Addict	Region	Start with half starting cash. +1 to Bluff, Knowledge (local) and sense motive; one of those becomes a class skill
Pesh Dealer	Region	+1 Sleight of Hand; also becomes a class skill
Savannah Child	Region	+1 bonus to Handle Animal, Knowledge (nature), or Ride and it also becomes a class skill
Uwaga Highlander	Region	+1 to Hide and Move silently; becomes +2 in hilly or rocky areas
Animal Friend (gnome)	Race	+1 to Will saves as long as an animal is within 30'; Handle animal becomes a class skill

Child of Zolurket (dwarf)	Race	+1 weapon bonus vs. undead
Ekujae Reflexes (1/2elf)	Race	+2 to Initiative checks
Forlorn (Elf)	Race	+1 to Fort saves
Freedom Fighter (Halfling)	Race	+1 to skill checks or attack rolls made during escapes or helping a slave escape; Escape Artist becomes a class skill.
Genie Blood (Human)	Race	+1 to saves vs. element attacks; +1 to Bluff, Diplomacy, Intimidate and Sense motives vs. creatures of that subtype.
Historian (Human)	Race	+1 to Knowledge (history) and bardic knowledge checks, and knowledge (history) becomes a class skill
Latent Psion (Human)	Race	+2 saves vs. mind-affecting effects.
Legacy of Sand (1/2orc)	Race	+1 to Will saves
Spirits in the Stone (Hum.)	Race	+2 to Initiative checks and +1 to saves vs. traps and natural hazards
World Traveler (Human)	Race	+1 to one: Diplomacy, Knowledge (local), or Sense Motive; gain +1 to that skill and it becomes a class skill
Blade of Mercy (Sarenrae)	Religion	No attack penalty to inflict non-lethal damage with slashing weapon; +1 to nonlethal damage from slashing weapon.
The City Protects (Abadar)	Religion	+2 vs. fear effect in a settlement; Failed fear saves may be re-rolled each round; paladins may extend this to all allies within range
Cleansing the Twisted (Sarenrae)	Religion	+1 to slashing weapon damage vs. aberrations.
Eyes and Ears of the City (Abadar)	Religion	+1 on Listen and Spot checks
Magic is Life (Nethys)	Religion	+2 to saves vs. death effects while under the effects of any spell; automatically stabilize when under the effects of any spell
Strength of the Sun (Sarenrae)	Religion	+1 to all Charisma-based checks
Wisdom of the Flesh (Irori)	Religion	Use Wisdom on one skill normally based on Str, Con or Dex.; this skill becomes a class skill.
==CAMPAIGN TRAITS (NONE ALLOWED)		

Feat	Prerequisites	Benefits
Sandwalker	Dex 13, Con 13	Can move $\frac{3}{4}$ normal speed in desert terrain instead of $\frac{1}{2}$; gain +2 survival checks in desert.

OSIRION, LAND OF PHARAOHS

Trait	Type	Benefits
NONE		
(Feats: reduce all skill rank requirements by –3 and remember that the Hide skill is now Stealth and that the Search skill is now Perception)		
Feat	Prerequisites	Benefits
Thanatopic Spell (meta)	Spell focus (necro), Know (relig) 10	Spell can ignore spells that protect vs. death effects. Affect undead with negative energy. 2 slot levels higher.
Threnodic Spell (meta)	Spell focus (necro), Know (relig) 5	Spell can affect undead with mind-affecting spell. Spell slot 1 level higher.
Black Marketeer	Appraise 4, Gather Information 4, Knowledge (local) 4	Gain resource pool for illegal or illicit items/services worth 100gp.
Conceal Scent	Hide 3, Survival 3	Cannot be tracked by scent, but can be detected closer; cannot be pinpointed by scent.
Heightened Trap Sense	Search 6, Trap sense +1	Get auto search check to notice any trap within 5' at –10 at full speed or –5 at half speed with no other actions.
Lost in the Crowd	-	+2 to Hide checks in urban areas; +4 in crowds. +1 dodge bonus to AC when threatened by 2 or more enemies.
Osiriontologist	Know (history) 4, Know (local) 4, Speak Language (Osiriani, Ancient Osiriani)	+1 to Bluff, Diplomacy, Disguise, Gather info, Intimidate, and Perform when in Osirion. +5 to Appraise, Decipher Script, Knowledge (all skills), and Search to learn about things in ancient Osirion.
Religulous Pilgrim	Know (geo.) 2, Know (religion) 4	+1 to Will, Diplomacy and Survival checks. +2 on your faith's ground. 20% discount on non-magic religious items.
Serpent Lash	Weapon Finesse, whip proficiency	When you trip with whip, get extra attack. Can pull opponent closer or snatch an object.
Swarm Dodger	Dex 15, Evasion	Avoid swarm damage and other swarm effects with Reflex save

PATHFINDER ROLEPLAYING GAME - CORE RPG

(All legal except Leadership, Craft magic items, and Scribe scroll)

PATHFINDER #26 "SIXFOLD TRIAL" (COUNCIL OF THIEVES)

Feat	Prerequisites	Benefits
Iomedean Sword Oath	Longsword Proficiency, Weapon Focus, (longsword) BAB +4, Worshipper of Iomedae	May take longsword-related feats as if 4th level fighter.

PATHFINDER CHARACTER TRAITS WEB ENHANCEMENT

Trait	Type	Benefits
Anatomist	Combat	+1 to confirm critical hits
Armor Expert	Combat	Reduce armor check penalty by 1
Bullied	Combat	+1 on AoO attack rolls with unarmed strikes.
Courageous	Combat	+2 vs. fear saves
Deft Dodger	Combat	+1 to Reflex saves
Dirty Fighter	Combat	+1 damage when flanking
Fencer	Combat	+1 to AoO's with daggers, swords, and similar blades
Killer	Combat	Additional damage equal to critical hit modifier of weapon.
Reactionary	Combat	+2 to initiative
Resilient	Combat	+1 to Fort saves
Birthmark	Faith	+2 to saves vs. charm and compulsion effects
Caretaker	Faith	+1 to Heal checks; Heal becomes a class skill.
Child of the Temple	Faith	+1 to Knowledge (nobility) and Knowledge (religion) checks and one becomes a class skill.
Devotee of the Green	Faith	+1 to Knowledge (geography) and Knowledge (nature) checks and one becomes a class skill.
Ease of Faith	Faith	+1 on Diplomacy checks and it becomes a class skill.
History of Heresy	Faith	+1 to saving throws vs. divine spells if you do /not/ possess any levels in a divine spellcasting class
Indomitable Faith	Faith	+2 to will saves
Sacred Conduit	Faith	+1 to DC save of your channeled energy.
Sacred Touch	Faith	Use standard action to automatically stabilize a dying creature by touch.
Scholar o/t Great Beyond	Faith	+1 to Knowledge (history) and Knowledge (planes) and one becomes a class skill.
Classically Schooled	Magic	+1 to Spellcraft checks and it becomes a class skill.
Dangerously Curious	Magic	+1 on Use Magic Device checks and it becomes a class skill
Focused Mind	Magic	+2 to concentration checks
Gifted Adept	Magic	One of your spells manifests at +1 caster level
Hedge Magician	Magic	Cost to craft magic items reduced by 5%
Magical Knack	Magic	+2 to your caster level
Magical Lineage	Magic	Apply metamagic to one spell and reduce it's actual level as 1 lower for the metamagic
Magical Talent	Magic	Cast 0 level spell as spell like ability.
Mathematical Prodigy	Magic	+1 to Knowledge (arcane) and Knowledge (engineering) and one becomes a class skill
Skeptic	Magic	+2 to all illusion saves
Adopted	Social	Select a race trait from your adopted parents' race
Bully	Social	+1 to Intimidate and it becomes a class skill
Canter	Social	+5 to understand or send a secret message sent by Bluff check or received by Sense Motive check.
Charming	Social	+1 to Bluff or Diplomacy or Save DC vs. character attracted to you.
Child of the Streets	Social	+1 to Sleight of Hand checks and becomes class skill
Fast Talker	Social	+1 to Bluff checks and becomes a class skill
Natural-Born Leader	Social	+1 to cohort, follower or your summoned creatures vs. mind-affecting effects. +1 to Leadership.
Poverty-Stricken	Social	+1 to Survival and it becomes a class skill
Rich Parents	Social	Your starting cash increases to 900 gp
Suspicious	Social	+1 on Sense Motive checks and it becomes a class skill.

Feat	Prerequisites	Benefits
Additional Traits	--	You gain two character traits of your choice from new/different lists.

PATHFINDER CHRONICLES CAMPAIGN SETTING

Feat	Prerequisites	Benefits
Aldori Dueling Master	BAB +12, etc.	Make an additional attack with Aldori Dueling Sword
Altitude Affinity	Con 19; endurance	Unaffected by altitude; gain +4 to survival checks for altitude
Andoran Falconry	Cha 13, animal affinity, animal companion, Andoran affinity	+4 handle animal to birds +1 level druid/ranger to determine HD of companion
Arcane Vendetta	Spellcraft, Numeria affinity	+2 weapon damage vs. observed arcane caster within 30 feet
Berserker's Cry	Cha 13, Linnorn kings affinity	Grant +1 morale bonus to melee damage to allies 1x/day as move action for ½ level + cha bonus rounds.
Careful Speaker	Wis 13, Galt affinity	Automatically aware of scrying on you; +2 spot scryors/watchers; +2 Will resist Divination; +2 resist intimidate
Cosmopolitan	Katapesh affinity	2 free languages; 2 free Int, Wis, or Cha-based class skills
Crossbow Mastery	Dex 15, Point Blank Shot Rapid Reload, Rapid Shot	Reload any type of crossbow reduced to free action; attack as many times as you could with bow; no AOO on reload
Demon Hunter	BAB +6, Mendev affinity	+2 knowledge (the planes) concerning demons; +1 melee damage vs. demons
Desperate Battler	Sargava affinity	+1 att/dmg if no ally within 10 feet
Fey Foundling	Irrisen affinity	DR 1/cold iron; +2 wild empathy; Cold iron does +1 damage to you
Focused Shot	Int 13, Point blank shot, Precise shot, Kyonin affinity	Int mod added to bow or crossbow damage within 30ft
Godless Healing	Rahadoun affinity	May heal self 1d4+1 points per level as move action with concentration 10 check at half or fewer hit points remaining.
Green Faith Acolyte	Cast 2nd level divine spells	+1 caster level for plant spells; +2 diplomacy vs. fey and plants
Katheer Scholar	Int 15, Qadira affinity	Grant allies +1 weapon damage to creature you identify with knowledge check for Int bonus number of rounds
Massed Charge	Mounted combat, Handle Animal 4, Ride 9, Lastwall affinity	Can share mounted space with another rider with this feat without penalty
Molthuni Discipline	Moltune affinity	Panicked condition is automatically reduced to frightened; frighten to shaken; shaken half as long; +2 vs. fear saves
Necromantic Resistance	Con 13, Geb affinity	+2 saves vs. necromancy spells; +2 fort vs. negative levels save, -1 ability damage from undead
Parting Shot	Dex 13, Dodge, Mobility Point Blank Shot	1x/encounter may shoot while withdrawing
Rugged	Endurance, Mammoth lord	+2 save vs. cold damage; move across ice no penalty
Sniper Shot p.89	Int 13, Wis 13, Farshot, Focused Shot, Point Blank Shot, Precise Shot, Kyonin affinity	Full round action to deal precision-based extra damage equal to weapon's range increment with bow or Crossbow.
Stoic	Cha 15, Sodden Lands affinity	Use Cha instead of Con for Fort saves; +2 saves vs. fear
Storm-Lashed	Prof (sailor), Shackles affinity	Ignore severe weather effects (various); +2 bonus (+4 on ship) to all con and survival checks vs. weather.
Teleport Sense	Wis 13, Mendev affinity	Sense motive check to detect conjuration (teleportation) spells within 60 feet; initiative bonuses
Twisted Flesh	Con 15, Worldwound affinity	+1 to AC; resist cold, electricity, fire +2; +1 intimidate; -1 charisma checks/skills and fort saves
Warped Mind	Wis 14, Worldwound affinity	Mindreaders are dazed for 1d4 rounds against you. +2 init and +1 on Will saves
Veiled Vileness	Half-orc	Appear human. +1 diplomacy and intimidate; +1 will saves
Vermin Heart	Wild empathy class	Target vermin with spells and abilities that would normally affect animals
Wand Dancer	Dex 13, Dodge, Mobility, Perform (dance), Tumble, caster 5th	Use both before and after using spell trigger item without AoO; (replace Tumble 1 rank with Acrobatics 1 rank)

Pathfinder Chronicles: Seeker of Secrets

Feat	Prerequisites	Benefits
Boon Companion	Animal companion or Familiar class ability	Abilities of familiar/animal companion are as if you were 4 levels higher
Dilettante	5 different knowledge skills (2 ranks each)	+2 to a skill you have 1-5 ranks in; untrained knowledge check up to DC 15

PATHFINDER GUIDE TO ORGANIZED PLAY

Trait	Type	Benefits
Captain's Blade	Faction: Andoran	+1 to Acrobatics and Climb checks while on board a vessel afloat; one becomes a class skill.
Explorer	Faction: Andoran	+1 to Survival checks and becomes class skill
Freedom Fighter	Faction: Andoran	+1 to attack rolls during surprise round
Hunter's Eye	Faction: Andoran	No penalty to second range increment with longbow or shortbow; always proficient in these weapons
Indomitable	Faction: Andoran	+1 on saves vs. enchantment spells and effects
Devil's Mark	Faction Cheliah	+2 to Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with evil outsiders
Fiendish Presence	Faction Cheliah	+1 on Diplomacy and Sense Motive checks; one becomes a class skill
Fires of Hell	Faction Cheliah	1x/day enflame your weapon to do one extra point of damage for rounds equal to your Cha bonus; creates torchlight.
Master of Pentacles	Faction Cheliah	1x/day gain +2 caster level to one Conjuration spell
Soul-Drinker	Faction Cheliah	1x/day gain temporary hit points equal to the HD of a recent enemy slain; duration is one minute.
Attuned to the Ancestors	Faction Osirion	Unintelligent undead ignore you for one round per two character levels
Dunewalker	Faction Osirion	+4 to fortitude checks to resist non-lethal damage from heat; move across sand without penalty
Mummy-Touched	Faction Osirion	+2 on saves vs. diseases and curses
Secrets of the Sphinx	Faction Osirion	1x/day gain +2 to any single Knowledge check; gain one knowledge as a class skill
Tomb Raider	Faction Osirion	+1 to Perception and Knowledge (dungeoneering) checks; one becomes a class skill.
Dervish	Faction Qadira	+1 dodge bonus to AC vs. AoO's from moving through threatened areas
Desert Shadow	Faction Qadira	No penalty to move full speed using Stealth skill
Eastern Mysteries	Faction Qadira	1x/day increase the save DC of one of your spells by +2
Gold Finger	Faction Qadira	+1 to Disable Device and Sleight of Hand and one becomes a class skill.
Horse Lord	Faction Qadira	+2 to Ride checks and it becomes a class skill
Expert Duelist	Faction Taldor	+1 to AC when adjacent to a single foe; does not apply to touch attacks or when denied Dex bonus
Fashionable	Faction Taldor	+1 to Bluff, Diplomacy and Sense Motive when wearing more than 80gp of Jewelry; one becomes a class skill
Impressive Presence	Faction Taldor	1x/day give adjacent enemies the Shaken condition for one round if they fail a will save; full round action
Performance Artist	Faction Taldor	+1 to one type of Perform skill check. Increases to +5 when used to make money.
Vindictive	Faction Taldor	+1 to damage vs. single adjacent opponent who damaged you in a previous round.

QADIRA, GATEWAY TO THE EAST

Trait	Type	Benefits
Strong Arm, Supple Wrist	Combat	Add 10' to thrown weapon if you move at least 10' before throwing
Rider of Paresh	Regional	Mount's speed is increased by 10' when charging. Mounted combat feat required.
Watching Taldor	Regional	+1 to Initiative; may draw weapon as a free action during surprise round.
Merchant of Katheer	Regional	+1 to Appraise; Appraise becomes a class skill
Venicaan Medic	Regional	+2 to Heal vs. diseases or poisons; Heal becomes a class skill
Alchemical Prodigy	Magic	May create potions of one chosen 1 st level bard, cleric, druid, or sor/wiz spell list. Brew potion feat required.
Elemental Pupil	Magic	Deal one extra point of damage one chosen spell type: acid, cold, electricity, or fire.
Genie-Caller	Magic	1x/day cast one conjuration (summoning) spell at +2 caster level
Keeper of the Veil	Magic	+1 to Bluff and Disguise; one becomes a class skill
Walking Ward	Magic	+1 to saving throws versus one chosen energy types of spells: acid, cold, electricity, or fire
Keleshite Princess	Social	+1 to Diplomacy and Intimidate; one becomes a class skill
Flame of the Dawnflower	Religious	+2 points of fire damage to opponent when you score a critical hit.

Feat	Prerequisites	Benefits
Mounted Blade	Ride 3, Mounted Combat, Ride-by-Attack, BAB+1, Qadira affinity	During ride-by-attack, make second attack against adjacent target at -5 penalty.
Dervish Dance	Dex13, Weapon Finesse,	

Perform (dance) 2, Scimitar Prof. Use Dexterity modifier instead of Strength on melee attack and damage rolls with one-handed scimitar

TALDOR, ECHOES OF GLORY

Trait	Type	Benefits
TRAITS: all traits on pages 13–14 (note that Divine Warrior should read “Your damaging divine spells gain a +1 to damage” and Militant Merchant applies to Perception checks and the Perception skill);		
Chivalrous	Regional	+1 to Diplomacy and Knowledge (History)
Militia Veteran	Regional	+2 to one of the following: Profession (soldier), Ride, or Survival; also becomes a class skill
Narrows Survivor	Regional	+1 to Initiative and Sense motive; and Sense Motive becomes a class skill
Precocious Spellcaster	Regional	Cast one cantrip and one 1 st level spell at one level higher than your actual caster level
River Rat	Regional	+1 to damage with dagger and +1 to Swim checks; Swim becomes a class skill.
Vagabond Child	Regional	+1 to one of the following: Disable Device, Open Lock, Sleight of Hand; it becomes a class skill
Wealthy Dabbler	Regional	Gain ability to cast two non-harmful cantrips (caster level 1 st) or if you can already cast them, caster level equal to that class level
Ambassador	Religion	+2 to Diplomacy checks
Devotee of a Dead God	Religion	+1 to Diplomacy and Knowledge (religion); one becomes a class skill
Divine Warrior	Religion	+1 to melee weapon damage
Under Siege	Religion	+1 to Bluff and Sense Motive and one becomes a class skill
Aspiring Bard	Race	+1 to Perform (choose one) and +2 to Knowledge (local) regarding Oppara music scene
Azlant Fanatic	Race	+1 to Knowledge (arcane) and Knowledge (history) checks; one becomes a class skill
Brute (1/2orc)	Race	+2 to Intimidate checks
Carefully Hidden	Race	+1 to Will saves and +2 to saves vs. Divination
Dilettante Artist (elf)	Race	+1 to Perform (choose one) and +1 to Diplomacy checks and one becomes a class skill
Failed Apprentice (1/2elf)	Race	+1 vs. arcane saves
Militant Merchant (dwarf)	Race	+1 to Spot and Listen checks vs. surprise and spot becomes a class skill
Rapscallion (gnome)	Race	+1 to Escape artist checks and +1 to Initiative checks
Scholar of Ruins	Race	+1 to Knowledge (geography) and Knowledge (dungeoneering) checks and one becomes a class skill
Well-Informed (Halfling)	Race	+1 to Gather Information and Knowledge (local) checks and one becomes a class skill

Feat	Prerequisites	Benefits
(reduce all skill rank requirements by –3 to a minimum of 1 – not corrected below).		
Experienced Vagabond	Bluff2, Know (local) 2, underclass	+1 on Bluff, Gather Info, Knowledge (local) and Sense Motive checks vs. underclass, criminals, etc. +2 to Listen and Spot vs. surprise if traveling with another person with this feat.
Galley Slave	Prof (sailor) 2, was/is galley slave	+2 Profession (sailor) and Use Rope checks while aboard ship with rowers. +2 damage on first hit in battle on ship.
Sneaky Vagabond	=	+2 to Hide, Gather Info, and Knowledge (local) when others looking for you or when trying to hide; +4 in crowds
Taldan Conscript	Taldan serf	+1 to damage with farm implement; +1 to initiative alongside other conscripts
Taldan Squire	BAB+1, martial proficiency	+2 to Initiative when near ally with Mounted Combat feat; if ally injured and within 10' also gain +1 dodge bonus to AC
Urban Forager	Know (local) 4, Survival 4, Track	May use Survival skill to forage and track in urban environment (see chart on p.29)

NO FEATS // NO TRAITS – LISTED IN THE GUIDE TO PFS PLAY FOR OTHER RESOURCES

GODS & MAGIC - /NONE/

PATHFINDER CHRONICLES: PRINCES OF DARKNESS - /NONE/

CLASSIC HORRORS REVISITED -/NONE/-

PATHFINDER #9 "ESCAPE FROM OLD KORVOSA- /NONE/

PATHFINDER #27 "WHAT LIES IN DUST" - /NONE/

PATHFINDER #29 "MOTHER OF FLIES" - /NONE/

PATHFINDER #31 "STOLEN LAND"- /NONE/

PATHFINDER #32 "RIVERS RUN RED" - /NONE/
PATHFINDER RPG BESTIARY- /NONE/
RISE OF THE RUNELORDS PLAYERS GUIDE - /NONE/
SECOND DARKNESS PLAYERS GUIDE - /NONE/
PRPG ADVANCED PLAYER'S GUIDE PLAYTEST

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